...e.io

...yndham Vacation Rentals

sportsdirect.com

BBC Sounds: Radio & Podcasts

udemy.com

Reach Scotland

bikeclub.com

tynker.com

everymancinema.com

thedrum.com

electricaldirect.co.uk

...uxu...

titlemountain.co.uk

checktrade.com

Pinterest

Medium

sdsports.co.uk

unity3d.com

eventbrite.co.uk

Spotify: Music and Podcasts

tesco.com

liverpoolfc.com

talksport.com

schoolmotion.com

unity.com

Spotify: Listen to new music, podcasts, and songs

mandmdirect.com

telegraph.co.uk

theanfieldwrap.com

Spotify: Listen to podcasts and find music you love

room.com

ecigarettedirect.co.uk

skillsharee...

ensanahotels.com

neomorganics.com

Nike

firm.fm

worktop-express.co.uk

wbgh.co.uk

vimeo...

nvidia.com

hedgedcottages.com

directheatingsupplies.co.uk

thetrainline.com

PRECIOUS

Participant Overview

STUDY PURPOSE

The purpose of the study is to investigate ways of reclaiming value from the data we provide to companies online. Specifically, it is looking to explore whether creating physical artworks from the data Facebook collects on us can promote emotional engagement with an asset we often give away for free.

The study aims to do this by creating software programs that will allow participants to explore their personal Facebook data and generate artwork from it.

This study is a PhD project that is being conducted for the purpose of completing a degree programme.

STUDY SENSIBILITY

The aim is for this to be a collaborative, open, playful and exploratory process in which participants and the Principle Investigator (me!) work together to investigate the ideas outlined above.

Throughout the study we will have discussions about the artworks created and insights developed from using the software to explore your personal data. Although these discussions will be recorded, they will be informal in tone, inclusive and supportive.

I hope to run this study as a friendly working group in which we are able to produce engaging artwork, have interesting conversations and, hopefully, some fun.

WHAT WILL ACTUALLY HAPPEN?

The idea is that you will download the personal data that Facebook collects about you and store it on a secure hard drive that we will provide.

I will make simple software programs that you can use to explore elements of this data by visualising it in the form of artworks. Each program will look at different parts of the dataset, and you will be able to control aspects of what data you want to show and how.

We will have discussions about the artworks you have created (What they may reveal about you, how they make you feel, the data involved, the stories it might tell about your life, how you would feel about hanging it on your wall etc.) and develop ideas about what other aspects of the dataset we might want to visualise and how. I can then write some more programs in response to our discussions, and we can repeat the process.

Although visual outputs from the software will initially be in a digital format, the finished artworks will be reproduced physically using analogue techniques such as screen printing, risograph printing and pen plotting (images drawn by machine with standard pens/pencils etc.).

At the end of the project I would like to have an Exhibition of the artworks we produce and you will get to keep original versions of all the artwork you create.

NB - I will need to copy and securely store some of your personal Facebook data during this study. This will be done, solely, so I can test the programs work while I am developing them.

STUDY STAGES

If you take part in this study you will be required to contribute to the following three stages:

1. Initial Setup
2. Development of work
3. Final Review

It will require approximately 36 hours of your time over a one-year period to participate effectively in the project. Some activities will be conducted on LJMU premises but the majority of the work can be done remotely. There will be opportunities to be more involved and spend more time on the project should you wish, but that is entirely at your own discretion.
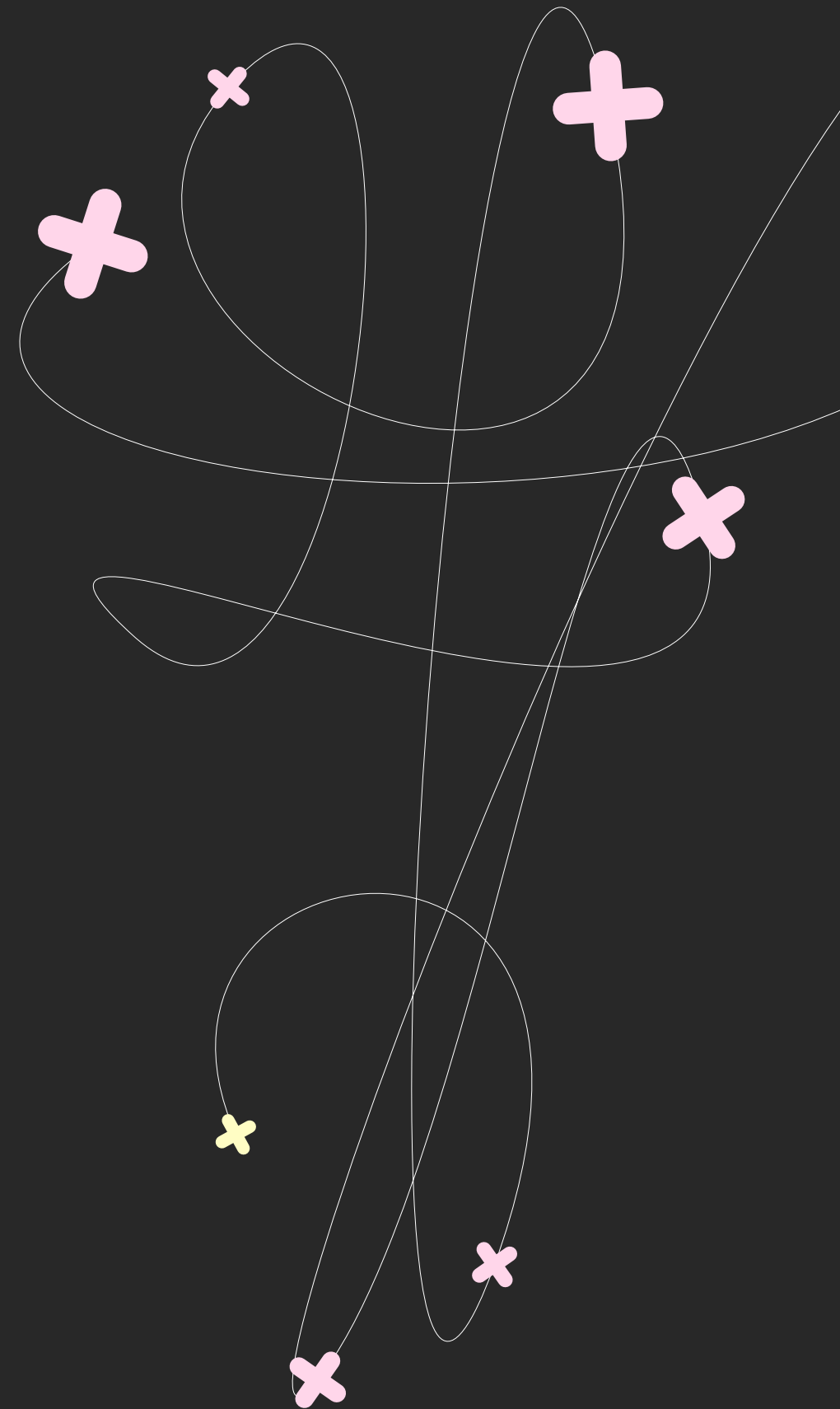
1 - INITIAL SETUP

This stage of the study is where the details of the project and subject matter will be explored in more detail. We will have a workshop where we will discuss your current understanding of data collection / use practices and you will be guided through the process of safely downloading and storing your personal Facebook data.

We will outline the consent form and you have the opportunity to ask any questions you might have about the study.

2 – DEVELOPMENT OF WORK

This is where the bulk of the project will be completed. There will be three rounds of artwork creation that will focus on various aspects of the Facebook dataset. In each round, you will have the opportunity to make as many digital versions of artwork as you want and review these with me before selecting some to show at a group review.

The group review and discussion is an opportunity for us to discuss how the group feel about the work/programs/data etc. and suggest areas that we might want to explore in the next round of software. The idea is that this feedback and discussion will inform the approach to developing the next set of software produced – What data to explore, how we might want to visualise it etc.
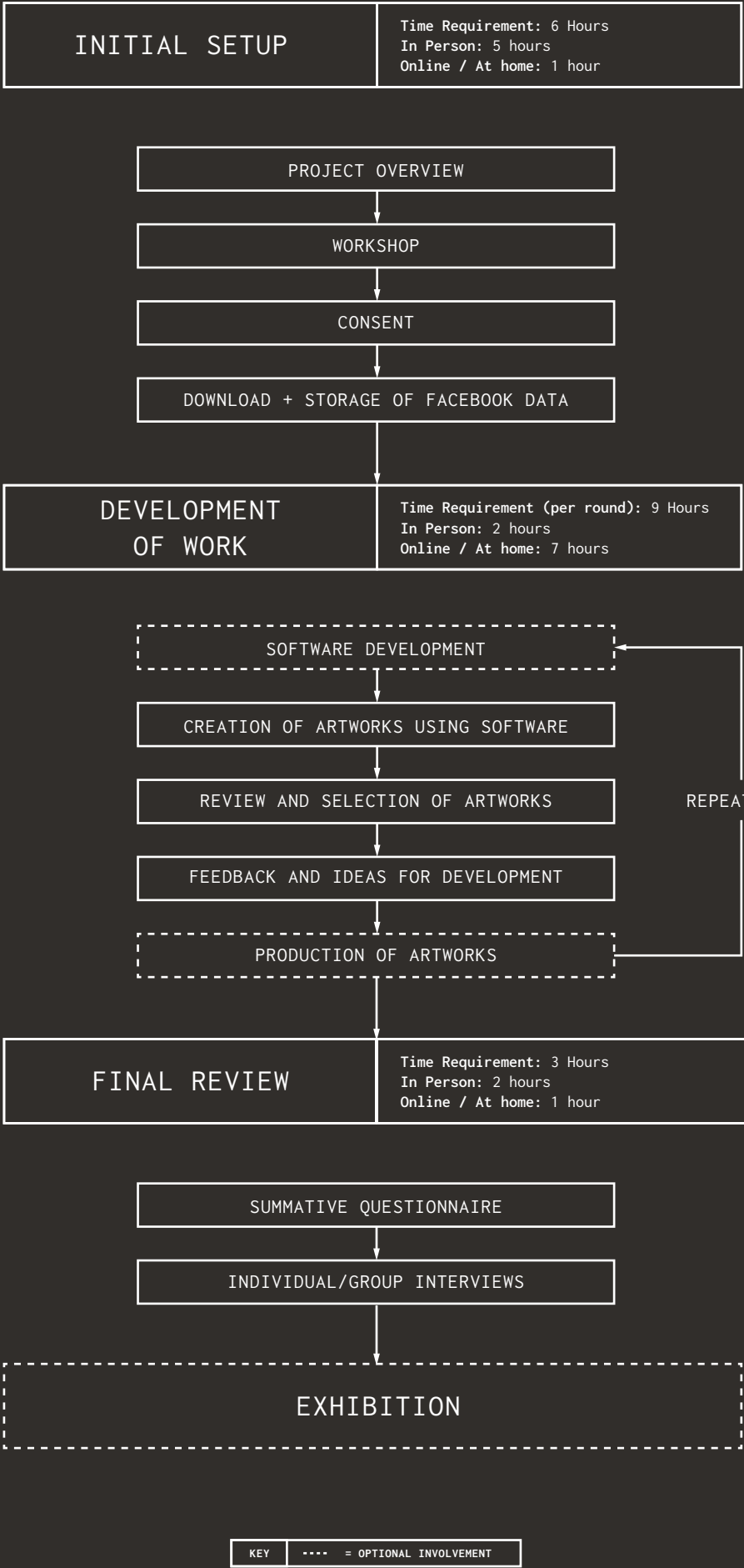
As part of our review we will decide on which artworks you want to create physically. These may be in the form of digital prints, screen prints, risographs or plottings. I would like you to help in the physical creation of your artwork should you want to, but you are under no obligation to do so.

3 - FINAL REVIEW

Upon completion of the study you will be asked to complete a questionnaire and have a final, recorded discussion with myself.

The questionnaire can be completed in your own time and will revisit the themes of the discussion held at the outset of the study.

The format of the discussion (i.e. individual or group, online or in person) is entirely up to you, but the idea is to review specific pieces of work and delve deeper into your thoughts about the project as a whole and its outcomes.

INITIAL SETUP	Time Requirement: 6 Hours In Person: 5 hours Online / At home: 1 hour

PROJECT OVERVIEW

WORKSHOP

CONSENT

DOWNLOAD + STORAGE OF FACEBOOK DATA

DEVELOPMENT OF WORK	Time Requirement (per round): 9 Hours In Person: 2 hours Online / At home: 7 hours

SOFTWARE DEVELOPMENT

CREATION OF ARTWORKS USING SOFTWARE

REVIEW AND SELECTION OF ARTWORKS

REPEAT X 3

FEEDBACK AND IDEAS FOR DEVELOPMENT

PRODUCTION OF ARTWORKS

FINAL REVIEW	Time Requirement: 3 Hours In Person: 2 hours Online / At home: 1 hour

SUMMATIVE QUESTIONNAIRE

INDIVIDUAL/GROUP INTERVIEWS

EXHIBITION

KEY ···· = OPTIONAL INVOLVEMENT

ADDITIONAL OPPORTUNITIES

Below are a two more processes you may want to be involved with. There is absolutely no obligation to engage with these but I have included them as they may be of interest to participants.

Software Development
Whilst programs will be designed to be useable without any knowledge of code, the opportunity to be more involved in development is open to everyone.

Should you have coding experience or want to learn more about how the programs work, I am happy to accommodate this via additional workshops.

Final Exhibition
The selection of work to be shown in the final exhibition will be a collaborative decision between participants and the principle investigator. Should you wish to be involved further in the planning, work creation and staging, however, I would love to have you on board!

FURTHER INFORMATION

You can download the Participant Information Sheet (PIP) and Data Management Plan (DMP) from the study website if you want a full breakdown of the process.

Please, also feel free to contact me if you have any questions.

Study Website
www.precious-study.com

Contact
d.j.turner@ljmu.ac.uk

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Precious
2025