Arts Connect Digital Bursaries 2018
Summary of Round 2 Research and Development

Below are the initial ideas and outlines of the research and development which will take place in 2018. They may modify or change along the way.

Dudley Canal & Tunnel Trust
Can 360 video be used to improve engagement with heritage with teenagers and young adults?

In our project we will be exploring the use of 360 video to create narrative experiences. We'll be working with a focus group of 13 – 19 year olds and technology company Tablet Academy to learn how 360 video content is created and explore how it could be used to tell our stories in new ways. Through practical workshops the young people will discover how 360 video works and the particular quirks of working with it as a medium, as well as making decisions about which of our stories work best with it.

Craft Space

Craft organisation Craftspace are exploring whether interactive maker led digital content or tools can support children aged 3 – 5, and their parents, to make together at home. Craftspace will research how families currently use digital resources, and working with a maker and a technologist will explore questions such as - How can making and digital be used together? How can you use maker tools and techniques alongside digital tools and apps? Can you convert making into digital? Can you use digital to make physically? - before producing a digital resource or tool to test with families using a control group.

Hartlebury Castle Preservation Trust
How can we engage young audiences with the historic costume collections of Hartlebury Castle

Preservation Trust and Museums Worcestershire using digital technology?
We want to explore the idea of making a Magic Mirror. The Magic Mirror will use a digital display to bring to life our newly created replica historic costume collection and the original costume collection of Museums Worcestershire. Using a digital screen, custom software, and an external camera, visitors will have the opportunity to 'try on' historic costumes in a magic mirror that overlays the image of the costume onto the mirror image of their body. This image would be captured by an external camera and then could be shared on social media to encourage online engagement.

The Magic Mirror will also feature a 'quiz mode' with questions asked by costumed actors relating to the Castle interpretation and the Museum collections. This will give visitors an incentive to search for information via gamification. The quiz will be aimed children and/or young people to test various kinds of access and learning on site.

Heritage & Culture Warwickshire (HCW) Archives
What does the concept of personal data mean to children and young people using online services?

The General Data Protection Regulation (GDPR) recognises that children need additional protection when their personal data is processed because they may not have the same understanding as adults about the risks involved. The regulation introduces the need for parental consent when a child (in the UK anyone under 13) wants to use an online service which is for 'remuneration' (funded by advertisers/sponsors or is a paid for service). The regulation also requires privacy information to be communicated to individuals before their data is collected, meaning that in many circumstances organisations will need to make sure that privacy notices (which are required by the GDPR), can be understood by children.

As a heritage organisation, we want to engage with young people and this is increasingly achieved by developing digital interactions. We therefore need to know how best to communicate privacy information to children and understand their expectations about data usage. We will hold two research and information workshops with children of different age groups to find out what they understand about online privacy and explore their rights and expectations. The sessions will use and build on methodology from a wider project run by the London School of Economics. We hope to inform child-centred best practice within our own organisation and the wider cultural sector.

Rosie Kay Dance Company

Rosie Kay Dance Company are using the Digital Bursary to explore how motion capture and digital mapping can stimulate young people's engagement contemporary dance, and, in particular, the 2018 tour of their production MK ULTRA.

The show which premieres at Birmingham Hippodrome was created by Rosie Kay in collaboration with filmmaker Adam Curtis and looks at how young people have reacted to the manipulation of truth in the mainstream media and politics, particularly by building a culture of conspiracy, hidden symbols and codes within pop music videos and fashion. With costumes designed by Lady Gaga designer Gary Card, dancers will enter a motion capture studio to develop a tool that will enable young people to interact with the visuals and choose a selfie to digitally map onto the performer.

As the storyline of MK ULTRA focuses on the cultivation of surreal personas and the blurring of reality and fiction, this project involves young people in the further exploration of these themes via digital tools.