

DESIGN &
CREATIVE
PRACTICE

ENABLING
CAPABILITY
PLATFORM



FOUR YEAR
REPORT
2016–20





**DIRECTOR'S
MESSAGE**

5

1

HIGHLIGHTS

6

2

**DCP EXPERTISE:
COVID RESTARTS**

8

3

**HDR & ECR
ENGAGEMENT**

10

4

DCP PROJECTS

12

5

DCP REPORTS

16

6

DCP NETWORKS

16

7

DCP EVENTS

20

8

ACHIEVEMENTS

22

ACKNOWLEDGEMENT OF COUNTRY

RMIT University acknowledges the people of the Woi wurrung and Boon wurrung language groups of the eastern Kulin Nation on whose unceded lands we conduct the business of the University. RMIT University respectfully acknowledges their Ancestors and Elders, past and present. RMIT also acknowledges the Traditional Custodians and their Ancestors of the lands and waters across Australia where we conduct our business.

Design & Creative Practice ECP initiatives are underscored by the SDGs (UN Sustainable Development Goals) and embrace the ethos of the *Dhumbah Goorowa* (commitment to share) approach. Each project acknowledges the importance of this commitment and embeds this shared future in its remit.



DIRECTOR'S MESSAGE

Dear Colleagues,

Womin djeka.

As the *Buath Gurru* (grass flowering) season takes hold—and after many months of WFH (working from home), homeschooling, Teamlandia, and feelings—the restrictions have eased in Victoria. There is much gratitude as we return to some activities we once took for granted. However, the pandemic is far from over. Overseas a new wave of the virus has taken hold. This is a very, very difficult time for many.

As Indigenous opera singer Deborah Cheetham highlighted, we need to acknowledge that society is made up of people first, economy second. Without people, there is no economy. Indeed, in the “unprecedented” tragedies of 2020—from the bushfires to the pandemic—we are reminded of the importance of looking to our Indigenous Elders past, present and future for their deep knowledges of being on and with land.

Creativity, care and collaboration have never mattered more as we ride these constant unprecedented times. Societies with increasing ageing populations require different types of partnerships, collaborations and engagement. Agility, pivoting and creativity have become key literacies. Work, and work futures, in the face of WFH, have been recalibrated in ways that will not see things bounce back to “normal”. Indeed, this is our chance to do things differently.

This report marks the four years of the Design & Creative Practice ECP. The research platforms have been committed to fostering interdisciplinary collaboration to address real-world issues. In the first year we codesigned with internal and external stakeholders to determine our key priorities around 1. Resilience, Health and Care; 2. Playful Digital and Material Encounters; 3. The Social and Sustainable; 4. Design & Creative Practice Industries. In years two and three we built capability (expertise, partnerships and systems) around these areas through grants, networks and design challenges.

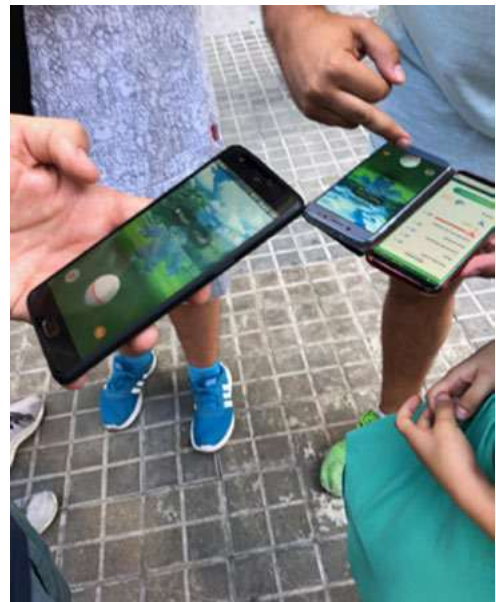
In year four, 2020, these themes have become prescient in how we move forward out of the pandemic. In 2020 we have focused on the new ECP Restarts—five key areas (greener, fairer, healthier, digital, better work) to curate and amplify RMIT expertise to address challenges from the pandemic. Guided by the principles of the Sustainable Development Goals (SDGs), the Restarts are taking a variety of formats—from Living Labs and white papers to policy briefs.

This report showcases some of the highlights in the Design & Creative Practice ECP journey. We have come so far in conceptualising our research in terms of engagement and impact—a crucial narrative for research moving forward in this country. As we have seen during the pandemic, research not only matters—it saves lives.

All of these collaborations highlight the commitment of RMIT staff and students to the SDGs, Indigenous ways of knowing, and co-designing for social, digital innovation and inclusion. There are a few groups and people who have been especially involved and whose contribution and leadership have been extraordinary. Thanks to the Distributed Leaders Group (DLG)—Dr Julienne van Loon, Prof Daniel Palmer, Dr Jaz Choi, Prof Esther Charlesworth and Prof Renata Kokánovic. In addition, thanks to our engaged Executive group and also to our industry SERAG advisory board members—Michael Hudson (Creative Vic); Kaye Glamuzina (City of Melb); Kirsty Ritchie (Arts Wellbeing Collective); Seb Chan (ACMI); Emma Crimmings (Artbank); Zara Stanhope (GoMA); Simone Le Amon (NGV); (Chair) Professor Natalie King (VCA). Further thanks to N’Arweet Dr Carolyn Briggs AM, and our incredible VC Fellows and Postdoctoral Fellows who continue to take our research to the next level. And of course, the ever-amazing Adelina Onicas, Esther Pierini, Gretchen Coombs and Hugh Davies.

We thank you for your ongoing support and collaboration.

Larissa Hjorth



1

Committed to interdisciplinary solutions to real-world problems, and co-designing for social, digital innovation and inclusion.

Key Priority Areas

1

Resilience, health and care

2

Playful, material & digital encounters

3

The social and sustainable

4

Design & creative practice industries

Achievements



10+

DCP Industry Partnerships

Examples include: MARC (Melbourne Ageing Research Collaboration), cohealth, The Victorian Trades Hall, ACMI, QAGOMA, Intel, Telstra, Cherished Pets, City of Melbourne etc.

2

DECRAs

Exploring restorative sound design for urban soundscapes and augmented eating interfaces to promote mindful eating.



16

Reports published

9

International experts hosted



3

ARC Linkage Project Grants

Key example: \$254k for *Talking Country: Sharing Indigenous stories of place through mobile media*

12

Industry hosted events

15

HDR workshops with key experts

~320 attendees

7

HDR Working Group Members

HIGHLIGHTS

1

2020 EU Horizon Grant

Valued at EUR\$3million, this project highlights how creative practice can contribute to sustainability.



Design Challenge



Shortlist Presentation at EFI 2019

2

DCP Design Challenges

43

Different Project Entries



2018 Designing for Ageing Well Challenge with Telstra

Winning Entry: CatPin



2019 Designing for Inclusive Cities with City of Melbourne

Winning Entry: Haptic Pathways

19

DCP governance meetings with key stakeholders

~237 attendees

Industry (SERAG) (8 Members)

DCP Executive (25 Members)

Distributed Leaders Group (5 Members)

5

DCP-supported Restart Initiatives events (online)

60

DCP Workshops & Events

700+ attendees

Opportunities

63

Capability Development Funds awarded

10

SCDF awarded

3

Opportunity Funds awarded

1

Concept Paper

Digital Presence

460 E-News subscribers

194 Impact Observatory Listings

211 Instagram followers

390 Facebook followers

179 Twitter followers

2

2020: FOCUSING ON A FAIRER START

The DCP ECP has been collaborating on the series of COVID-19 Restarts. We are leading A Fairer Start and involved in A Greener Start and A Digital Start focusing on codesigning for social inclusion and innovation.



The ECP Fairer Start Initiative seeks to curate and amplify RMIT transdisciplinary research and build ideas for policy relevant impactful projects to put us in a strong position to work with external partners in 2021.

We initiated activities with an e-event on 8th September. The Fairer Start Roundtable (105 people attended the event) brought together key industry speakers to discuss how we might enable a more inclusive and equitable future for Australia.

A Fairer Start has four focus areas, each supported by a thematic working group (30 people). The groups have mapped unique capabilities and responses to industry challenges and are now conducting codesigned rapid and deeper responses including policy briefs, creative critical prompts and pilot living labs.

A Fairer Start
Working Groups

- 1 Gender Equality**
- 2 Reimagining mental health services post COVID-19**
- 3 Sustainable and inclusive work**
- 4 Co-designing ageing futures**

1. GENDER EQUALITY

This working group coalesces expertise in the development and implementation of strategies to improve gender equality and evaluation research. It will address the challenges and consequences of the pandemic for women, children and young people in the fields of work, mental health, and prevention of violence and deliver research that will have a positive impact on policy, practice and lives. A report looking at gender equality research currently being undertaken at RMIT is in development.



Digital Mental Health Service Delivery in the Age of COVID 19: Opportunities and Challenges

30 Nov 2020
online

From their diverse perspectives, our panel, including lived experience, social and mental health service providers and academic critical mental health & health humanities research perspective, will focus on the critical questions digital mental health care poses in the age of COVID 19.

2. REIMAGINING MENTAL HEALTH POST COVID-19

This focus area arose in response to challenges raised at the roundtable. It focuses on understanding the social and ethical dimensions of mental health issues post COVID-19. This working group will codesign with key industry partners to create insight and creative interventions.

The *Reimagining Mental Health post COVID-19* Working Group has developed a paper outlining the issues and key focus areas.¹ It aims to tackle some of the mental health concerns, while utilising a significant existing RMIT capability in transdisciplinary research in mental health and organisation of health and social care.

The first in a series of planned events was held on 30 November 2020, titled "Digital Mental Health Service Delivery in the Age of COVID-19: Opportunities and Challenges".

3. SUSTAINABLE & INCLUSIVE WORK

The critical problems and opportunities this working group is seeking to respond to include:

- Ensuring that workers have accurate information about their rights and are able to access services for support and advice, and make full use of existing government programs.
- Location-based solutions to fragmented and insecure work to support sustainable jobs and local economies.
- Ensuring that employers, particularly those in SMEs that are hardest hit by lock-downs and the recession, are accessing support and are aware of their obligations.
- Building inclusivity and gender equality into work organisation.

Current *Sustainable & Inclusive Work* working group events include:

- *A Roundtable on Sustainable and Inclusive Work for Vulnerable Workers*

4. CO-DESIGNING AGEING FUTURES

The *Co-designing Ageing Futures* working group coalesces expertise in socially-engaged research across fields of psychology, design, business, economics and art alongside innovations in health technology to address key challenges of the pandemic, including decent work and high quality care, social and mental health, and crises of value and meaning.

Current *Co-designing Ageing Futures* working group responses include:

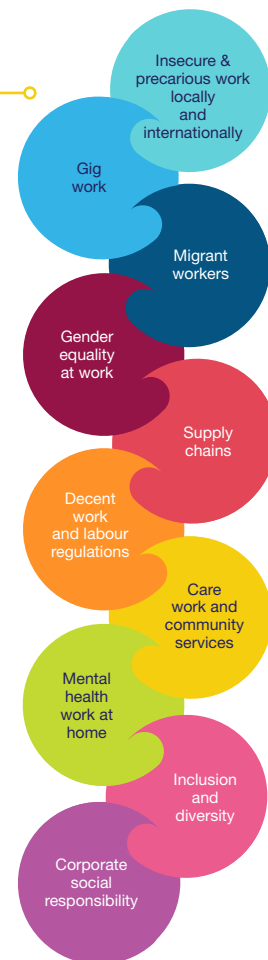
- COVID-19 specific codesign projects moving forward such as: *Alone Together: CALD and digital inclusion, ACCAN U3A ICTs risks, perceptions and practices for older adults.*
- The working group has developed a paper outlining the issues and key focus areas.

OTHER A FAIRER START ACTIVITIES:

A general Fairer Restart pilot around understanding the social and cultural implications of COVID-19 has been conducted as a mixed model study (survey and interviews), see *COVIDSafe and beyond: perceptions and practices.*

Reports:

- *In a time of uncertainty: supporting belonging and wellbeing for HDR students* (May 2020)
- *HDR Belonging: Practices & Perceptions during COVID-19* (August 2020)



The Sustainable & Inclusive Work working group's unique capabilities and responses to industry challenges.

¹ Access here: <https://www.rmit.edu.au/content/dam/rmit/au/en/research/ecps/post-covid-restart/Fairer-Start-Reimagining-Mental-Health-post-COVID-19-Working-Group-Summary.pdf>

WORKSHOPS AND MASTERCLASSES

The DCP ECP is committed to ensuring that Higher Degree by Research PhD/MA students (HDRs) are integrated into our impactful research. The DCP regularly presents masterclasses and workshops that offer invaluable insights to HDRs as well as involving students and early career researchers in its industry engagement initiatives such as our annual Design Challenge and various CDF activities. These initiatives offer great opportunities for HDRs to collaborate with international experts and their peers to develop their research further. Examples of these include:



Systems & Social Change Workshop Prof Colleen Macklin (USA) 2019

Led by international games expert Colleen Macklin, workshop students mapped the systems underlying social issues to further explore “leverage points” that could enable social change.



Practicing More-than-human Design Ethnography Dr Anne Galloway (NZ) 2019

In this workshop teams collaborated in response to a set of contemporary more-than-human issues and concerns. Combining discussion, provocation and situated action, participants explored what it takes to ‘stay with the trouble’ and collectively imagine a ‘world of many worlds’.



Taking the taken-for-granted apart Workshop Prof Maren Hartmann (GER) 2019

In the workshop, participants unpacked one of the always-taken-for-granted and constantly shifting concepts within media and cultural studies: home. Through the mapping activity—Memory Work—workshop participants took into consideration feminist approaches to the concept of homing.

Selection of workshops offered



Mitigating Academic Isolation and Promoting Field Level Integration Dr Bernardo Figueredo & Dr Avni Misra 2019

This workshop supported Early Career Researchers to become more integrated within their academic field, developing strategies to increase integration with the field via agency-enhancing mechanisms.



1:1 Mentorship Sessions with Professor Natalie King 2019

In 2019, the DCP established a mentorship pilot program. Based on the understanding that mentoring is an important part of the researcher’s journey, the DCP partnered with Professor Natalie King to offer a 6-month mentorship program to RMIT early and mid-career scholars.



Playful Resistance HDR Workshops (x4) Bart Simon, Remi Leclerc, Taeyoon Choi & Eddo Stern 2017

These four masterclasses offered invaluable insights on design play and technology. The Masterclasses were a great opportunity for HDRs to collaborate with international experts Bart Simon, Remi Leclerc, Taeyoon Choi and Eddo Stern around digital and material playful resistance.

DCP HDR WORKING GROUP ON WELLBEING AND BELONGING

The DCP ECP has been committed to enhancing HDR's experiences as part of emerging research cultures. Over the 4 years we have conducted dozens of workshops with international experts for HDRs. In 2020, commissioned by the **School of Graduate Research (SGR) Wellbeing working group**, we brought together an interdisciplinary team of researchers to understand the lived experiences of HDR students during COVID-19. We began with a literature review in **report 1** exploring the ways belonging was being redefined by the pandemic. In **report 2** we interviewed **26 HDRs** from across the **three colleges** and from different schools. We took the ethnographic stance of **participant-as-expert** and focused on **understanding practice**. The key themes that emerged from the interviews included: **Belonging; Communities of Practice; WFH (working from home) & Pivoting; Digital intimacy: obstacles and opportunities; and Ethics of Care.**



26

HDR candidates interviewed for the *HDR Belonging: Practices & Perceptions* report identifying key themes, issues, practices and perceptions experienced. This report sought to give a voice to the diverse and divergent lived experiences of current HDRs.



INDUSTRY PROJECTS

The DCP ECP regularly undertakes new exciting initiatives, or builds upon past projects, with our industry partners to build, strengthen, and coalesce our interdisciplinary collaborations. These industry projects engage HDR researchers encouraging HDR and ECR collaboration as well as providing HDRs with opportunities to get involved with real-world impact projects. Examples of these include:

- **cohealth@365:** This industry project focused on co-creating and co-designing with the cohealth community to capture their stories and hear their voices as core to cohealth's past, present and future.
- **ACMI Project: Future of Museum Audiences:** This ongoing project with ACMI explored how museums could engage with social media platforms beyond the blunt instrumentalisation of hashtags, likes and follows, to co-create and co-future inventive and responsive engagements with and for diverse and intergenerational museum audiences.
- **Victorian Trades Hall Council (VTHC) Gender-based Violence Training Package Project:** In 2019, the DCP continued it's work with the VTHC and their gender-based violence (GBV) in the workplace Training Package. The project involved co-designing with union participants as experts, to enhance future iterations of the Training Package. As part of the project, RMIT HDR researcher Caitlin McGrane built an online resource to supplement the VTHC's GBV Training Package.

DCP MANAGEMENT: HDR PARTICIPATION

The DCP's Executive Group is a strategic group of key leaders representing expertise in priority areas aligned to the DCP ECP. The group meets regularly to support the development of DCP initiatives and provide advice to help shape DCP activities. HDR researchers Jacina Leong and Grace Leone are the **HDR Representatives for the Executive Group** offering feedback on DCP activities from a HDR perspective.

4

DCP FUNDED PROJECTS AND ACTIVITIES

The DCP ECP supports key projects which contribute to the ECP priority areas, as well as to the ECP value chain in several ways but predominantly around capability development, industry engagement, capability deployment, major interdisciplinary projects and research translation. Support through funding initiatives allows DCP researchers to develop their work in to larger and more substantial projects with real world impact. These include:

- Concept Papers – supports the development of major interdisciplinary projects
- ECP Opportunity Fund – Translation & Impact (EOF-TI) to create and capture value from RMIT's research
- Capability Development Fund – funding for capability building activities
- Strategic Capability Fund – support for RMIT Networks



COVIDSafe: Perceptions and Practices

Recognising the social, civil and governance impact of the COVID-19 crisis, the *COVIDSafe: Perceptions and Practices* project highlights how Australians are understanding and responding to these changes at a community and personal level.



Haptic Pathways

Haptic Pathways reimagines the suburban street creating diverse sensory experiences that explicitly include urban residents or visitors of all mobilities and neurodiversities. The project intends to create everyday incidental urban pathways that focus on the under-emphasised and under-explored facets of sensory connection.



Alone Together

The COVID-19 pandemic has impacted everybody, but we know that its impact has been worse for older people who live independently—especially those with English as their second language. This project aims to understand the experiences of older people from culturally and linguistically diverse community backgrounds during COVID-19.

2020

More 2020 Funded Projects:

- **Creative Wellbeing**
Remote 'Arts in Health' Programs.
- **Particle, Cell and Pixel**
Adventures in the Field (AIF) Digital Platform— interactive digital prototype
- **Growing Links**
Stephanie Alexander Kitchen Garden Foundation Digital Platform Pilot.
- **Pet Playing for Placemaking**
Designing playful technologies for social engagement and healthy ageing.

2019



Cohealth@365: Past, Present and Futures

This project brought together interdisciplinary methods and expertise to collect the diverse stories of a community. Through this process, cohealth@365 provided a vehicle for community advocacy across a variety of key stakeholders and sectors.



The Future of Museum Audiences I & II

This project with partner ACMI explored how museums can engage with social media platforms, to co-create and co-future inventive and responsive engagements with and for diverse and intergenerational museum audiences.



CatPin (Design Challenge winner)

CaTPin addresses the issue of loneliness due to a lack of social interaction by developing a discreet, low-cost wearable. Taking the form of a lapel pin or brooch, designed in collaboration with the wearer, the device detects the presence or absence of conversation.



Games for Social Change

This project took a play-focused, iteration-based approach to game design. The first Workshop saw participants engage in experimental learning and social engagement surrounding a particular topic: ecosystem problems.



TIMeR

An Augmented Reality audio-walk featuring stories of land, river and sky with Boonwurrung elder N'Arweet Dr Carolyn Briggs. Participants are transformed into wayfarers as they uncover alternate cartographies bringing new insights to familiar routes.



Playable City Melbourne

Playable cities connect people and place through creative technologies, making the city a platform for play. Playable City Melbourne is a three-year project bringing together an interdisciplinary urban play community.

More 2019 Funded Projects:

- **4th Annual MARC Symposium**
Redefining quality in ageing and aged care.
- **Abacus Spatial Diagrams**
Designing new learning environments.
- **Cities as Playgrounds**
New models for urban play, civic engagement and sociality.
- **Cold Climate Landscapes and Atmospheres**
Examining the effects of global warming on cold climate ecologies.
- **Coloured and Patterned Solar Building Skin**
Solar panels for creative & sustainable urban design.
- **Creative Care**
Exploring creative practice and teaching in health and wellbeing.
- **Cultural Impact Workshop Series**
Measuring the real-world benefits of creative practice research.

- **Design for Disaster**
Improving housing design and development.
- **Establishing a Collaborative Design Facility**
RMIT's own Aircraft Systems Design Laboratory.
- **Games of Being Mobile**
First national survey of mobile games in Australia.
- **Cultural Commonalities Memory Game**
Increasing social inclusion through a game.
- **Trades Hall GBV Training Package**
Evaluate, enhance and embed.
- **Transforming Motorways' Noise Barriers**
Reducing noise and air pollution and improving livability.
- **Translating Ambiance**
Restorative sound design for urban landscapes.
- **VVET-N-VVILD-VVIFI**
Developing a holistic computing aesthetics network.
- **Young People and the Anthropocene**
Critical perspectives for wellbeing, resilience & enterprise.

2018



FireLens

The FireLens project is utilising everyday media practices, peer production, mobile and platform technologies to create an image management system for government organisations. Digital photos and videos are composed of imagery, which can communicate complex visual and logistical information.



Creative Agency

A community of creative makers, academics, industry professionals and organisations committed to arts, education and social change. The Agency is both a virtual and material co-share workspace where creativity finds expression through co-designed research, events and cross-sector partnerships.



Social Play Tool Kit

This tool kit encourages social play and game literacies in the classroom. Exploring socially-engaged gameplay and creativity across digital and material contexts, these tools are freely downloadable PDFs for use in a variety of primary school age learning environments.



WrICE

Writers Immersion and Cultural Exchange (WrICE) program contributes to an Asia-Pacific community of writers in a collaborative way, influencing broader societal perspectives and changing the stories we tell and listen to.



#FAILURISTS

Interests in creative, impactful research methods are growing; best practices of such methods are often discussed both in and out of academic research. The #FAILURISTS Collective initiates interdisciplinary explorations around one of the least talked about subject this in space: Failure.



Designing for Social Futures

The group interrogates how we might embed care in all facets of formal and informal, digital and material context to create new pathways towards inclusive and just futures in this rapidly ageing, socially precarious, and digitally networked era.

More 2018 Funded Projects:

- **Design, Disaster & Development Research Forums**
Addressing the design, pedagogic & planning challenges of global mobility, migration and social inequality.
- **Creative Ecologies**
A collaborative investigation into building thriving creative communities.
- **Practice-led Creative Arts Research Network**
A hub for art research that critically engages with social and public spheres (later to become CAST).
- **Her Place**
Women's Museum Research Project.
- **Design and Social Innovation in Asia-Pacific Network (DESIAP)**
Capacity building in the Asia-Pacific region.
- **Translating Ambiance**
Restorative Sound Design for Urban Soundscapes.
- **Aesthetics, Politics and Histories: The Social Context of Art**
Keynote event as part of AAANZ Conference 2018.
- **Duty of Care Workshops**
Examining how we engage with technology and with each other.
- **Code-switching Identities**
Creating networked presence.
- **Photography & Justice**
Explores how photography can be used to question and challenge notions of "the good society".
- **Visual Urban Ecologies**
VUE Project Workshop at RMIT Europe.

2017



FoodCHI 2017

FoodCHI (Computer-Human Interaction) brought together experts and innovators across design, digital media, technology, art, sociology, and food to examine the role of design and technology in shaping of future foodscapes.



The Hydrating Bungaribee

This project brought together varied expertise from across different schools to creatively reimagine how public open space can transform wastewater to contribute to positive recreational, environmental and social outcomes in the face of climate change.



Creative Citizenship

Encouraged youth to learn in inspiring environments. It explored learning outside of the classroom; social inclusion through youth-generated teaching and learning materials; and improving digital literacies and social capital of young people through the creative exchange.



Mixed reality applications for architecture

This project explores the application of a newly developed mixed reality (MR) technology, Rhino Holographic, in enabling efficiency and enhanced opportunity in the architecture and construction industries.



Care, Media and Ritual

New media is increasingly mediating the role of care and ritual around ageing (and dying). This project explored various scenarios of use to provide creative, design, social and ethnographic interventions to this real-world problem.



Being Wiradjuri Together

This project looked at what it meant to be non-Indigenous and design with, and in response to, Indigenous peoples and knowledge. Co-designing with Wiradjuri, this project helped create various mechanisms to connect, share and be Wiradjuri together.

More 2017 Funded Projects:

→ **Design for Disaster**

Facilitating the improvement of housing design and development.

→ **Developing Game Regions**

Exploring regional growth in game cultures and gaming industries in Vietnam.

→ **Evaluating design for social innovation**

A case study for culturally grounded evaluation.

→ **Sky x Terrain**

Developing site-based analytical tools for volatile landscapes.

→ **The Exchange at Knowledge Market**

Prototyping community engagement in Melbourne's Docklands precinct.

→ **Playful Resistance**

Critical perspectives for wellbeing, resilience & enterprise.

→ **Design for Wellbeing Network**

Working to improve the design of healthcare environments.

→ **Multisensory Embodiment**

Enabling a proof of concept test of music, movement and memory in dementia.

→ **#SITEANALYTICS**

Using data capture technologies to solve environmental and technological challenges.

→ **Social Practice Network**

Building a network for social practice across art and design in the Asia-Pacific.

→ **RMIT & ACMI Audience Lab**

Exploring the future of audiences and engagement in an age of big data and social media.

→ **Mobilising Collaborations**

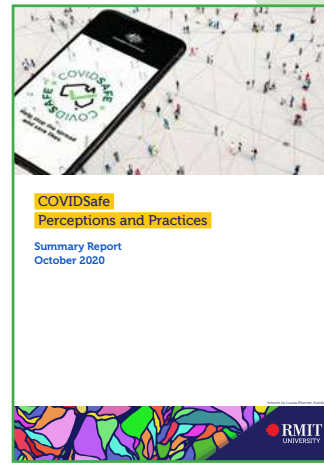
Conceptualising the digital life of walkable streets.

5

16
Reports Published

HDR Belonging: Practices & Perceptions during COVID-19. Report 2

Ingrid Richardson, Natalie Hendry, Catherine Gomes, Gretchen Coombs, Larissa Hjorth, Ruth DeSouza and Anne Harris

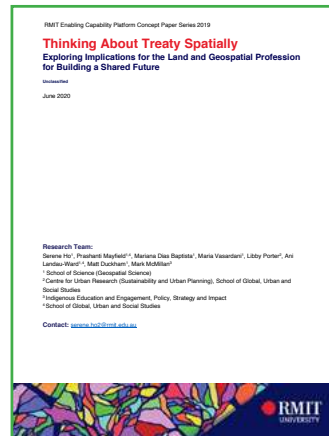


COVIDSafe Perceptions and Practices: Summary Report

Larissa Hjorth, Ingrid Richardson, Mark Andrejevic, Ruth De Souza, Hugh Davies

Thinking about Treaty Spatially. Exploring Implications for the Land and Geospatial Profession for Building a Shared Future

Serene Ho, Prashanti Mayfield, Mariana Dias Baptista, Maria Vasardani, Libby Porter, Ani Landau-Ward, Matt Duckham and Mark McMillan

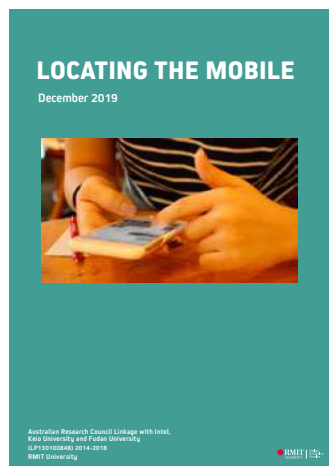


Digital Engagement Strategies in Cultural Sector During COVID-19. A Preliminary Report.

Gretchen Coombs and Larissa Hjorth

Locating the Mobile

Larissa Hjorth, Kana Ohashi, Jolynna Sinanan, Heather Horst, Sarah Pink, Fumitoshi Kato, Baohua Zhou and Genevieve Bell



In a time of uncertainty: Supporting belonging and wellbeing for HDR students

Ruth DeSouza, Natalie Hendry, Catherine Gomes, Rachel Stevens, Anne Harris, Larissa Hjorth, Ingrid Richardson and Renata Kokanovic

DCP REPORTS

Mapping RMIT capabilities in Design for Social innovation: A Conceptual Paper

School of Design



ACMI Pilot Study – Phase 2. The Future of Museum Engagement, Data and Older Audiences

Jacina Leong, Adelina Onicas, Gretchen Coombs, Hugh Davies and Larissa Hjorth

Partner: ACMI

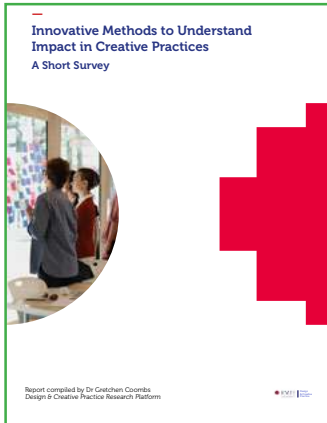
Games of Being Mobile – Australian Research Council Discovery Project Report

Larissa Hjorth, Ingrid Richardson, William Balmford & Hugh Davies



Creative Arts and Design. Impact Network Workshop Report
Creative Arts & Design Impact Network (CAD)

Innovative Methods to Understand Impact in Creative Practices. A short Survey
Gretchen Coombs

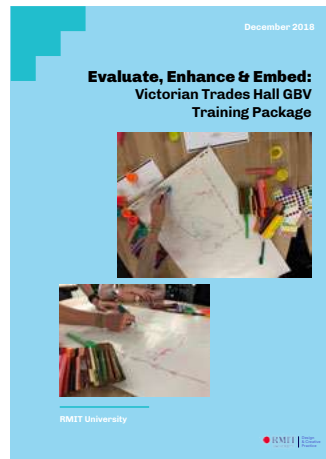


ACMI Pilot Study – Phase 1. Social Media, Digital Wayfaring and the Future of Museum Audiences
Jacina Leong, Indigo Holcombe-James, Adelina Onicas and Larissa Hjorth

Partner: ACMI

COHEALTH@364: past present and co-futures
Gretchen Coombs, Will Balmford, Hugh Davies, Jaz Choi, Tania Ivanka, Alice Brown, Larissa Hjorth and Peta Murray

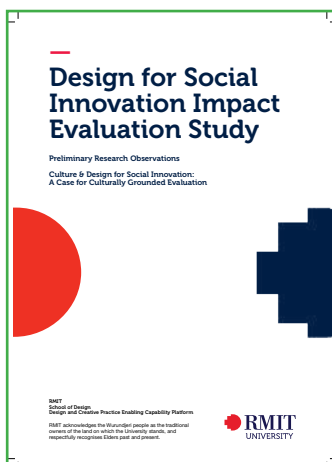
Partner: cohealth



Evaluate, Enhance & Embed: Victorian Trades Hall GBV Training Package
Larissa Hjorth, Caitlin McGrane, Jenny Kennedy and Jaz Hee-jeong Choi

Partner: Victorian Trades Hall Council

Design for Social Innovation Impact Evaluation Study. Preliminary Research Observations
School of Design



Making a Difference: Gender Inequality Research and Impact. Gender Inequality Research Network (GIRN) Report
Meg Montague

6

6

Key DCP Networks

21

Reports produced

44

Industry Engagements

NETWORKS

Research networks committed to interdisciplinary solutions to real-world problems.

Networks



CAD Network dcp-ecp.com/networks/cad-network

The Creative Arts and Design Network (CAD) seeks to respond to the various ways in which national and international frameworks are being used to articulate the value of the creative arts and design, specifically their social and cultural impact.

Key researchers: Larissa Hjorth, Laurene Vaughan, Gretchen Coombs.



HASH Network www.hashnetwork.org

The HASH (Health, Arts, Social sciences and Humanities) Network brings together collaborators from the social sciences, humanities, medicine, arts, and science and technology. It aims to ignite creative connections and collaborations among members.

Key researchers: Renata Kokanovic (Convenor), Natalie Hendry (Convenor), Tania Lewis, Anna Urbanowicz, Cameron Duff, Monica Barratt, Jonathan Duckworth, Keely Macarow.



DSI Network dcp-ecp.com/networks/design-social-innovation-network

The Design for Social Innovation Network (DSI) responds to the pressing social, environmental, and technical issues of our times with researchers who collaboratively contribute on designs for social innovation that are effective in navigating our future by tackling issues of sustainability, health, technology, and social exclusion of vulnerable people.

Key researchers: Yoko Akama, Marnie Badham, Laurene Vaughan



CVIN cvin.com.au

The Cultural Value and Impact Network (CVIN) is building RMIT University's expertise in interdisciplinary collaboration and inventive methods for articulating, measuring, evaluating cultural value and social impact.

Key researchers: Kit Wise, Marnie Badham, Gretchen Coombs, Bronwyn Coate.



W+SN www.ws-network.com.au

The RMIT Wearables and Sensing Network (W+SN) brings together RMIT's world-leading practitioners in the development of wearable and sensing technologies.

Co-directors: Leah Heiss, Judith Glover, Olga Kokshagina.



SASCCAR Network sccar.rmit.edu.au

SASCCAR's vision for 2020 is to establish RMIT as a national leader in space and spatial research through strengthening of internal and external collaboration.

Key researchers: Suelynn Choy, Mark Sanderson, Billie Giles-Corti, Julian Thomas, Larissa Hjorth.



WEARABLE AND SENSING NETWORK

This network coalesces cross-disciplinary clusters to develop work that is technologically and aesthetically world-leading. Members are reframing how wearable and sensing technologies have been traditionally developed - privileging a technology push approach - by applying Human Centred Design principals to high impact social, health and environmental issues.

The W+SN is funded through the ECP Strategic CDF, and supported by ECPs Design & Creative Practice, Social Change , Information Systems (Engineering), Biomedical and Health Innovation and Advanced Materials.

ECP Strategic CDF funding has allowed:

- the establishment of the network
- Launch (the panel included the DCP's own Larissa Hjorth)
- capability mapping, capacity mapping, mapping the market and demand
- strategic planning for 2021 and long-term goals (strategy for deployment, establish thought leadership and large partnerships).
- Year 1 report was produced in February 2020, which includes a 3 year plan

2019 Activities:

- W+SN Launch (Megatrends Mapping activity at the launch used Tactile Tools toolkit)
- W+SN Building New Languages Event (Capability Mapping activity at the event used Tactile Tools toolkit)
- W+SN Lightning-Fast talks

7

60+

DCP Workshops and other events

Over the years, the DCP ECP hosted and supported a number of workshops, talks and conferences etc to inform the interdisciplinary research community at RMIT and to also help share our ideas with the public.

2017



Care, Media & Ritual Workshop (Japan)

FoodCHI Symposium

Design for Wellbeing Symposium

ACMIX Audience Lab Workshop

Creative Agency launched

Playful Resistance HDR Workshop



2018



ARC Linkage Workshop

Rethinking Healthcare for the Future Symposium (RMIT Europe)

Design Challenge launched

cohealth cocreate project begins

Design Challenge shortlist announced

Enter Phase 2 of the cohealth cocreate project

Victorian Trades Hall Council Workshops

AAANZ Conference

EFI 2018
- Care-at-a-distance Workshop
- Hybrid Realities Workshop
- One Good Death Workshop
- HASH Network Launched

Doing Digital Methods Workshop (Japan)

Distributed Leaders Group established

Impact Observatory launched

Applications open for DCP PhD Scholarships

DECRA Workshop

MARC 2nd End of Life Care Forum

HDR Working Party Group started

Asia-Pacific Triennial Workshop (QAGOMA, QLD)



KEY DCP EVENTS

2019

EFI 2019

- Designing for Ageing Well Panel
- Duty to care: An interactive presentation workshop
- TIMeR: AR audio-walk
- Of Care and Ageing - towards a humane and relevant future panel
- Social Futures for Art panel
- Creative Ecologies campfire



Creative Work, Creative Economies Symposium

DCP & Social Change ECPs
ARC Linkage Grant Workshop

Cities as Playgrounds: New models for urban play, civic engagement and sociality Workshop
(RMIT Europe, Barcelona)

Creative Arts & Design Impact Network Workshop



1:1 Mentoring opportunity with Professor Natalie King opens

Video Methods HDR Group
(Creative Agency and DERC)

Mitigating Academic Isolation and Promoting Field Level Integration for HDRs Workshop

Design Challenge with CoM opens

Data Visualiton: Possibility or Problem Talk
with Professor Helen Kennedy

Made in China, Designed in California, Criticized in Europe, Design Strategies –Mieke Gerritzen Lecture

2020

EFI 2020

DERC & CAST Talk with Kat Jungnickel:
Critical making, experimental wearing and alternative doings



The Power that we have...Listen Up!
Film Screening

Community Engagement for Teaching and Research Workshop
(Japan)

A Fairer Start Roundtable
(online)

A Fairer Start: Digital Mental Health Service Delivery in the Age of COVID 19: Opportunities & Challenges (online)



A Digital Start: *Data Analytics*
(online)

HDR Masterclass with Colleen Macklin

How Games Create Change Workshop

HEALTH Network launch
(later becomes HASH)



DCP Planning Day

Taking the taken-for-granted apart: Revisiting notions of home and homelessness in times of mobile media
HDR Workshop

RMIT ACMI Talk with Juha van't Zelfde

4th Annual MARC Symposium:
Redefining Quality in Ageing and Aged Care: Multidisciplinary Perspectives

HDR Workshop with Dr Anne Galloway

Cosmopolitical Relations and More-than-human Design Ethnography Lecture with Dr Anne Galloway

Cultural Value & Impact Network (CVIN) launch
(Australian Council of University Art & Design Schools (ACUADS) Conference)

Preparing for the new framework: EU Horizon Workshop



Urban Play Symposium

Geert Lovink Masterclass for HDR students

Design Challenge winner announced

Getting Into Research: Critical makings, experimental wearings and alternative doings
Workshop with Kat Jungnickel

Do you use your smartphone to access bushfire information? Workshop



Autism in Academia Seminar
(online)

ECP Post COVID-19 Restart Roundtable (online)

Digital Start: *Social Inclusion & Innovation* (online)

MARC Future Visioning Workshop (online)

A Fairer Start: Roundtable on Sustainable and Inclusive Work for Vulnerable Workers
(online)

DCP SUPPORTED ACHIEVEMENTS

ECP initiatives are aimed at supporting the development of ideas for major interdisciplinary projects to address significant challenges requiring a truly interdisciplinary team to make substantial progress. Here we highlight a selection of such projects, funded by the DCP ECP, as well as celebrate the RMIT researchers involved in these projects.

ARC DECRAs



Translating ambiance: restorative sound design for urban soundscapes

Jordan Lacey
HDR at RMIT, 2015–18 VC Postdoctoral Fellow

The project expects to address the issue of sensory overload caused by noise pollution, which can be a significant stressor and threat to wellbeing.



Designing augmented eating interfaces to promote mindful eating

Rohit Ashok
HDR at RMIT, 2017–20 VC Postdoctoral Fellow

The project aims to develop and test augmented eating interfaces to address the contradiction between the concept of mindful eating (no distractions) and the reality of screen cultures (eating with screens).

EU HORIZON 2020 FUNDED PROJECT

CreaTures (Creative Practices for Transformative Futures)

Jaz Hee-jeong Choi, 2018–22 VC Senior Research Fellow

CreaTures is a three year project with the aim to demonstrate effective pathways through creative practice to achieve sustainability, social cohesion and peaceful co-existence during times of rapid change.

CreaTures involves 11 European partners, including universities and research centres, NGOs, as well as leading creative art and design organisations.





Watnanda koong meerreeng , tyama-ngan malayeetoo (together body and country, we know long time)

Vicki Couzens, 2018–21 RMIT VC Indigenous Research Fellow

As the Vice Chancellors Indigenous Research Fellow within the College of Design and Social Context, Dr Vicki Couzens is developing her Project '**watnanda koong meerreeng , tyama-ngan malayeetoo (together body and country, we know long time)**'. The key objective of this Project is to produce model/s, pathways and resources for continuing the reinvigoration of Aboriginal Ways of Knowing Being and Doing with a special focus on language revitalisation. Here Dr Couzens reflects on the impact of the projects she has undertaken:

Wurrungi-Biik, the Law of the Land sculptural installation in Bowen St (RMIT City Campus) was an important commission to undertake in delivering a marker that gives presence and privileges Indigenous knowledges. This work is intended to acknowledge the Country of the Woi Wurrung and Boon Wurrung whilst representing the sovereignty of all Aboriginal nations.

The ECP funding support for **The power that we have...Listen Up!** films and **Revisiting the Possum Skin Cloaks** has provided the opportunity to extend my research scope. The films are currently being developed into a resource, to be shared within RMIT as professional development tools and educational resources within courses, and in potential commercial application more broadly in the wider community. This impact reach is significant in these changing times where non Indigenous Australians are seeking genuine ways to be educated about Indigenous engagement and partnerships. In the **Revisiting the Possum Cloaks** stories, this work will inform a much larger research impact aspiration to explore the social and emotional wellbeing and health in Aboriginal communities through cultural revitalisation practices such as the Possum Cloaks.

In 2020, ACMI commissioned works for the introduction/entry and exit wayfinding spaces in their new updated building and exhibition space. It was themed on the 'past, present and future' and of course the moving image. The response was **Yanmeeyarr – flickering in the firelight**, two installation works that speak to Indigenous moving image story. The entry is a 6 metre diameter ceiling painted work of figures in corroboree, with a three metre acrylic lens that animates the figures. In the exit you'll find stainless steel etched figures, again in corroboree. The intent of this work is for the viewer, as they pass by, in seeing their reflection they become part of the work. The impact of this work again supports and promotes seeing through an Indigenous lens and aims to create a subliminal psychological understanding of our collective story in being part of the image.



The power that we have...Listen Up! (film stills)



Yanmeeyarr, ACMI.



AMBITIOUS AND FAIR: STRATEGIES FOR A SUSTAINABLE VISUAL ARTS SECTOR

Grace McQuilten, 2014–16 VC Research Fellow

Marnie Badham, 2017–20 VC Postdoctoral Fellow

This project aims to strengthen the visual art industry's economic ecosystem in addressing barriers to the sector's economic health and the challenge of improving artists' incomes. To address this critical gap, the project will combine an analysis of current value chains and emergent forms of economic organisation with qualitative insights into the experiences of artists and arts professionals. It will propose interventions for arts industry and government policy to improve and develop this ecosystem. This ARC Linkage project has been funded \$339k+, with partners from the National Association of Visual Arts (NAVA) and the Australian Museums and Galleries Association.



CONNECTING ASIA-PACIFIC LITERARY CULTURES: GROUNDS, ENCOUNTER AND EXCHANGE

David Carlin, Francesca Rendle Short, Michelle Aung Thin and Melody Ellis

This project aims to enhance cultural connections between Asia-Pacific nations by defining and testing a new model for linking writers and writing. The project expects to generate new knowledge about creative writing as a collaborative artform that enables, and is enriched by, deep and sustained cultural exchange. Expected outcomes include a robust model for ethical literary encounters and exchanges and the development of a dynamic regional literary network. It seeks to provide benefits that include broadening the reach and power of Australia's diverse literary voices and stories, both Indigenous and non-Indigenous, enriching the lives of readers and viewers, and strengthening Australia's capacity for cultural diplomacy in the region. This Discovery Project has been awarded \$367k+ in funding.