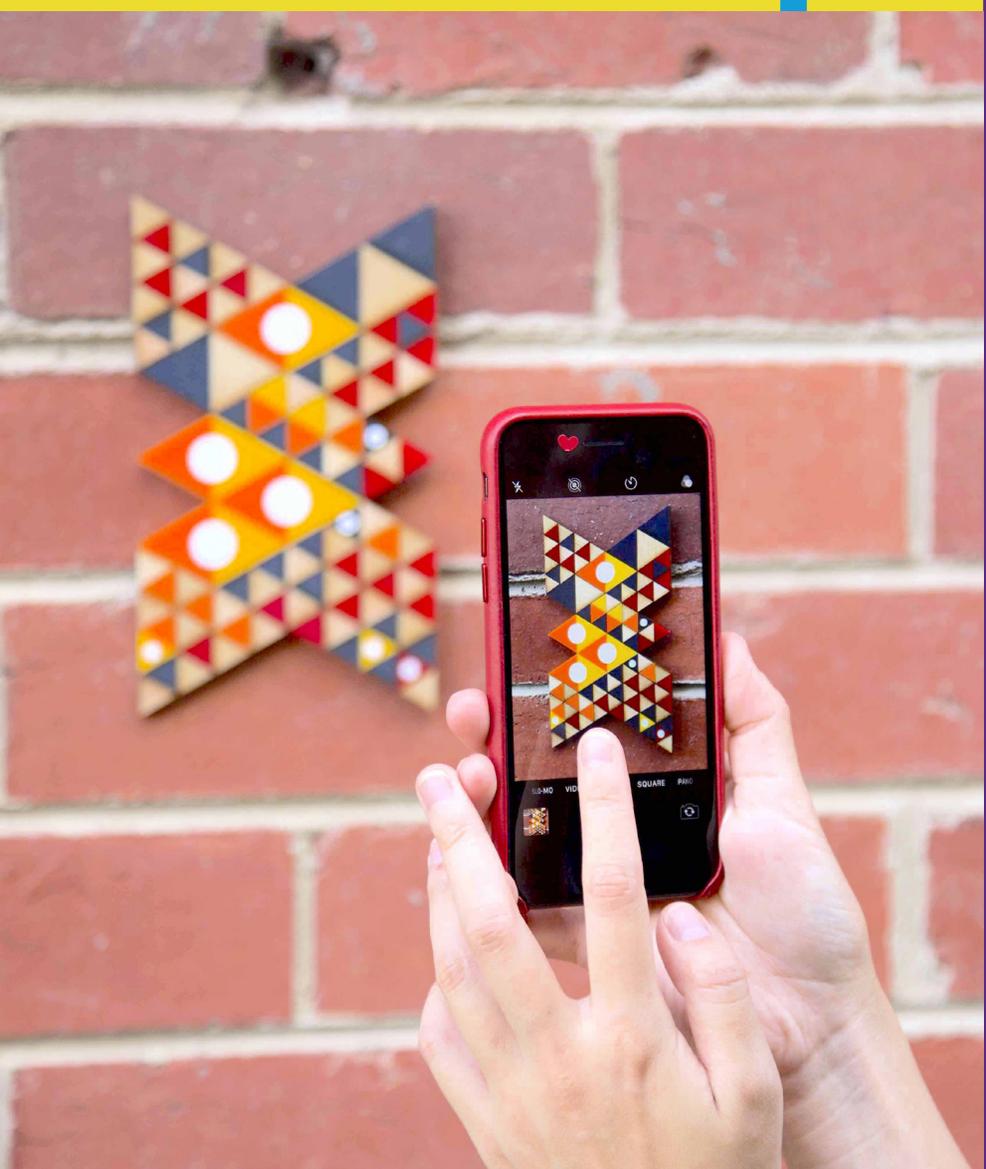


# DESIGN & CREATIVE PRACTICE ANNUAL REPORT

## 2019





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2019 has seen the platform coalesce many of our key priority areas through networks and initiatives. These areas include creative interventions around social and health issues; urban play; mapping the value of creativity and creatives in future workforces; new models and methods for understandings social impact.

Our **interdisciplinary networks** further facilitate and enable our unique expertise—ensuring we take our research to the next level. These include: Wearables & Sensing Network; Contemporary Indigenous Architecture and Placemaking Network; Cultural Value & Impact Network (CVIN); Designing for Social Innovation Network; Design for Social Impact; Health, Arts, Social sciences & Humanities (HASH) Network.



So too, we have many exciting initiatives that seek to build, strengthen, and coalesce our interdisciplinary collaboration. The **Impact Observatory** is the DCP go to for all projects and activities relating to Design & Creative practice. The portal has two roles—one outward-facing to showcase all the fantastic research to industry, the other private-facing around collecting, curating and supporting research on its translational journey to impact. As we move towards the Engagement and Impact Agenda it is key for us to develop the support mechanisms for translational research.

We continued the highly successful **Design Challenge**. Last year we partnered with Telstra Digital Health to explore Ageing Well. The winning entry, CatPin has gone on to win awards and prizes. This year we collaborated with City of Melbourne on **co-designing inclusive, civic and sensorial moments in the city**. The challenge asked teams to consider what does the city feel like, smell like, sound like. Is it different for children? Older adults? How do we co-design a city for neurodiversity? Or cultural and linguistic diversity? And how does this co-design reflect the unique experience of Melbourne?

We have run a series of **workshops and events** to engage different communities and partners including hosting the Melbourne Ageing Research Collaboration (MARC) annual conference (responding to The Royal Commission into Aged Care), workshops at RMIT Europe (such as the *Cities as Playground* event) and *Urban Play symposium*.



We have also hosted many global experts at RMIT—such as Professor Colleen Macklin, Associate Professor Anne Galloway, Professor Maren Hartmann, Professor Helen Kennedy—to run **postgraduate and early career researcher workshops** on games for change, systems thinking, visualisation techniques, more-than-human research, and homelessness.



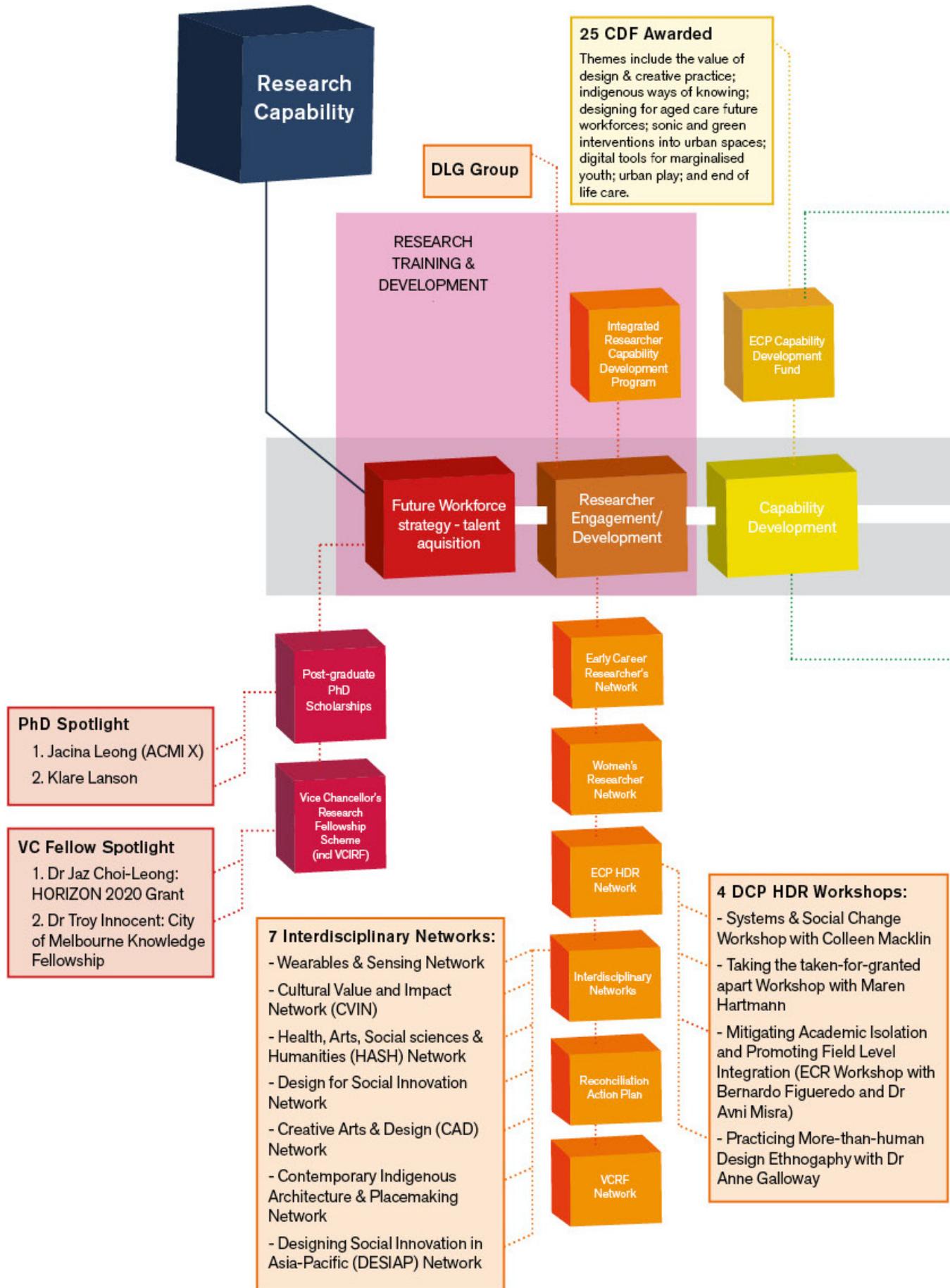
We have had a few key achievements such as the two ARC DECRA in creative practice as well as the 2020 *CreaTures* grant (Jaz Choi) exploring the power of creative practice to intervene in the social.

All of these collaborations highlight the commitment of RMIT staff and students to co-designing for social and digital innovation and inclusion. A special thanks goes to the **Distributed Leaders Group** (DLG)—Dr Julienne van Loon, Prof Daniel Palmer, Dr Jaz Choi, Prof Esther Charlesworth and Prof Renata Kokánovic. Also big thanks to the ever wonderful Adelina Onicas and Esther Pierini. Thanks to our engaged Executive group and to also our industry SERAG advisory board members—Michael Hudson (Creative Vic); Kaye Glamuzina (City of Melb); Seb Chan (ACMI); Emma Crimmings (Artbank); Zara Stanhope (GoMA); Simone Le Amon (NGV); (Chair) Professor Natalie King (VCA).

We thank you for your ongoing support and collaboration.

Larissa Hjorth  
DCP director

# 2019 DCP Achievements mapped along the ECP Pipeline



**6 SCDF Awarded**  
 Successful projects include interdisciplinary networks across sensing technology; digital humanities and health; Indigenous architecture; design for social innovation.

**RMIT ACTIVATOR**

**City of Melbourne & RMIT Design Challenge**  
 - 21 Entries, 5 Shortlisted teams

**2 EOF Awarded**  
 - Supporting quality transitions to early childhood settings  
 - Embodied music, enveloping calm (sound for wellbeing for Alzheimers patients)

Venture Mentoring Service (MIT)

Impact Awareness Value Creation

Innovation Challenges

Innovation Seed Fund

ECP Opportunity Fund

Capability Deployment

Industry Engagement

Research Translation

ECP Value Chain

Impact Observatory

Engaging for Impact

Research

**EFI 2019, DCP-supported events:**  
 - Designing for Ageing Well panel  
 - Duty to care: An interactive presentation workshop  
 - TIMeR: Augmented Reality audio-walk  
 - Of Care and Ageing—towards a humane and relevant future panel  
 - Social Futures for Art panel  
 - Creative Ecologies campfire  
 - Knowledge Exchange Session: Empowering Health

ECP Roadmaps (8)

RESEARCH ENGAGEMENT & TRANSLATION

# Design and Creative Practice ECP 2019 Highlights

Committed to interdisciplinary solutions to real-world problems.

## OPPORTUNITIES AND SUCCESSES



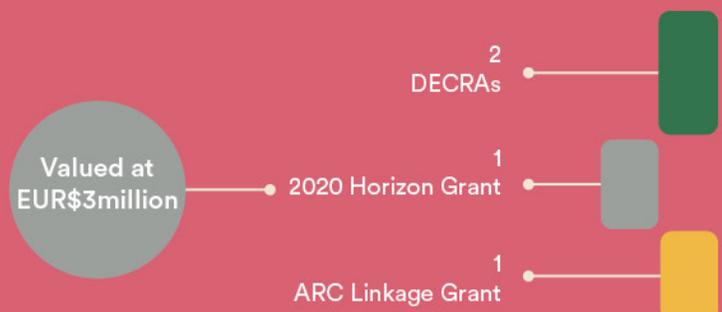
## 25 WORKSHOPS AND OTHER EVENTS

~500 total attendees



429 TOTAL NUMBER OF DCP AFFILIATES

## DCP AFFILIATE ACHIEVEMENTS





**4 KEY PRIORITY AREAS**

- 1** Health, resilience and care
- 2** Playful, material & digital encounters
- 3** Social & sustainable
- 4** Design & creative practice industries

**Impact Observatory (IO)**

This online repository provides evidence of activities and approaches to research that are outstanding in their engagement with external organisations/industry partners and end-users.

<https://dcp-ecp.com>

34 IO Project Listings

155 Instagram followers

119 Twitter followers

288 Facebook followers

1,165 E-News subscribers

**AUDIENCE ENGAGEMENT PROJECTS**

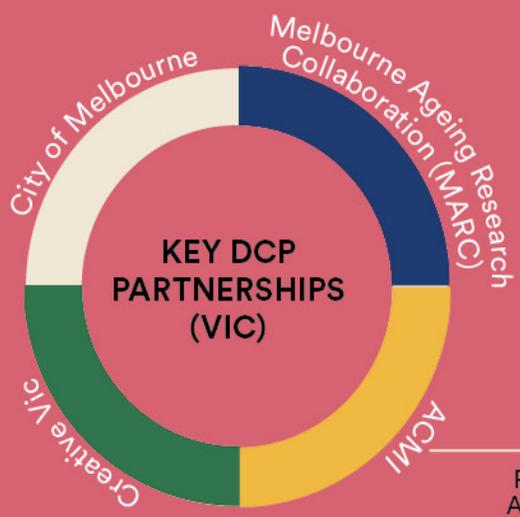
**DIGITAL PRESENCE**

**Games for Social Change**

Engaged 150 different stakeholders in Melbourne, Osaka and Barcelona.

**Mapping digital wayfaring & museum audience futures**

Developing better strategies to engage older audiences.



In Phase 2 of Future of Museum Audiences research

Research Translation

Industry Engagement

Capability Deployment

Capability Development

Researcher Engagement/ Development

Future Workforce Strategy - Talent acquisition

# NETWORKS



## Wearables & Sensing Network

— Dr Leah Heiss & Dr Judith Glover

This Network brings together world-leading practitioners in the development of wearable technologies. We combine expertise in nanoscale computer architecture, conductive materials, mechanical engineering, IoT Systems and wearable sensors with cutting edge design thinking, co-design, product design and additive manufacturing. We engage with RMIT IP on commercialisation, trade marking, patenting and design protection ensuring that we are industry competitive. We aim to engage internally with RMIT's Startup culture through the RMIT Activator.



## Contemporary Indigenous Architecture and Placemaking Network

— Professor John Fien & Associate Professor Elizabeth Grant

The Network is building capacity with RMIT for research in the field of contemporary Indigenous architecture and placemaking. There has been a global rise of contemporary architecture by, with and for Indigenous peoples, who wish to claim, reclaim and revitalise the built environment, and to create places and spaces which are congruent with and reflective of Indigenous lifestyles, histories, cultures and communities, and that celebrate Indigenous identity/s. Activities include regular meetings and symposia, the development of an online portal to facilitate networking both inside and outside the university, and support for research grant applications.

## Cultural Value and Impact Network (CVIN)

— Dr Marnie Badham, Professor Kit Wise,  
Dr Bronwyn Coate and Dr Gretchen Coombs

The Cultural Value and Impact Network (CVIN) aims to build RMIT's expertise in interdisciplinary collaboration and inventive methods for measuring, evaluating, and articulating cultural value and social impact. With practitioners and academics from across the University, we have strong creative teams that use new interdisciplinary methods to engage in high impact research partnerships with the arts sector.



## Design for Social Innovation Network

— Professor Laurene Vaughan

There is a great need for researchers to contribute to design effective ways to navigate and innovate for our future tackling issues of sustainability, health, technology, and social exclusion of vulnerable people. Design Social Innovation is critical to designing a better society. This Network will bring together design thinking experts in the College of Business with School of Design Media and Communications and industrial design expertise with the social workers in the Global Urban and Social Studies School.



## Creative Arts & Design (CAD) Network

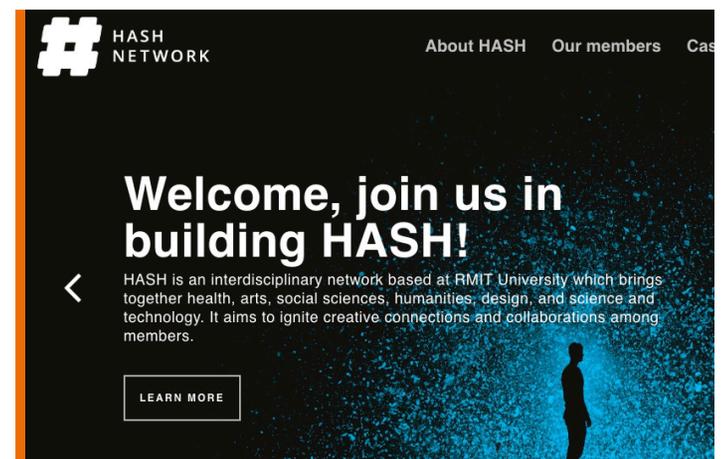
— Professor Larissa Hjorth, Professor Laurene Vaughan and Professor Lisa Grocott

This network seeks to coalesce and respond to the various ways in which national and international frameworks are being used to articulate the value of the creative arts and design (CAD)—especially around social and cultural impact.

## Health, Arts, Social sciences & Humanities (HASH) Network

— Professor Renata Kokanovic

HASH is an interdisciplinary network which brings together health, arts, social sciences, humanities, design, and science and technology. It aims to ignite creative connections and collaborations among members. To that end, HASH will draw on various contributions from a wide range of academic researchers, health practitioners, health service users and policymakers. [www.hashnetwork.org](http://www.hashnetwork.org)

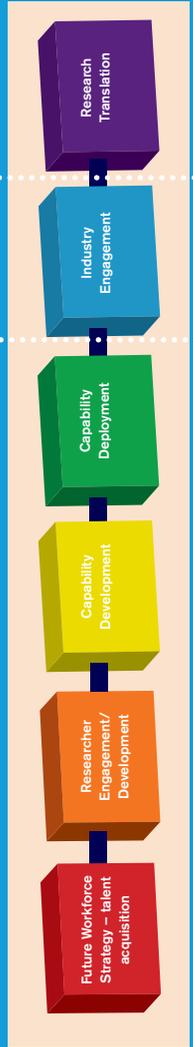
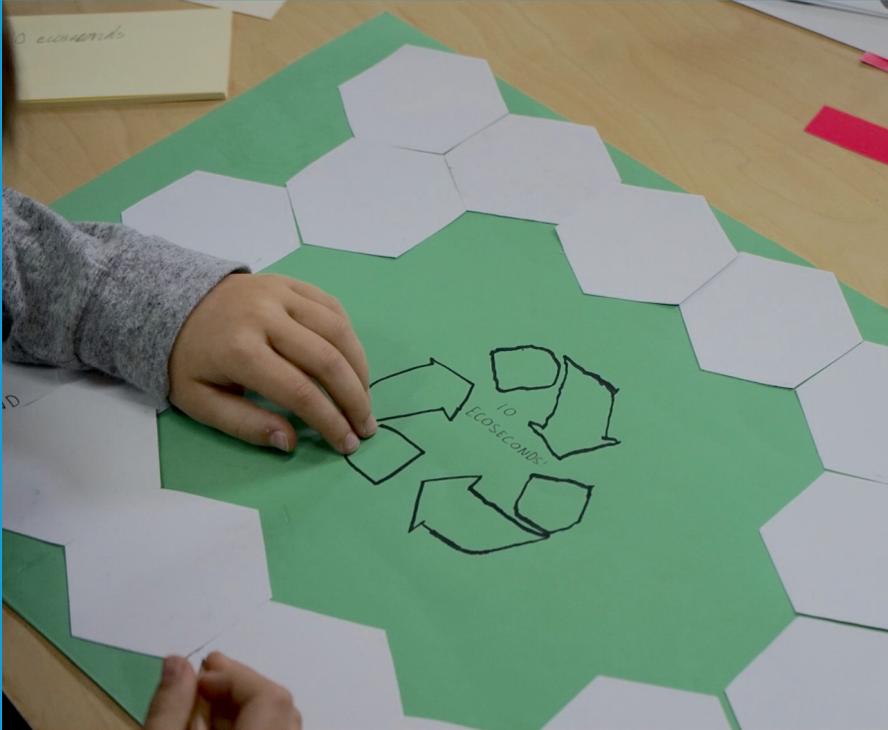


## Designing Social Innovation in Asia-Pacific (DESIAP)

— Professor Yoko Akama

DESIAP is a network of researchers and change-makers which enables researchers and practitioners undertaking design and social innovation (D&SI) in the region to mutually learn and support collective capacity building. DESIAP holds numerous events, gathering practitioners who are working towards sustainable development goals to share methods, knowledge, approaches and create a participatory platform of mutual learning.

# DCP INITIATIVES



# [A] Impact Observatory

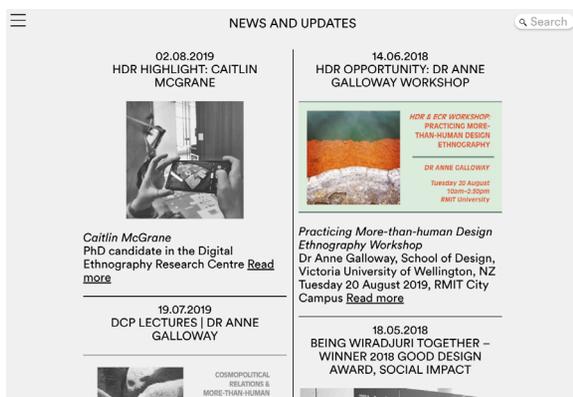


The Impact Observatory (IO) is the DCP go to for all projects and activities relating to Design & Creative practice. As a digital portal, the IO makes visible and vocal all the innovative ways creative practice research approaches impact—in a method accessible to all stakeholders.

The portal has two roles — one outward-facing to showcase all the fantastic research to industry, the other private-facing around collecting, curating and supporting research on its translational journey to impact. As we move towards the Engagement and Impact Agenda it is key for us to develop the support mechanisms for translational research.

In 2019, key DCP projects added to front-end of the portal included the CatPin (winner of the Telstra Design Challenge); Games for Social Change workshops; the TimeR app; Jordan Lacey's DECRA awarded project *Translating Ambiance*. The IO's News and Updates section features the various opportunities and initiatives for HDRs and ECRs, as well as profiling our talented HDR and PhD students. The Opportunities section of the portal highlights key opportunities such as the DCP's Design Challenge. We continue to build upon the Translation Repository through the development of impact stories for Leah Heiss' Wearables and Sensing Network; Jessica Wilkinson's *Poetic Portraits* and Yoko Akama's DESIAP Network.

This IO is an important part of the DCP vision in helping us coalesce, collate and curate the excellent collaborative and interdisciplinary work we do.



## [B] DCP Workshops and Events



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

### How Games Create Change Workshop

— Colleen Macklin  
Thursday 21 February

In this masterclass, participants mapped the systems underlying social issues in order to find “leverage points” that would enable social change. They explored the history of systems thinking, the unique relationship between games, play and systems, and ultimately proposed and tested strategies to change systemic problems using principles of iterative design.



### Engaging for Impact 2019

— 18–20 February

During RMIT's signature research and innovation event, the DCP supported a number of events:

- Designing for Ageing Well panel
- Duty to care: An interactive presentation workshop
- TIMeR: Augmented Reality audio-walk
- Of Care and Ageing—towards a humane and relevant future panel
- Social Futures for Art panel
- Creative Ecologies campfire
- Knowledge Exchange Session: Empowering Health



## HEALTH\* Network Launch

– Tuesday 12 March

The HEALTH Network was launched by DCP director, Distinguished Professor Larissa Hjorth. The event included a panel of four speakers assembled around the theme: *Interdisciplinary mental health research: Why and for whom?* This event was also supported by the Social Change ECP.

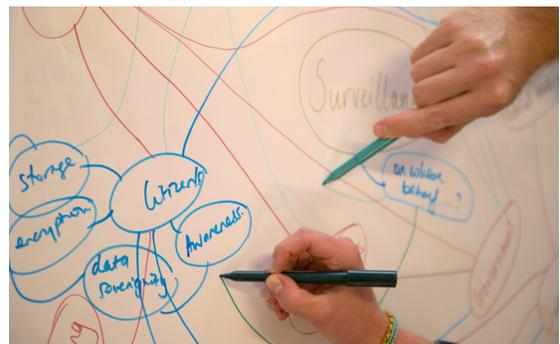
\*Please note this has been renamed to HASH Network.



## DCP & Social Change ECP's ARC Linkage Grant Workshop

– Monday 6 May 2019

Twice a year we hold an ARC Linkage Grant workshop with Social Change ECO. The workshop provides strategies and ideas on how to improve Linkage Grant applications.



## Creative Work, Creative Economies Symposium

– Friday 10 May 2019

This half-day symposium showcased key researchers in the field of Creative and Cultural Industries research. Speakers included Professor Stuart Cunningham (QUT), Dr Roberta Comunian (Kings College, UK) and Professor Alessandra Faggian (GSSI, Italy), and Professor Susan Luckman (UniSA).



## Cities as Playgrounds: New models for urban play, civic engagement and sociality Workshop

– RMIT Europe, Barcelona 12-13 June

This creative and interdisciplinary workshop considered the possibilities of action research and co-design experiments in and around the Superilla located outside of RMIT Europe as part of Design Week. The workshop was guided by the question: *What would it mean to build this notion of playground into civic life beyond our concern for childhood socialisation and health?*



## Creative Arts & Design Impact Network Workshop

– RMIT Europe, Barcelona, 14–15 June

The Creative Arts & Design for Impact Network is staged across various sites and modes of engagement in both Australia & Europe, and seeks to articulate the ways in which design and creative practice contributes meaningfully to the socio-cultural dimensions of engagement and impact. The key themes of this workshop included: *methods for capturing and measuring, pathways to research translation, knowledge transmission.*



## RMIT x ACMI Talks: Juha van't Zelfde

– Tuesday 25 June 2019

In this public lecture, Juha van't Zelfde (Amsterdam-based artist and creator of Progress Bar) discussed the intersection of contemporary art, design, radical practice and videogames. The talk was followed by an in-conversation with Douglas Wilson and facilitated by ACMI Curator, Amita Kirpalani.



## 4th Annual MARC Symposium

– Friday 19 July 2019

This year's MARC Symposium addressed the topic of *Redefining Quality in Ageing and Aged Care—Multidisciplinary Perspectives*. The event was an opportunity to hear from leaders from across the continuum of ageing and aged care services, from hospitals and aged care, to allied health and primary health, to economic and policy contexts. An expert panel also discussed how we define quality in both ageing and aged care.



Melbourne  
Ageing Research  
Collaboration

## Cosmopolitical Relations & More-than-Human Design Ethnography

– Dr Anne Galloway  
Monday 19 August 2019

In this public lecture, Dr Anne Galloway explored how living in 'a world of many worlds' reconfigures relations amongst humans, non-human animals, plants, elements and forces of the Earth—and what this might mean for practicing design ethnography in difficult times.



COSMOPOLITICAL  
RELATIONS &  
MORE-THAN-HUMAN  
DESIGN ETHNOGRAPHY

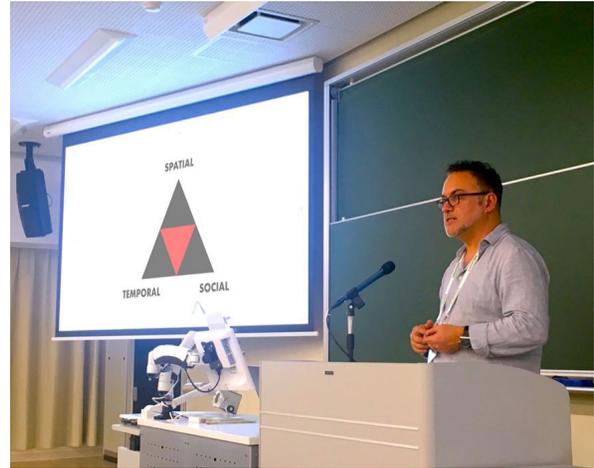
DR ANNE GALLOWAY

Monday 19 August | 5:00pm  
RMIT University

## DiGRA 2019: Game, Play and the Emerging Ludo Mix

– 6–10 August 2019

Urban play was the focus of design and creative practice research presented by Troy Innocent, Hugh Davies, Matthew Riley and Uyen Nguyen at DiGRA (Digital Games Research Association) 2019 in Kyoto, Japan. Innocent presented findings from his Melbourne Knowledge Fellowship on Playable Cities and Davies led a critical discussion of this topic in a panel with Sybille Lammes, Dale Leorke, Troy Innocent and Ema Tanaka.



## CAST OUT LOUD: Hands + Mouth: Boundaries of the Body

– Tuesday 20 August 2019

An experimental and participatory event which explored the boundaries of the body at the end of life (touch, embodiment, gestures and more) through roving conversations as speakers considered end of life scenarios.



## Making an impact—Somatic Tenderesses (in film)

– Distinguished Professor Stephanie Donald  
Thursday 5 September 2019

In this talk Distinguished Professor Stephanie Donald revisited research based public interventions that comprised impact (before and after the introduction of the term into HE research evaluation).



## Cosmopolitical Relations & More-than-human Design Ethnography

– Professor Helen Kennedy  
Tuesday 8 October 2019

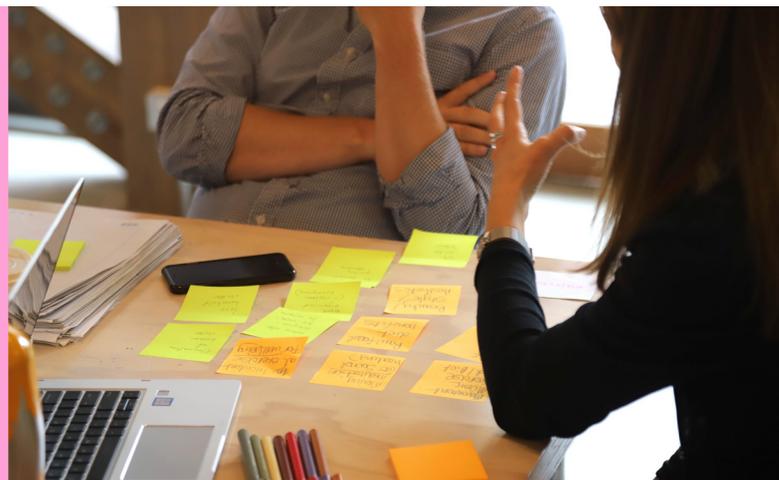
During this talk, Helen Kennedy presented a framework for conceptualising data visualisation, which privileges neither celebratory nor critical perspectives, which understands dataviz as both visual and numeric, and which takes seriously its emotional dimensions and often mundane visual forms.



Tues 8 October  
2:30–4:00pm

RMIT University  
Building 13.03.15

## [C] HDR / ECR Engagement



The DCP is committed to ensuring that HDRs are integrated into our impactful research. Throughout 2019 we regularly presented masterclasses which offered invaluable insights to HDRs as well as involving students and early career researchers in its industry engagement initiatives.

The workshops and masterclasses provide great opportunities for HDRs to collaborate with international experts to develop their research further.

### 1:1 Mentorship Sessions with Professor Natalie King

In 2019, the DCP commenced a mentorship pilot in partnership with Professor Natalie King. The initiative was directed at RMIT early and mid-career creative practice scholars and as a pathway for understanding impactful and inclusive leadership styles.

It is based on the understanding that mentoring is an important part of the researcher's journey and mentors, both formal and informal, can help us to understand the various complexities of academic life and creative practice.

### 1:1 Mentoring Sessions with Professor Natalie King

EOI close June 1, 2019



### Systems & Social Change Workshop

— Colleen Macklin

In February 2019, the DCP ECP hosted a HDR Masterclass with international expert Colleen Macklin. In this workshop students mapped the systems underlying social issues to further explore “leverage points” that could enable social change.



## Taking the taken-for-granted apart Workshop

– Professor Maren Hartmann (Germany)

In the workshop, *Taking the taken-for-granted apart: Revisiting our notions of home and homelessness in times of mobile media*, Professor Maren Hartmann 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.



## Mitigating Academic Isolation and Promoting Field Level Integration

– ECR Workshop

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 (autonomy, resource building, socio-cultural bonds, translation and visibility).

This workshop for ECRs was organised by Dr Bernardo Figueredo and Dr Avni Misra.



## Practicing More-than-human Design Ethnography

– Dr Anne Galloway (NZ)

In August 2019, Dr Anne Galloway ran a workshop with HDRs and ECRs in which 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'.



## [D] DCP Projects



This year the DCP ECP has built upon past projects, strengthening our industry partnerships, as well as undertaking new exciting initiatives that seek to build, strengthen, and coalesce our interdisciplinary collaborations.

### cohealth@365

— ongoing project from 2018

The final report for *cohealth@365: Past, Present and co-futures* was produced in early 2019. This report details how we co-created and co-designed with the cohealth community to capture their stories and hear their voices as core to cohealth's past, present and future. It showcased community-centred approaches as best practice for community health and allows cohealth to not only onboard the community but also use the report to lobby the government for best practice etc.

We continue our work with cohealth through an ongoing project titled: *Codesigning with Cohealth: Documenting and supporting organisational evolution from hierarchy to networks*. This involves one-year of embedded design ethnography documenting and supporting the codesign of organisational change of cohealth from hierarchy towards a network organisation.



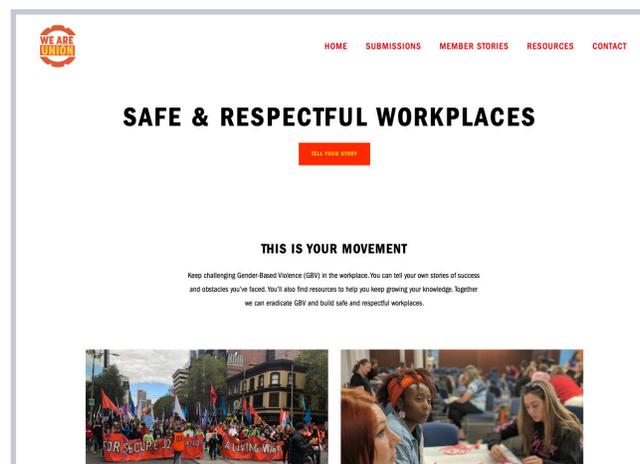
## Victorian Trades Hall Council GBV Training Package Project

— Evaluate, Enhance & Embed: GBV Training Package Report and online resource

This year, the DCP continued its work with the Victorian Trades Hall Council and their gender-based violence (GBV) in the workplace Training Package. The project involves co-designing with union participants as experts, to enhance future iterations of the Training Package.

Following consultations with the industry partner, RMIT researchers created a final report which evaluated the Package's unique contribution to this important health and safety in the workplace issue. The report outlined several key evaluations and recommendations for the GBV Training Package.

Also as part of the project, RMIT researchers built an online resource to supplement the VTHC's GBV Training Package. This can be found here: <https://saferespectfulworkplaces.com/>

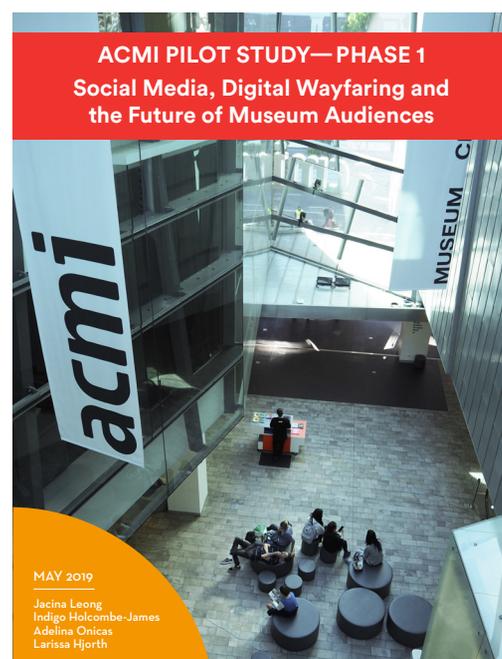


## ACMI Project: Social Media, Digital Wayfaring and the Future of Museum Audiences

This Project explores how we can 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.

In Phase 1 of the project, we explored ethnographically the ways in which audiences of ACMI connected lived experiences and perceptions in and through social media. In the fieldwork, the gap in understanding around older adults' engagement with the institution in and through social media became apparent.

In Phase 2 of the project, we seek to further focus on understanding some of the audience engagement opportunities around older adults. Through the *ACMI & Tea pop-up* activity we will coalesce ethnographic and creative practice methods to understand how ACMI events are being conceptualised by this audience. We will be using the ritual of tea to evoke reflective conversations.



## Games for Social Change

In 2019, DCP focused on the role of games and play for social change. We conducted a series of workshops with key collaborators such as Clifton Hill Primary School, University of Osaka Co\*design Center and Pasona Awaji Youth Foundation (AYF).

### *Clifton Hill Primary School*

In this workshop participants engaged in experimental learning and social engagement surrounding a particular topic: ecosystem problems. The young students learnt about game designing and what makes a 'good' game. They considered specific environmental issues and then worked together to design and test a game that would help solve that problem.

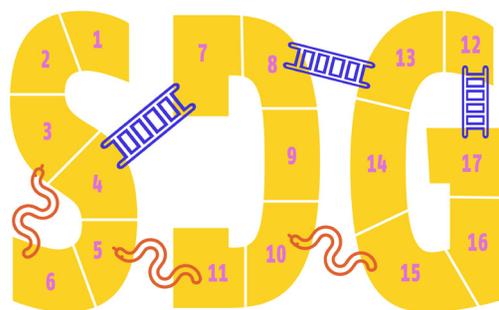
### *Pasona Awaji Youth Foundation*

In this workshop we explored the power of games to innovate, to provoke, to create empathy, and to change the way people see the world. Participants were then asked to design a game in response to their current research projects—sustainable development goals (SDG); the sensorial experiences of Awaji; Awaji ceramics; Agriculture enterprise (Agrienterprise) and Awaji youth festival.

### *University of Osaka Co\*design Center*

In this workshop participants reflected upon play methods from game design as a way to innovate socially. The workshop provided an overview of how games and play can be used as an innovative form of storytelling. Games were designed in response to current research projects around ageing in Japan and gender inequity in Japan.

Through our *Games for Change Workshops* we're making the game design process accessible and actionable for any topic and varying participants.



## [E] DCP Opportunities



The ECPs provide varying opportunities for researchers to further develop their projects throughout the year, this includes a DCP-specific opportunity—the Design Challenge. This year several DCP-related projects were awarded CDFs, SCDFs or funds for developing Concept Papers.

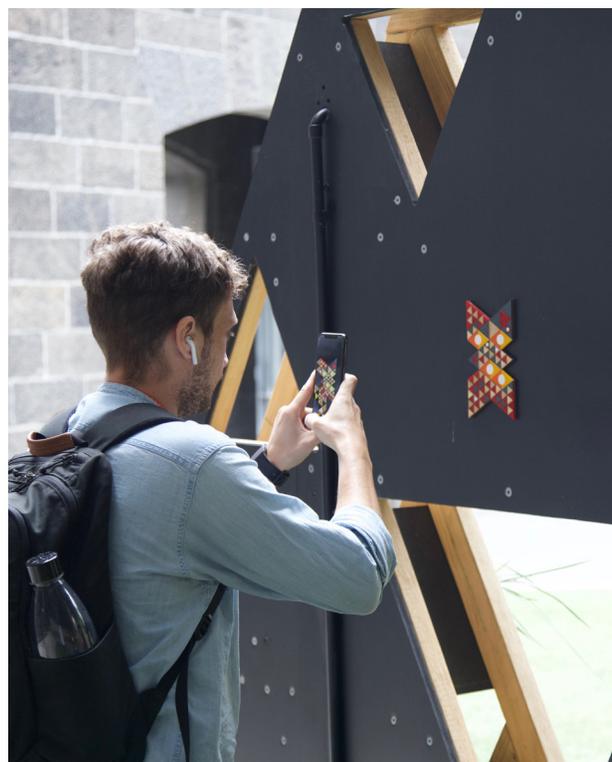
### City of Melbourne & RMIT Design Challenge

— Co-designing inclusive, civic and sensorial moments in the city

For this year's Design Challenge we collaborated with City of Melbourne on co-designing inclusive, civic and sensorial moments in the city. The challenge asks teams to consider what does it feel like, smell like, sound like. Is it different for children? Older adults? How do we co-design a city for neurodiversity? Or cultural and linguistic diversity? And how does this co-design reflect the unique experience of Melbourne?

We sought EOIs around this interdisciplinary provocation — they could be speculative or practical. It could be an idea for a sound park. Or to create reflective spaces. Or a redesign of traffic lights. It could be speculative.

Each team had to include at least one person who was either a student, alumni or staff of RMIT University. Staff members of RMIT include researchers and HDR students.

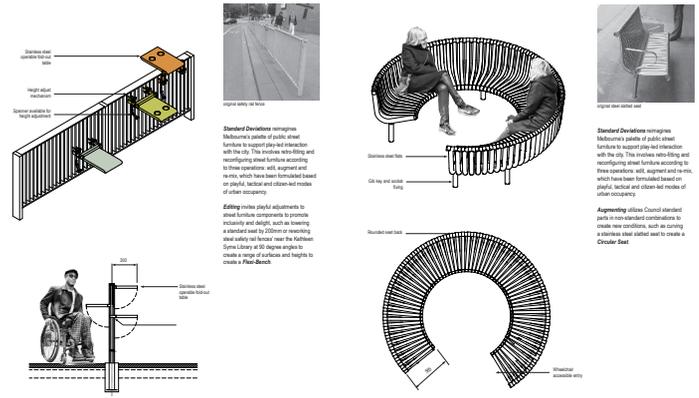


# Shortlisted Applications

## 1. Standard Deviations

– Team Leader: Ying-Lan Dann

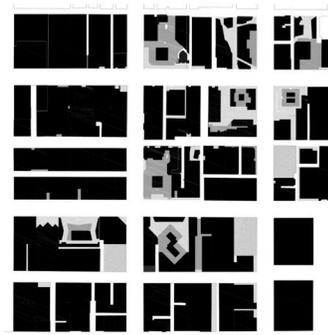
This project will reimagine the city's palette of street furniture, in a way that promotes expanded social and environmental interaction and inspires play and delight.



## 2. Having a Brighter City; Inclusive and Accessible Privately Owned Public Space

– Team Leader: Mohammad Mohammadi

This project aims to help the general public to easily recognize publicly accessible spaces in their city. The mapping tool will outline how bright (inclusive and accessible) your city is.



A sample of the proposed map with black, white and shadows of grey; the brighter greys, the brighter city.

## 3. Platform 1 3/4

– Team Leader: Dr Mittul Vahanvati

This project intends to introduce fun, playfulness and mystery in everyday commuting by integrating play, inquisitiveness and interactivity in our public transport hubs.

## 4. Haptic Pathways

– Team Leader: Dr Zoe Meyers

This project intends to create urban pathways that are explicitly focused on the under-emphasised and under-explored facets of sensory connection to nature in cities: touch.

## 5. Musical Motions

– Team Leader: Dr Alan Nguyen

Musical Motions is a social, playful sensory-experience to encourage group and individual movement. Augmentations to existing fitness programs and infrastructure will be co-designed with age-diverse populations, with a focus on the elderly, to explore how mobility can intersect with sound and music in beneficial ways.



## Concept Paper 2019: *Creative graduates and public value: a conceptual model for future workforces*

— Associate Professor Scott Brook

The ECP's initiative Concept Papers supports the development of ideas for major interdisciplinary projects to address significant challenges requiring a truly interdisciplinary team to make substantial progress. DCP affiliate Associate Professor Scott Brook, will be leading a Concept Paper entitled: *Creative graduates and public value: a conceptual model for future workforces*.



## Capability Development Fund

Team Leader and Titles of 2019 CDFs awarded:

Jaz Hee-jeong Choi	Australia-Japan: care-full approaches to healthcare data.
Peter Kelly	Young people's well-being, resilience and enterprise: critical perspectives for the Anthropocene.
Esther Charlesworth	Design for disaster: developing research funding and capacity to address the design and planning challenges of global mobility, migration and social inequality.
Katherine Johnson	Co-creating digital tools for 'vitalism' with marginalised youth.
Jordan Lacey	Combining Green Wall and Noise Transformation Technologies.
Darrin Verhagen	Let's chat about music.
Leah Heiss	Operation hydration tactile tools workshop.
Elizabeth Kyriakou & Darrin Verhagen	Designing augmented reality and game theory experiences to improve the psychological impact for paediatric cancer patients undergoing radiation treatment at the Peter MacCallum Cancer Centre.
Cees Bil & Pier Marzocca	Towards the Establishment of a Collaborative Design Facility at RMIT University.
Philip Samartzis	Cold Climate Landscapes and Atmospheres.
Rebecca Jing Yang	Creative and sustainable design with coloured building integrated photovoltaics through multi-disciplinary collaborations.
Michelle Aung Thin	Impact workshop series led by the non/fictionLab.
Sara Charlesworth & Fiona Macdonald	Building stakeholder capacity to address gender-based violence in Victorian individualised aged care & disability support services.

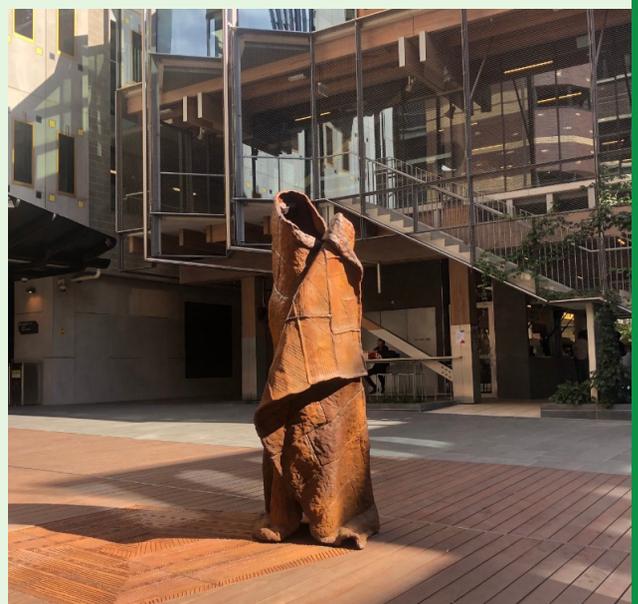
Lucinda Strahan	Doubting Writing/Writing Doubt. Expanded writing public program and publication. non/fictionLab with the Australian Centre for Contemporary Art.
Janneke Blijlevens & Johanna Prasch	Cultural Commonalities Memory Game (CCMG): combining knowledge from design, psychology and behavioural economics to increase social inclusion through a game.
Ci Ti Hoang, Florian Mueller & Rohit Ashok Khot	Uber Climbers: using technology to augment rock climbing to enhance community health and wellbeing.
Yoko Akama	Impact evaluation in Design and Social Innovation in Asia-Pacific.
Kelly Hussey-Smith	Photography and Civics.
Keely Macarow	End of Life: Co-designing space and place.
Jenny Grigg	Past, present and emerging design histories: an archival, digital network.
Nancy Mauro-Flude & Thomas Penney	VVet-n-VVild-VVIFI
Suzie Attiwill	Abacus Spatial Diagrams - symposium and translation document.
Troy Innocent	Urban Play Symposium.
Mohamed H Farah	Gamefied Research Translation (GREAT).

## Strategic Capability Development Fund (SCDF): *Possum Skin Cloaks*

– Dr Vicki Couzens, VC's Indigenous Research Fellow

This project consists of two parts. Firstly it seeks to understand the impact of Vicki Couzens' *Possum Skin Cloaks* on cultural identity, connection to country and health, education and justice within an indigenous community context. Secondly, two short ethnographic films will be produced with three Indigenous leaders on themes of 'engagement with community' including their reflections on community-based research, authorship and use of Indigenous content.

This project showcases the important work RMIT is doing towards Bundyi Gurri (shared futures) and Dhumbah Goorowa (commitment to share).



## Other DCP-related Strategic Capability Development Fund (SCDF) projects include:

Design for Social Innovation (see page 6); RMIT Wearables and Sensing Network (see page 5); Contemporary Indigenous Architecture and Placemaking Network (see page 5); Cultural Value and Impact Network (see page 5); and Design for Social Impact: Social Enterprise for Assistive Technologies.

Research Translation

Industry Engagement

Capability Deployment

Capability Development

Researcher Engagement/ Development

Future Workforce Strategy – talent acquisition



# ACHIEVEMENTS IN CREATIVE PRACTICE

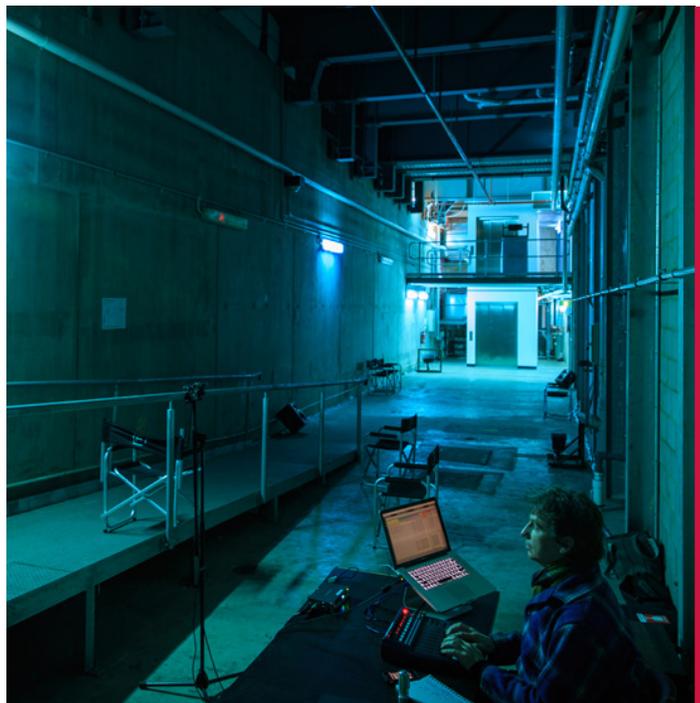


## **ARC DECRA: *Designing augmented eating interfaces to promote mindful eating***

— Rohit Ashok Khot, VC Fellow

*How can we be mindful about food, without minding it?*

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



## **ARC DECRA: *Translating ambiance: restorative sound design for soundscapes***

— Jordan Lacey, VC Fellow

The project expects to produce innovations in the area of urban soundscape design by using an interdisciplinary approach that combines biophilic design, ambiance theory and sound art installation practices. It will investigate new techniques for the creation of sound art installations that will advance the effectiveness of urban renewal initiatives. It hopes to improve the quality of life in urban centres by producing restful and restorative places, and identifying pathways for the involvement of creative practitioners in the design and management of the built environment.

## **HORIZON 2020 Grant: *CreaTures: Creative Practices for Transformational Futures***

— Dr Jaz Choi

The *CreaTures* project demonstrates the power of the arts to move the world towards social and ecological sustainability through addressing lifestyles and ways of being. It develops an Open Creative Practice Framework (OCP) as an innovation to guide creative practice to transform society towards sustainable futures. Creative practice has already demonstrated transformational potential in the area of social cohesion and environmental citizenship, but it is often fragmented, poorly resourced and badly understood. Through direct engagement and co-creation, our observatory, laboratory and evaluation procedures bring together diverse arts and design practices with common intentions to transform society. By understanding the impact such engagement and collaboration can have upon publics, we can engage more effectively in sustainability-generating action.



## ARC Linkage Grant: *Talking Country: Sharing Indigenous Stories of place through mobile media*

— Olivia Guntarik, Lorelle Burton,  
Mark McMillan, Libby Porter, Cathy  
Greenfield and Peter West

The project *Talking Country: Sharing Indigenous stories of place through mobile media* was awarded funding from the Australian Research Council's Linkage Grant program.

*Talking Country* investigates how media technologies can facilitate cross-cultural engagement between Indigenous and non-Indigenous people. There is a need to break down the barriers that limit cross-cultural engagement with heritage issues, and mobile media environments provide ways to build this engagement through place-based incentives.



## Update: *FireLens* Project

— Dr Seth Keen

*FireLens* is an impact focused research project that uses co-design to investigate how photos and videos can be utilised to share knowledge on planned burning practices. A clickable design prototype of the *FireLens* image management system has almost been completed and is being used for demonstrations to staff and management in the Department of Environment, Land, Water and Planning (DELWP) and the Country Fire Authority (CFA).

*FireLens* will be a centralised platform used in the planning, implementation and reporting of planned burns and fire suppression events, giving staff on the ground and at headquarters access to photos and videos in near-real time.



