Research Plan

Since completing my doctoral research, I have become involved in several post-doctoral research projects, some independently sought and others institutionally supported. At the same time, I am actively involved in converting my thesis into a book to be published through the Open Humanities Press and working on the next steps of advancing that research project. Beyond publishing my existing research, however, my aim is to extend my research beyond a focus on the ecology of digital games and further suggest how computer software more general prompts us to question the representationalist assumptions at the heart of 'western' humanities scholarship. I have taken the fist steps towards developing this next research in the paper "Videogames Beyond Representation" that will be published as part of the 2018 international Trans-image summit held in Edinburgh this coming April. Although I am focusing on exclusively on digital games now it is my ambition to continue digging into the specific digital processes that underpin specific programming languages - in particular, 'Q' the quantum computing language - to uncover their often obscured artistic, social and philosophical ramifications. In doing so, I hope to develop a truly 21st century philosophy and continue blurring the lines between humanities and the sciences.

Having completed my PhD I was fortunate to receive a small grant to undertake postdoctoral training and research supported by the Scottish Graduate School for the Arts and Humanities (SGSAH). I am currently working on a project developing AI algorithms to play the Viking Boardgame 'Tafl', focusing on the differences between simulating Tafl and Chess. Alongside this, however, I am working with the Glasgow-based independent publisher, Vagabond Voices to develop small digital pieces with authors and publishers. At present I am developing the second interactive map to help bring new levels of inter-media engagement to the page medium and further mixed-media narratives. Through this connection and through connections with the Glasgow University creative writing MLitt programme, I am also developing an interactive poetry collection based on feminist appropriations of witchcraft. Working alongside poet Heather O'Donnell I am working to bring her experimental, tarot-inspired poetry practice to an international audience through automation and digitisation.

Although these projects will continue to be accessible beyond 2018, looking past their completion it is my desire to bring some of the research completed as part of my PhD to a larger public audience in a more accessible form. As the majority of my research focused on independent games with ecological themes I am in the process of applying to the AHRC and ERC for small grants to construct an exhibition of ecologically focused digital games along with an accompanying online curation space that will provide information and support for those hoping to become more engaged with this burgeoning medium. At present it is my hope to secure funding to cover the costs of travel and exhibition space for the US-based artists, William Chyr and Ryan Green to hold an open forum on their work.

In conclusion, I have already taken steps to ensure my research grows and flourishes into a larger research project with interdisciplinary aims, appropriate funding sources and intentions to support international artists and practitioners. Out of this research I believe a wealth of new course materials could be developed, investigating the intersection between digital technology, the moving image and interactive media.