

King's Digital Lab

Challenges of Collaboratively Creating with Artists and
Researchers

kdl.kcl.ac.uk



@kingsdigallab



Schedule

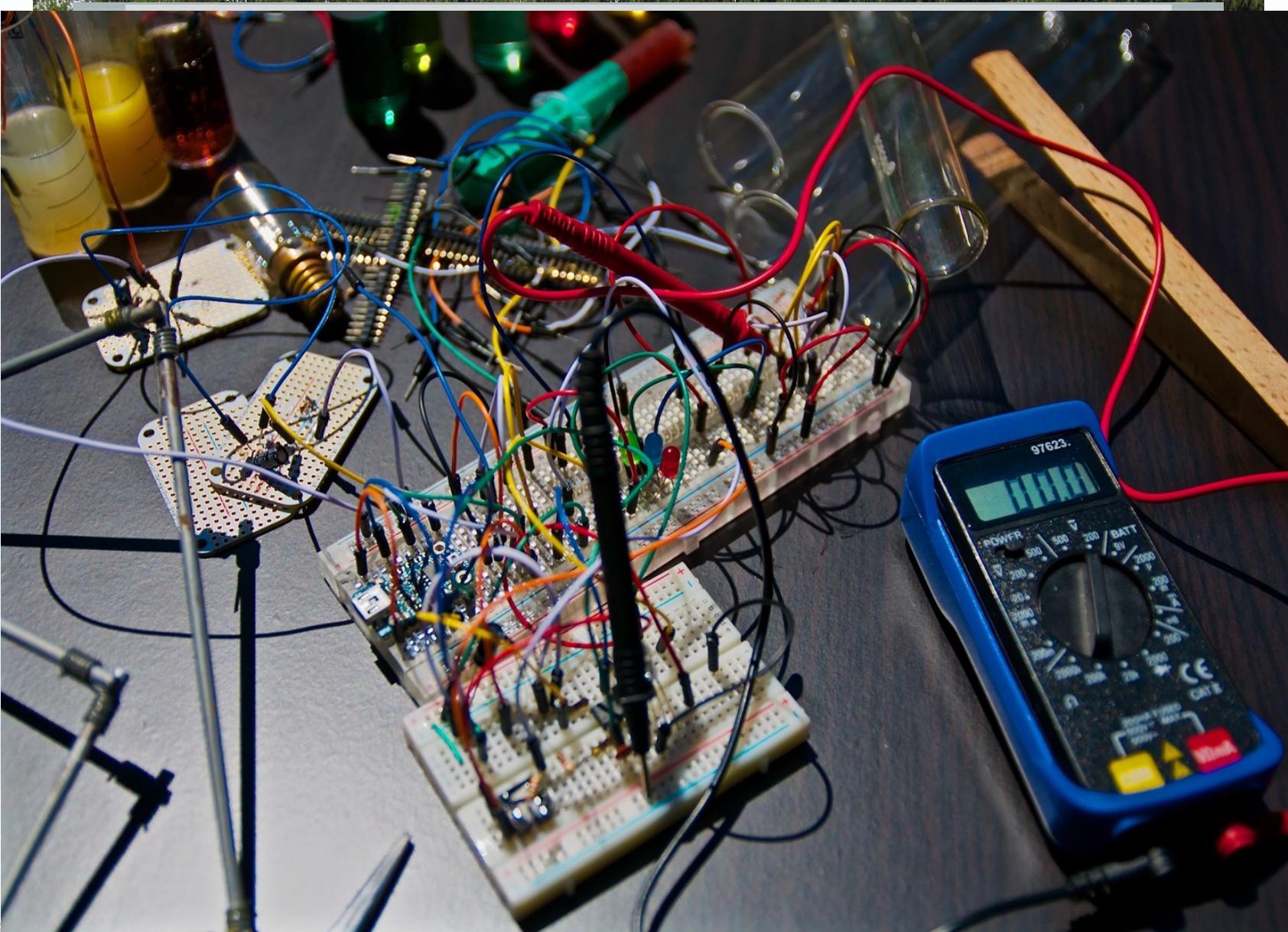
After Oscar ~10am	The challenges of digital creative work (<i>Neil Jakeman</i>)
10am - 10:30	Activity 1 ~ Introducing the project scenario
10:30 – 11:00	Coffee and establish groups
11:00 – 11:45	Creative planning in the real world (<i>Elliott Hall</i>)
11:45 – 12:30	Activity 2 ~ Requirements elicitation
12:30 – 13:30	Lunch
13:30 – 13:45	Activity 3 ~ Project refinement
13:45 – 14:45	Introduction to Glitch and A-Frame (<i>EH</i>)
14:45 – 15:00	Activity 4 ~ Brainstorm
15:00 – 15:30	Coffee
15:30 – 16:30	Activity 5 ~ Project development (+ <i>practical support from NJ and EH</i>)
16:30 – 17:00	Activity 6 ~ Pitching the project

Essential things to do

- Register for Glitch (<https://glitch.com>)
- Send your username to elliott.hall@kcl.ac.uk and neil.Jakeman@kcl.ac.uk

Optional things to do

- Scan your object for the museum

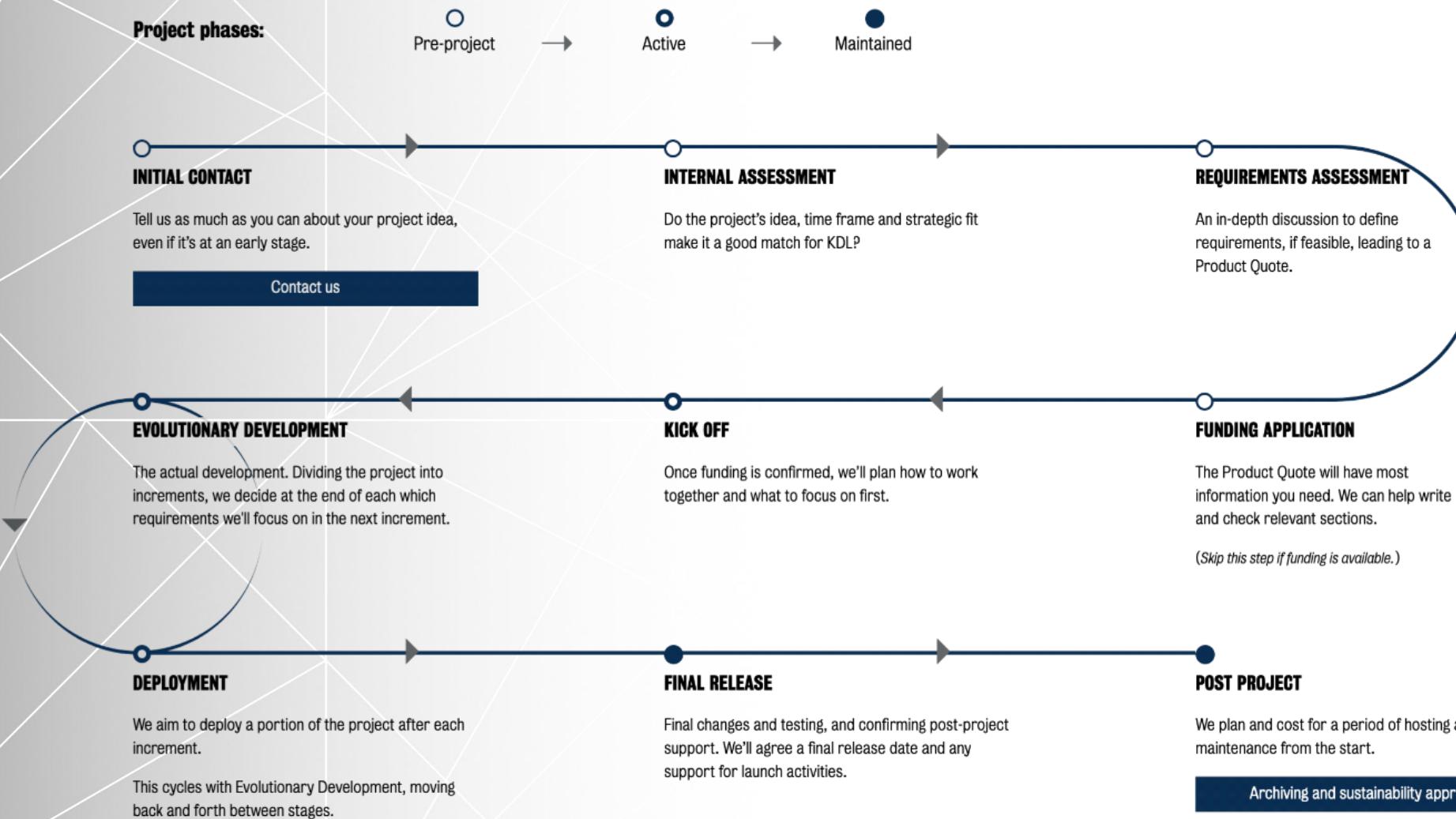


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Lab Roles

- Research Software Developer / Engineer
- Research Software Designer
- Research Software Analyst
- Research Software Project Manager
- Research Software Systems Manager

Software Development Life Cycle (Default model)



Issues?

- Inherent tension between providing research services and enabling experimentation
- Host institutions need to nurture the intellectual ambitions of all staff
- Non-project activities can risk becoming fragmented and rudderless
- RSE contributions risk being regarded as peripheral or secondary research outcomes

Our response – Research themes

- A widely socialised summary of our strategic and intellectual priorities
- An explicit alignment of institutional priorities with departmental strategy
- Demonstrate value, both in terms of activity, and missed opportunities
- Breathing space to build on, and experiment within the research theme

Digital Creativity Theme

Manifesto

“We will pursue research activity that enriches culture through digital modalities, through lowering barriers to participation, equipping students and staff with a vocabulary to articulate their creative visions, and by providing pathways, expertise and equipment to collaborate and innovate”

2 types of “DC” project

- a)** “Traditional” research projects using DC technology to augment the research
- b)** Direct collaboration with artists as a Creative Technologist for impact and engagement

What do you mean by “Digital Creative” ?



Unity



What do you mean by “Digital Creative” ?



What do you mean by “Digital Creative” ?



Room to Breathe

An exhibition at the UK Migration Museum

A temporary exhibition bringing together many items and stories from the migrant experience into an immersive journey through arrival and integration into the UK

Room to Breathe

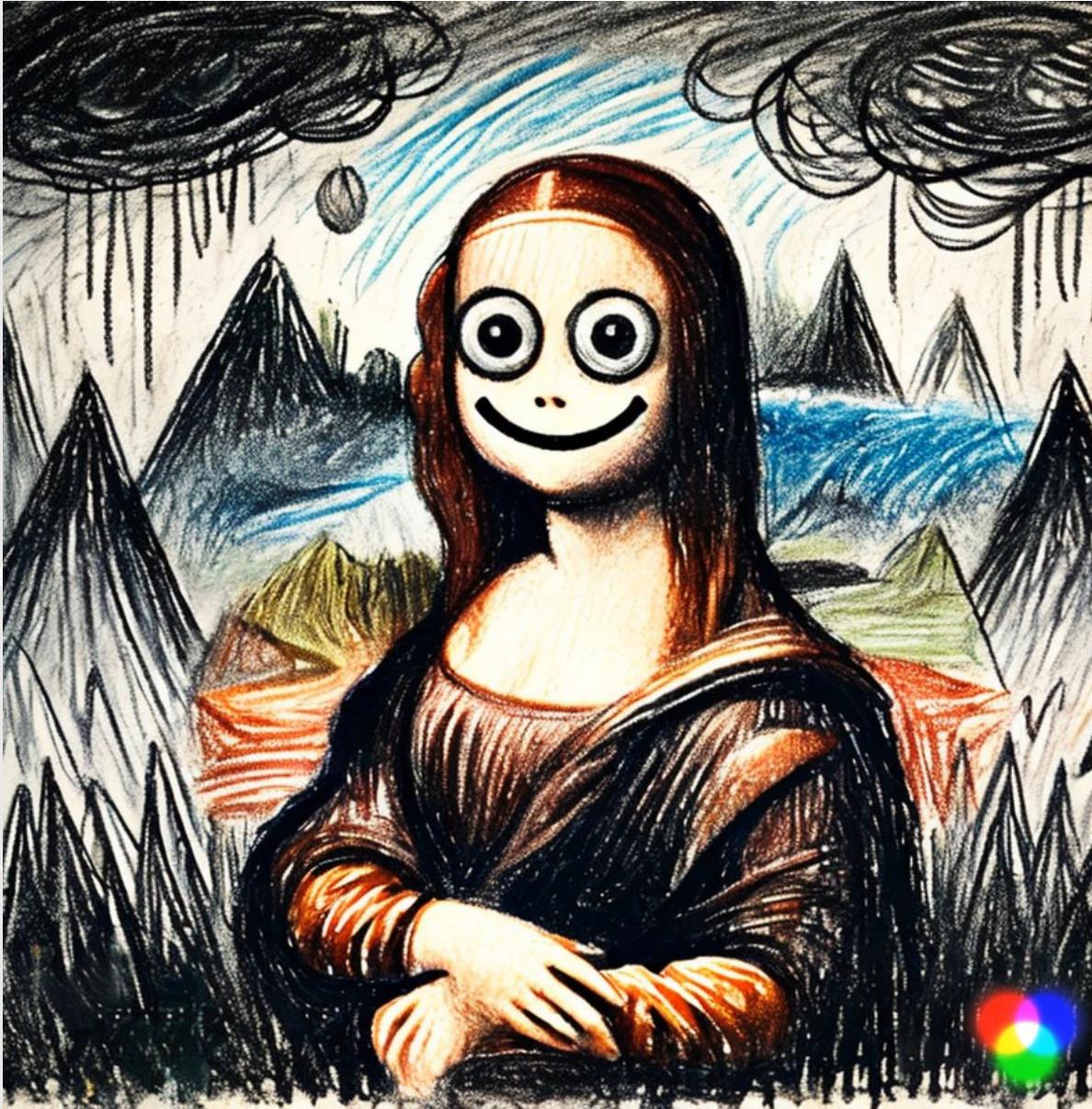
[Room to Breathe, Sketchfab
collection](#)

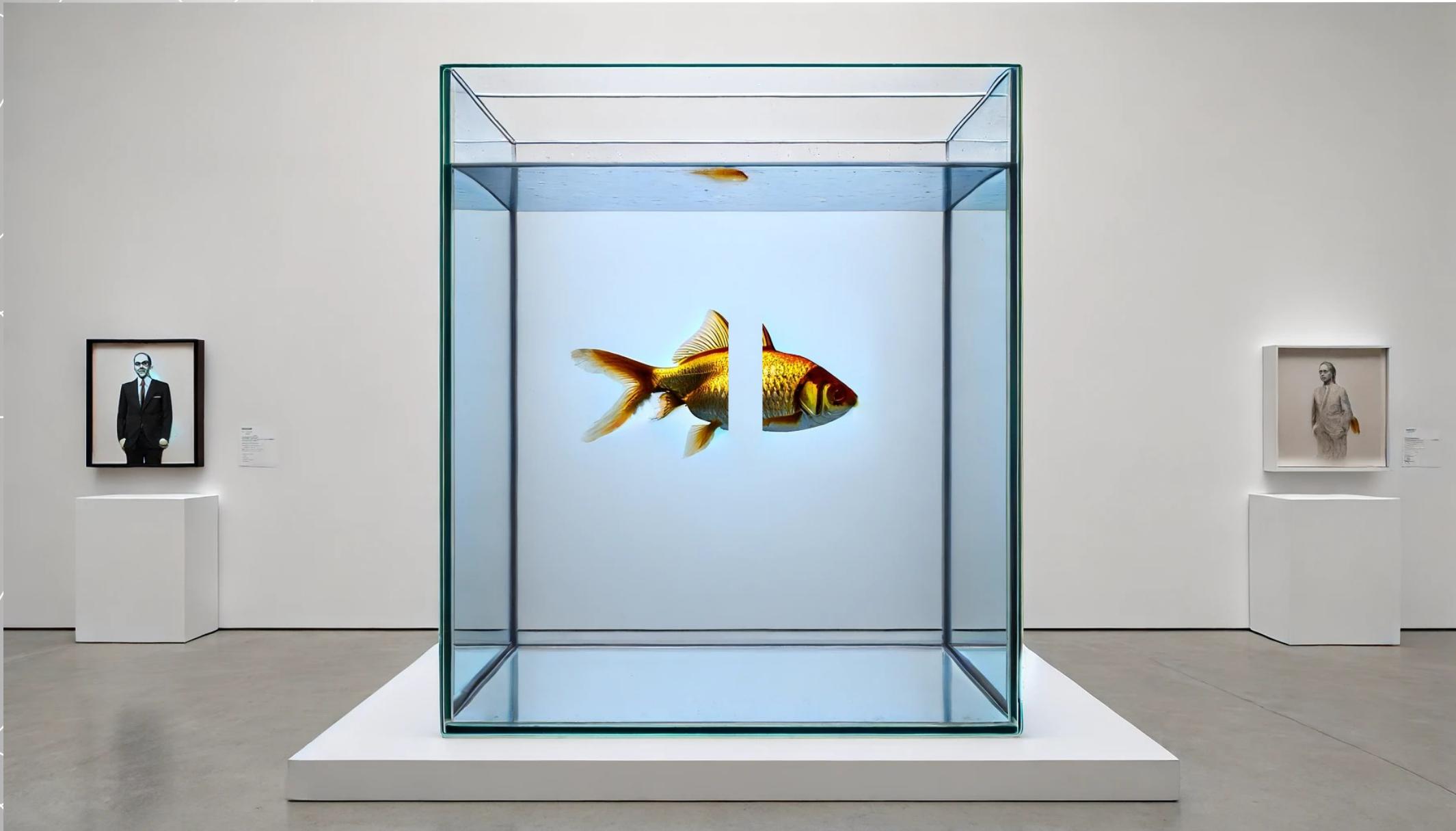


GLoW3

“Global Leadership of Women in Web 3.0”

This UKRI funded fellowship, led by Prof. Sarah Atkinson enabled KDL to work with and support four visionary artists working in new and emerging media





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- **3D printing**

- **Game development**

- **Real-time data feeds**

- **Animation**

- **Projection mapping**

- **Augmented reality**

- **Cross-platform compatibility**

Creative Researchbologist

- **Instruction, support and guidance**
 - **Suggest workflows and approaches**
 - **Consolidate prototypes**
 - **Scale implementation**

There are many ways to skin a (big) cat

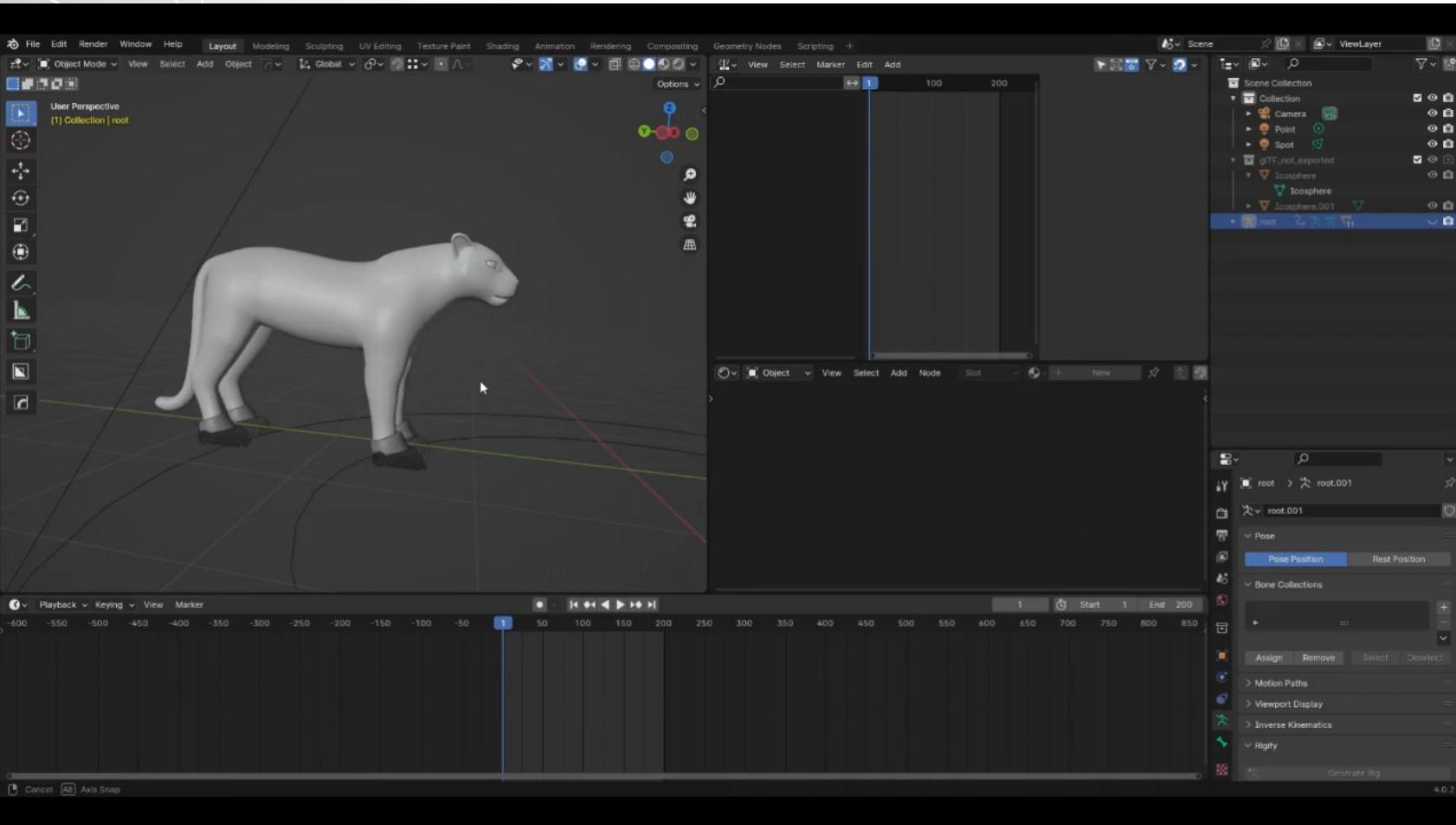
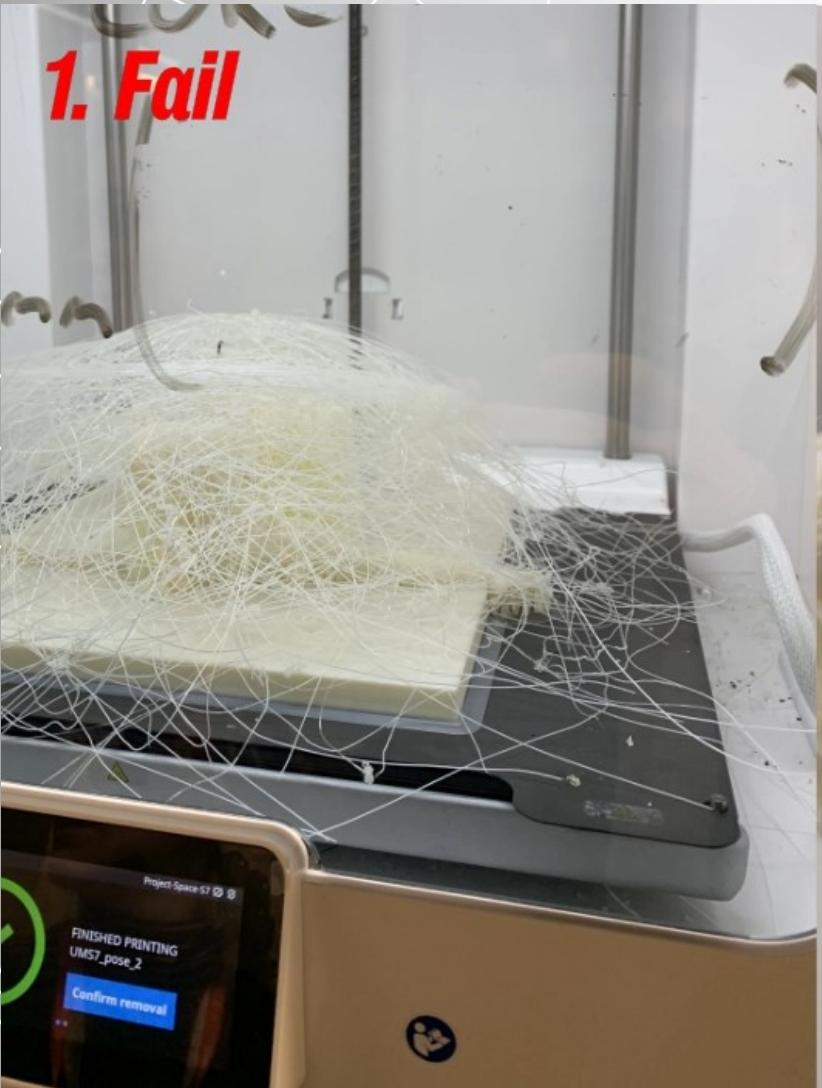


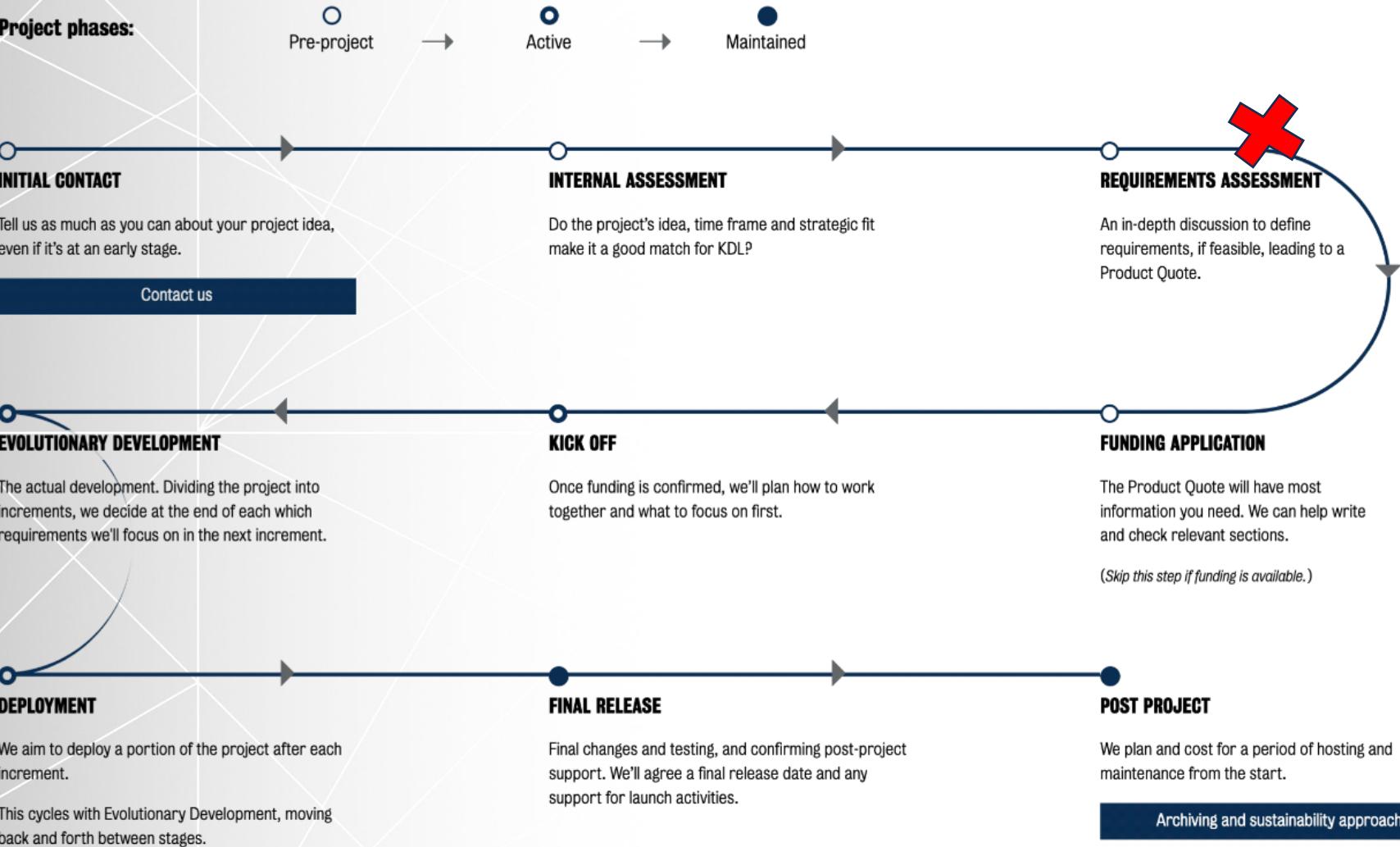


Image by DALL-E



Software Development Life Cycle (Default model)

Project phases:



Lab Roles

Research Software Analyst / Project Manager

Research Software Designer

Research Software Developer / Engineer