RMIT UNIVERSITY | Design & Creative Practice

DESIGN & CREATIVE PRACTICE

ENABLING CAPABILITY PLATFORM

FOUR YEAR REPORT 2016–20

SUSTAINABLE DEVELOPMENT GOALS

1 NO POVERTY	2 ZERO HUNGER	3 GOOD HEALTH AND WELL-BEING	4 QUALITY EDUCATION	5 GENDER EQUALITY	6 CLEAN WATER AND SANITATION
7 AFFORDABLE AND CLEAN ENERGY	8 DECENT WORK AND ECONOMIC GROWTH	9 INDUSTRY, INNOVATION AND INFRASTRUCTURE	10 REDUCED INEQUALITIES	11 SUSTAINABLE CITIES AND COMMUNITIES	12 RESPONSIBLE CONSUMPTION AND PRODUCTION
13 CLIMATE ACTION	14 LIFE BELOW WATER	15 LIFE ON LAND	16 PEACE, JUSTICE AND STRONG INSTITUTIONS	17 PARTNERSHIPS FOR THE GOALS	

Director's Message

Dear Colleagues,

Womin djeka.

As the *Buath Gurru* (grass flowering) season takes hold—and after many months of WFH (working from home), homeschooling, Teamlandia, and feetings—the restrictions have eased in Victoria. There is much gratitude as we return to some activities we once took for granted. However, the pandemic is far from over. Overseas a new wave of the virus has taken hold. This is a very, very difficult time for many.

As Indigenous opera singer Deborah Cheetham highlighted, we need to acknowledge that society is made up of people first, economy second. Without people, there is no economy. Indeed, in the "unprecedented" tragedies of 2020—from the bushfires to the pandemic—we are reminded of the importance of looking to our Indigenous Elders past, present and future for their deep knowledges of being on and with land.

Creativity, care and collaboration have never mattered more as we ride these constant unprecedented times. Societies with increasing ageing populations require different types of partnerships, collaborations and engagement. Agility, pivoting and creativity have become key literacies. Work, and work futures, in the face of WFH, have been recalibrated in ways that will not see things bounce back to "normal". Indeed, this is our chance to do things differently.

This report marks the four years of the Design & Creative Practice ECP. The research platforms have been committed to fostering interdisciplinary collaboration to address real-world issues. In the first year we codesigned with internal and external stakeholders to determine our key priorities around 1. Resilience, Health and Care; 2. Playful Digital and Material Encounters; 3. The Social and Sustainable; 4. Design & Creative Practice Industries. In years two and three we built capability (expertise, partnerships and systems) around these areas through grants, networks and design challenges.

In year four, 2020, these themes have become prescient in how we move forward out of the pandemic. In 2020 we have focused on the new ECP Restarts—five key areas (greener, fairer, healthier, digital, better work) to curate and amplify RMIT expertise to address challenges from the pandemic. Guided by the principles of the Sustainable Development Goals (SDGs), the Restarts are taking a variety of formats—from Living Labs and white papers to policy briefs.

This report showcases some of the highlights in the Design & Creative Practice ECP journey. We have come so far in conceptualising our research in terms of engagement and impact—a crucial narrative for research moving forward in this country. As we have seen during the pandemic, research not only matters—it saves lives.

All of these collaborations highlight the commitment of RMIT staff and students to the SDGs, Indigenous ways of knowing, and co-designing for social, digital innovation and inclusion. There are a few groups and people who have been especially involved and whose contribution and leadership have been extraordinary. Thanks to the Distributed Leaders Group (DLG)—Dr Julienne van Loon, Prof Daniel Palmer, Dr Jaz Choi, Prof Esther Charlesworth and Prof Renata Kokánovic. In addition, thanks to our engaged Executive group and also to our industry SERAG advisory board members—Michael Hudson (Creative Vic); Kaye Glamuzina (City of Melb); Kirsty Ritchie (Arts Wellbeing Collective); Seb Chan (ACMI); Emma Crimmings (Artbank); Zara Stanhope (GoMA); Simone Le Amon (NGV); (Chair) Professor Natalie King (VCA). Further thanks to N'Arweet Dr Carolyn Briggs AM, and our incredible VC Fellows and Postdoctoral Fellows who continue to take our research to the next level. And of course, the ever-amazing Adelina Onicas, Esther Pierini, Gretchen Coombs and Hugh Davies.

We thank you for your ongoing support and collaboration.

Larissa Hjorth
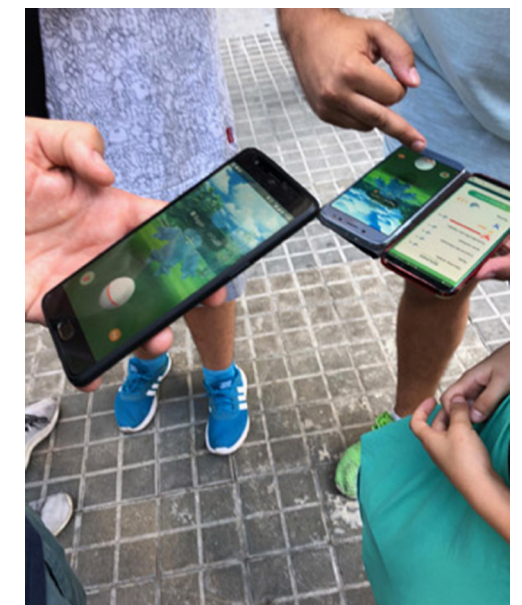
1 Summary of the Codesign ECP Journey

The ECPs have carefully nurtured and curated a research culture that is innovative, creative and collaborative. The four key ECP take-aways include:

- Facilitating and curating cultural change around doing impactful, collaborative research and research translation
- Fostering interdisciplinary collaboration
- Enabling researchers with diverse expertise, experiences, and similar interests to collaborate through agile vehicles
- Supporting early career researchers (ECRs) and higher degree by research (HDR) students to work within different contexts, disciplines, industry engagement

2ND YEAR — Pilot initiatives around the capabilities and interdisciplinary priority themes. Key initiatives include networks, Design challenge (Telstra), HDR masterclasses and workshops to build interdisciplinary collaboration.

4TH YEAR — Embed initiatives such as the five ReStart in response to the pandemic.

1ST YEAR — Engage and codesign with stakeholders (internal and external) to identify capabilities and interdisciplinary priority themes. SERAG industry advisory board established.

2ND YEAR — Enhance initiatives around capabilities development, deployment and interdisciplinary priority themes — especially around networks, Design challenge (City of Melbourne), HDR masterclasses.

5TH YEAR — Review year.

KEY INITIATIVES

Networks	VC Fellows development and mentoring	HDR training and engagement (workshops & masterclassses)
Design Challenge	Funding (CDF, SCDF, EOF)	SERAG (Industry engagement)
ReStart		

Future Directions
—Recommendations

- Develop a more nuanced communciation strategy which engages different stakeholders (staff, HDRs, industry) about what the platforms do. Examples like DCP Impact Observatory (dcp-ecp.com) should be developed for the ECP more generally.

- Along with the communication strategy, clear articulation of funding and opportunities need to developed.

- Cease *Engaging for Impact* conference. Not good value of investment. Instead redirect funds to researchers.

- Provide funding to support longer, slower scholarship that may or may not yield a tangible outcome, but one that works in tandem with one clear goal of the humanities: creative and critical thinking skills. In the context of education this might come about through innovative pedagogical and creative approaches to understanding education in light of social justice, gender, and climate change;

- Support the "doing" of research (e.g. funding for RAs), not just the networking and communicating of research;

- Broader focus and frameworks around the Asia-Pacific region, including intercultural capabilities, Indigenous-led and collaborative research capabilities;

- More overt KPIs around building a indigenous community of researchers. Current amount of indigenous researchers doesn't provide a sustainable community of practice.

Committed to interdisciplinary solutions to real-world problems, and co-designing for social, digital innovation and inclusion.

Achievements

10+
DCP Industry Partnerships
Examples include: MARC (Melbourne Ageing Research Collaboration), cohealth, The Victorian Trades Hall, ACMI, QAGOMA, Intel, Telstra, Cherished Pets, City of Melbourne etc.

2
DECRAs
Exploring restorative sound design for urban soundscapes and augmented eating interfaces to promote mindful eating.

3
ARC Linkage Project Grants
Key example: $254k for *Talking Country: Sharing Indigenous stories of place through mobile media*

1
2020 EU Horizon Grant
Valued at EUR$3million, this project highlights how creative practice can contribute to sustainability.

Key Priority Areas

1 Resilience, health and care

2 Playful, material & digital encounters

3 The social and sustainable

4 Design & creative practice industries

Design Challenge

2 DCP Design Challenges

43 Different Project Entries

Shortlist Presentation at EFI 2019

2018 Designing for Ageing Well Challenge with Telstra
Winning Entry: CatPin

2019 Designing for Inclusive Cities with City of Melbourne
Winning Entry: Haptic Pathways

16 Report pub...

9 Inter... expe...

12... Industry ev...

15 HDR worksh... with key expert...
~320 attendees

Industry (SERAG) (8 Members)
DCP Executive (25 Members)
Distributed Leaders Group (5 Members)

19 DCP governance meetings with key stakeholders
~237 attendees

5 DCP-supported Restart Initiatives events (online)

HDR Working Group Members

60 DCP Workshops & Events
700+ attendees

Opportunities

63 Capability Development Funds awarded

10 SCDF awarded

3 Opportunity Funds awarded

1 Concept Paper

Digital Presence

460 E-News subscribers
194 Impact Observatory Listings
211 Instagram followers
390 Facebook followers
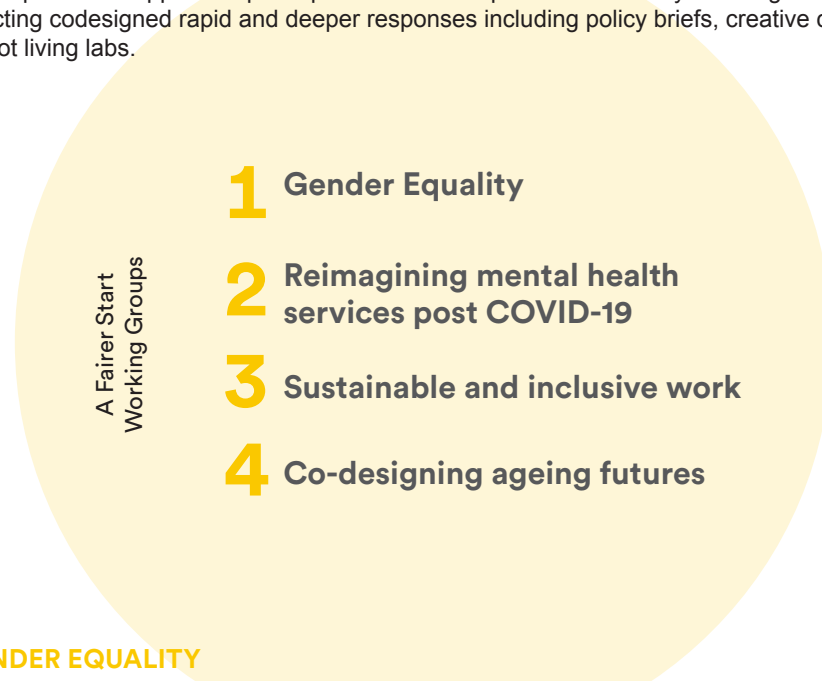179 Twitter followers

2020: FOCUSING ON A FAIRER START

The DCP ECP has been collaborating on the series of COVID-19 Restarts. We are leading A Fairer Start and involved in A Greener Start and A Digital Start focusing on codesigning for social inclusion and innovation.

A Greener Start
Enabling environmentally sustainable futures

A Fairer Start
Enabling a more inclusive and equitable future Australia

A Healthier Start
Enabling resilient health systems and populations responsive to major health challenges

Key Initiatives

A Better Work Start
Enabling effective, resilient, ethical and responsible businesses for future workforces

A Digital Start
Enabling social innovation and inclusion for digital futures

The ECP Fairer Start Initiative seeks to curate and amplify RMIT transdisciplinary research and build ideas for policy relevant impactful projects to put us in a strong position to work with external partners in 2021.

We initiated activities with an e-event on 8th September. The Fairer Start Roundtable (105 people attended the event) brought together key industry speakers to discuss how we might enable a more inclusive and equitable future for Australia.

A Fairer Start has four focus areas, each supported by a thematic working group (30 people). The groups have mapped unique capabilities and responses to industry challenges and are now conducting codesigned rapid and deeper responses including policy briefs, creative critical prompts and pilot living labs.

A Fairer Start Working Groups

1 Gender Equality

2 Reimagining mental health services post COVID-19

3 Sustainable and inclusive work

4 Co-designing ageing futures

1. GENDER EQUALITY

This working group coalesces expertise in the development and implementation of strategies to improve gender equality and evaluation research. It will address the challenges and consequences of the pandemic for women, children and young people in the fields of work, mental health, and prevention of violence and deliver research that will have a positive impact on policy, practice and lives. A report looking at gender equality research currently being undertaken at RMIT is in development.

Digital Mental Health Service Delivery in the Age of COVID 19: Opportunities and Challenges

📅 30 Nov 2020

📍 online

From their diverse perspectives, our panel, including lived experience, social and mental health service providers and academic critical mental health & health humanities research perspective, will focus on the critical questions digital mental health care poses in the age of COVID 19.

2. REIMAGINING MENTAL HEALTH POST COVID-19

This focus area arose in response to challenges raised at the roundtable. It focuses on understanding the social and ethical dimensions of mental health issues post COVID-19. This working group will codesign with key industry partners to create insight and creative interventions.

The *Reimagining Mental Health post COVID-19* Working Group has developed a paper outlining the issues and key focus areas.[1] It aims to tackle some of the mental health concerns, while utilising a significant existing RMIT capability in transdisciplinary research in mental health and organisation of health and social care.

The first in a series of planned events was held on 30 November 2020, titled "Digital Mental Health Service Delivery in the Age of COVID-19: Opportunities and Challenges".

3. SUSTAINABLE & INCLUSIVE WORK

The critical problems and opportunities this working group is seeking to respond to include:

- Ensuring that workers have accurate information about their rights and are able to access services for support and advice, and make full use of existing government programs.
- Location-based solutions to fragmented and insecure work to support sustainable jobs and local economies.
- Ensuring that employers, particularly those in SMEs that are hardest hit by lock-downs and the recession, are accessing support and are aware of their obligations.
- Building inclusivity and gender equality into work organisation.

Current *Sustainable & Inclusive Work* working group events include:
- *A Roundtable on Sustainable and Inclusive Work for Vulnerable Workers*

4. CO-DESIGNING AGEING FUTURES

The *Co-designing Ageing Futures* working group coalesces expertise in socially-engaged research across fields of psychology, design, business, economics and art alongside innovations in health technology to address key challenges of the pandemic, including decent work and high quality care, social and mental health, and crises of value and meaning.

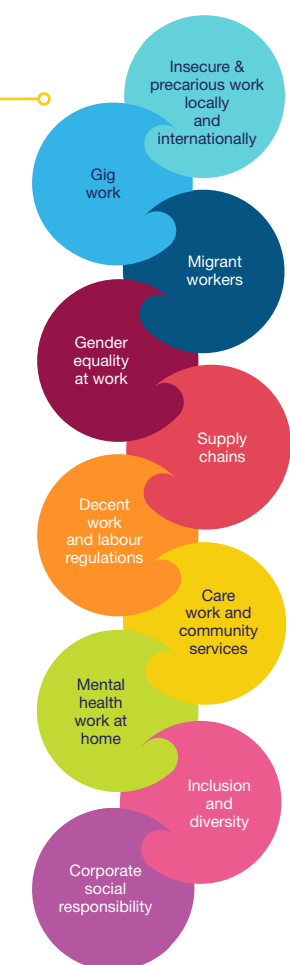Current *Co-designing Ageing Futures* working group responses include:
- COVID-19 specific codesign projects moving forward such as: *Alone Together: CALD and digital inclusion, ACCAN U3A ICTs risks, perceptions and practices for older adults.*
- The working group has developed a paper outlining the issues and key focus areas.

Insecure & precarious work locally and internationally

Gig work

Migrant workers

Gender equality at work

Supply chains

Decent work and labour regulations

Care work and community services

Mental health work at home

Inclusion and diversity

Corporate social responsibility

The *Sustainable & Inclusive Work* working group's unique capabilities and responses to industry challenges.

OTHER A FAIRER START ACTIVITIES:

A general Fairer Restart pilot around understanding the social and cultural implications of COVID-19 has been conducted as a mixed model study (survey and interviews), see *COVIDSafe and beyond: perceptions and practices*.

Reports:
- *In a time of uncertainty: supporting belonging and wellbeing for HDR students* (May 2020)
- *HDR Belonging: Practices & Perceptions during COVID-19* (August 2020)

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[1] Access here: https://www.rmit.edu.au/content/dam/rmit/au/en/research/ecps/post-covid-restart/Fairer-Start-Reimagining-Mental-Health-post-COVID-19-Working-Group-Summary.pdf
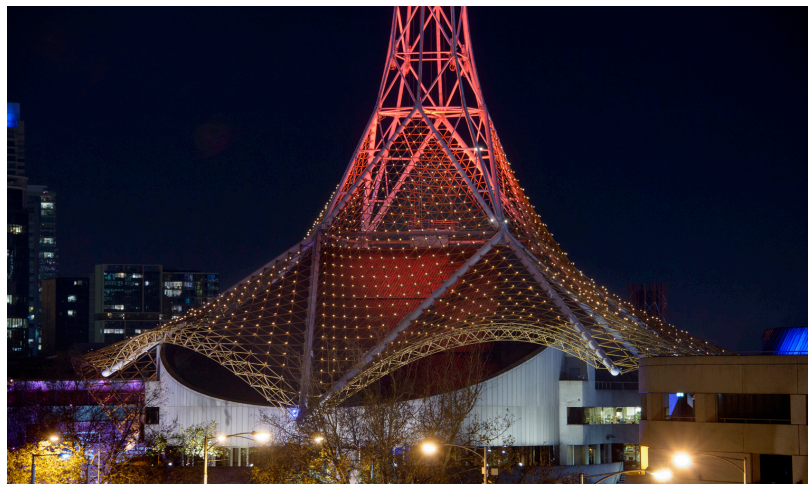
DCP SERAG
Sector Expert Research Advisory Group

A diverse cohort of arts industry experts who provide sectorial advice and pathways to the DCP at RMIT.

7
SERAG Members

8
SERAG Meetings

As **Chief Experience Officer at ACMI, Seb Chan** sees ACMI's relationship to the DCP as a vital part of the broader ACMIxRMIT relationship. He values the breadth and depth of the research, and the responsiveness to an increasingly rapidly changing social context. The "exposure to research projects and the ability to input into them has really helped reframe how ACMI and RMIT are able to collaborate." For example, the DCP team conducted research around understanding the digital lives of ACMI audiences who attended film matinees. The outcomes (ACMI Pilot Study: Social Media, Digital Wayfaring and the Future of Museum Audiences; ACMI Pilot Study: The Future of Museum Engagement, Data and Older Audiences) have been instrumental in "giving us another way of understanding the value our audiences expect from us". Chan remarks how ticket sales are one measure "but they don't actually tell you much about why people come in and if they enjoy their experience".

The SERAG meetings have provided an opportunity for Chan to network outside ACMI. Each meeting provides a different focus, triggers opportunities and the kernels of new project ideas are planted. For Chan, it's a chance to broaden his frame of reference, expose him to other research and new ways of thinking about local community. The meetings allow other relationships with RMIT to deepen and function in a different way.

Seb Chan
CHIEF EXPERIENCE OFFICER, ACMI

DISCUSSIONS AROUND KEY INDUSTRY ISSUES, FOR EXAMPLE MENTAL HEALTH ISSUES WITH ART CENTRE MELBOURNE'S THE ARTS WELLBEING COLLECTIVE.

In her role as **Chair of the DCP Sector Expert Research Advisory Group (SERAG), Professor Natalie King** relates how the SERAG—a diverse cohort of arts industry experts who provide sectorial advice and pathways to the DCP at RMIT—provides intellectual and professional leadership, role modelling and sharing of knowledge to the committee and team. Experimental and visionary, DCP ECP has piloted a number of initiatives including creative explorations of community ageing, gaming and mental health whilst fostering partnerships with the corporate sector. The results have real world outputs that are imaginative and practical ways of sharing research and collaborating.

In particular, Distinguished Professor Larissa Hjorth leads the platform in an inclusive and generative way bringing RMIT researchers and sectoral leaders together to confer over some of the most urgent issues affecting our communities. For example, Claire Spencer, CEO of Arts Centre Melbourne presented at SERAG on the impact and specific mental health needs of those in the visual and performing arts requiring a practical and tailored response to the spike in mental health issues within our sector. In 2020, N'arweet Dr Carolyn Briggs AM, joined the DCP SERAG, bringing First Nations principles and leadership to the group.
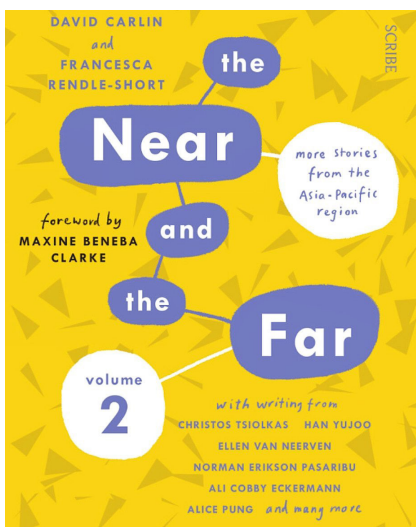
Natalie King
CHAIR, SERAG

2021 SERAG Members:

Kirsty Ritchie
ASSOCIATE DIRECTOR, ARTS WELLBEING COLLECTIVE

Natalie King
ENTERPRISE PROFESSOR OF VISUAL ARTS, VCA

N'arweet Carolyn Briggs AM
ELDER + CHAIR, BOON WURRUNG FOUNDATION

Simone LeAmon
CURATOR, DESIGN & ARCHITECTURE, NGV

Seb Chan
CHIEF EXPERIENCE OFFICER, ACMI

Michael Hudson
DIRECTOR, CREATIVE VIC

Emma Crimmings
DIRECTOR, ART BANK

4 DCP Executive

Highlighting a selection of DCP Executive members

"[these projects go] outside the box for us since the lab is usually associated with writing and publishing."

DAVID CARLIN
and
FRANCESCA
RENDLE-SHORT

the **Near** and the **Far**

SCRIBE

more stories from the Asia-Pacific region

foreword by MAXINE BENEBA CLARKE

volume **2**

with writing from
CHRISTOS TSIOLKAS   HAN YUJOO
ELLEN VAN NEERVEN
NORMAN ERIKSON PASARIBU
ALI COBBY ECKERMANN
ALICE PUNG *and many more*

In 2017, **Associate Professor Julienne van Loon** received seed money for a book industry project, which enabled her hold a two-day symposium that brought together academics and publishing industry people from Canada and Australia in order to support local writers and local publishers. The *Canadian & Australian Book Industries Conversation: Exploring new collaborative opportunities in publishing* (CAIC) took place in early 2018, and in 2021 the project has snowballed, gaining traction with writers and publishers nationally. The larger research project has grown out of conversations from the symposium, with a new partnership with the Australian Society of Authors and the Australian Publisher's Association. Van Loon describes how the project wasn't necessarily a focus of her research, but its alignment with the DCP themes and the excitement generated around

the symposium "forced me to think about doing a project that was book industry oriented, and I hadn't done that kind of work before."

In her role as **co-Director of the non/fiction Lab, van Loon** relates how the dynamic research environment in the lab has benefitted from its close alignment with DCP research themes and its seed funding, cultivating an active and successful research environment. For example the non/fiction Lab member Lucinda Strahan's project *Writing in the Expanded Field* is an ongoing industry partnership with Australia Centre for Contemporary Art (ACCA), which had its first event with DCP seed funding. The program engages writers to enter into the expanded field of art writing. It has run for three years and program themes change according to the exhibitions that are on at ACCA. Each year there is a public forum and a publication celebrating the writers and the exhibition.

Julienne van Loon
NON/FICTION LAB

Professor Daniel Palmer outlines the support he and other School of Art scholars received from the DCP for the 2019 Art Association of Australia and New Zealand's (AAANZ) annual conference. The DCP supported keynotes from world leaders in Art History and Indigenous curation as well as supporting programming artists into the conference program. In his role as Associate Dean, Research (School of Art) DCP initiatives like the Impact Observatory (IO) help articulate how creative practitioners' work demonstrates impact in diverse ways.

Daniel Palmer
ASSOCIATE DEAN, RESEARCH (SCHOOL OF ART)

AESTHETICS POLITICS & HISTORIES
The Social Context of Art
AAANZ Conference, RMIT Melbourne, 2018
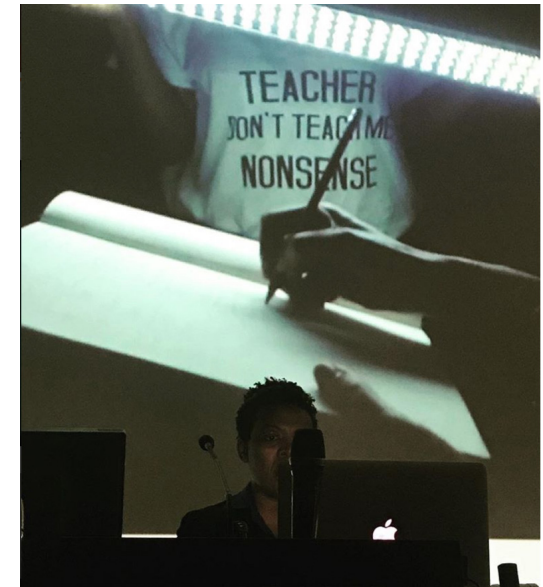
For **Professor Dan (Anne) Harris**, the DCP has done a wonderful job under the leadership of Distinguished Professor Larissa Hjorth who has supported Harris in numerous projects. Harris relates how the DCP's support of their projects demonstrates inclusivity and engagement. "Creative Citizenship" encouraged youth to learn in inspiring environments outside of the classroom; social inclusion through youth-generated teaching and learning materials; and improving digital literacies and social capital of young people through the creative exchange. This project received DCP funding and brought together students from Noble Park Secondary School and Museums Victoria with artists and filmmakers to

imagine a museum of the future, one they would like to see and which would reflect the diversity of their lives and experiences. The DCP further supported and promoted "Playdates" and the "Selfies Subjectivity Symposium" both a part of Harris' Creative Agency, a community of creative makers, academics, industry professionals and organisations committed to arts, education and social change.

Dan (Anne) Harris
CO-DIRECTOR, CREATIVE AGENCY

DCP EXECUTIVE

THE BIG ANXIETY
27 Sep – 9 Nov 2019
THEBIGANXIETY.ORG

Professor Renata Kokanović, Social & Global Studies Centre Director (GUSS) has been supported by Design and Creative Practice and the Social Change ECPs, specifically through the Humanities, Arts, Social science & Health (HASH) Network. In 2022 "The Big Anxiety" (TBA) festival, a large arts & mental health festival, will take place in Melbourne and is a collaboration between RMIT University and UNSW, and several other universities and cultural institutions across Melbourne. A number of HASH Network members are included in a working group

at RMIT, with support from the DCP, to conceptualise and to develop the festival program. Kokanovic is Co-director of TBA, along with Professor Jill Bennett, Foundation Director of TBA (UNSW). The festival celebrates creative arts and mental health and "has a strong community engagement and strong engagement with lived experience."

With support from the ECP's Opportunity Fund, in collaboration with relevant key mental health stakeholders, Kokanovic and her team developed "Closing the mental

health gap: Codesign mental health resources for Emergency Departments Staff" research project which investigates presentations of complex mental health conditions in emergency departments (ED). The work is informing development of the training content for ED staff and will be publicly available to support ED workforce and people with lived experience of emotional distress.

Renata Kokanović
DIRECTOR, SOCIAL AND GLOBAL STUDIES CENTRE
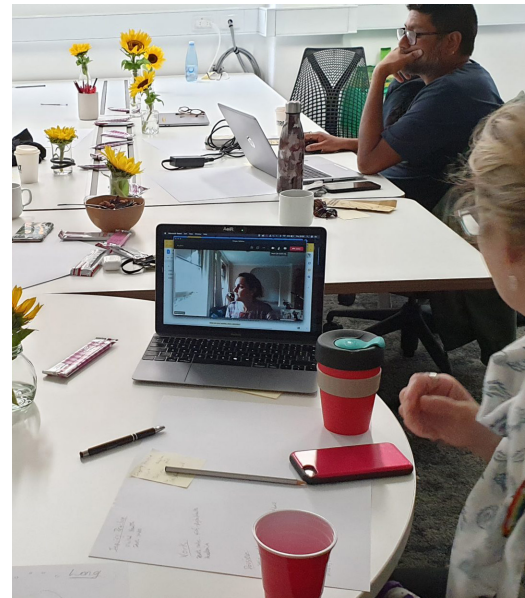
Even though she is a relative newcomer to RMIT, **Professor Annette Markham** notes the value of the DCP's post-COVID Restart initiatives in generating new cross-disciplinary networks. As an interdisciplinary scholar, Markham appreciated that the

initiative enabled her to meet new people and see what was happening in and around various topic areas.

While in current economically lean times, the ECPs offer less direct financial support than they might have previously, they still offer an infrastructure for connecting, networking, and building new collaborative projects across the university. This is essential for scaffolding

from shared ideas to projects and partnerships. The payoff of such partnerships is more visible at the 5-6 year stage, when projects have achieved funding, or when research findings are beginning to influence the overall curriculum structure in RMIT's educational mission and the shape of research emphasis in various labs and Centres.

Annette Markham
CO-DIRECTOR, DERC

Dr Leah Heiss designs for health and wellbeing for aging populations. Her successful research journey has been inextricably tied to DCP mentorship and support. In 2017, Heiss received seed funding for A Good Death workshop, which used her Tactile Tools Methodology to engage with "end of life care." It was also at this time that DCP Director Larissa Hjorth began to mentor Heiss by promoting her work and supporting her emerging leadership roles.

Heiss built on her initial DCP project for a number of interdisciplinary creative projects, notably the Wearables and Sensing Network (WS+N). The School of Design provided seed money to start the network, but after she spoke with Hjorth about the ambitions of the WS+N, Hjorth became instrumental in linking her to the other four ECPs. The W+SN is now supported by five ECPs and includes researchers from across 12 RMIT Schools. In 2018 the DCP and Telstra held a challenge: How do we design for Ageing Well Futures? Heiss entered the challenge with an interdisciplinary team and won with CaTPin, a collaboration with industry aged-care partner Bolton Clarke and researchers from engineering and design. The

wearable, a lapel pin, suggested the idea of "conversation as therapy" to address the issue of loneliness due to a lack of social interaction.

The DCP funded Heiss to develop a Capability Mapping toolkit that she prototyped and tested with the W+SN. This built on her Tactile Tools methodology and enabled her to hone the approach, and to ultimately professionalise it so that it can be used as a research consultancy tool. What began with the DCP's $5k support of one workshop (A Good Death) has grown into $12k per industry workshop, with four workshops completed. Tactile Tools Capability Mapping.

Leah Heiss
W+SN NETWORK

w+sn
Wearables and Sensing Network

5 VC Fellows
Vice Chancellor's Research Fellows aligned to the DCP

PLAYABLE CITIES:

"...a way to connect people and place through creative technologies, making the city a platform for urban play."

Our collaborative and curious thinkers with the inspiration, drive and ideas changing Australia—and the world—for the better.
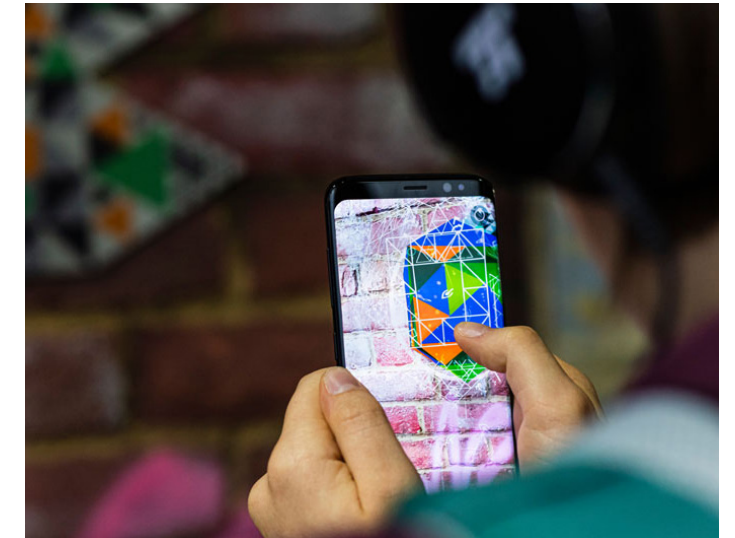
4 Senior Research Fellows

5 Post-doctoral Fellows

1 Indigenous Research Fellow

The DCP helped to fund the film *The power that we have… Listen Up!* which features three Aboriginal women—Gina Bundle, Genevieve Grieves, and Paola Balla—who discuss their experiences of consultation and collaboration with non-Indigenous settlers. The film has provided an opportunity for Vice Chancellor's Indigenous Fellow Vicki Couzens to extend her research scope by developing the film into a resource to be shared within RMIT as professional development tools and educational resources within courses. There's also potential commercial application to the wider community. *The power that we have…Listen Up!* will be accompanied by educational materials to help facilitate discussions about how and why students and researchers might engage with Indigenous communities. This impact reach is significant in these changing times where non-Indigenous Australians are seeking genuine ways to be educated about Indigenous engagement and partnerships.

Vicki Couzens
VICE CHANCELLOR'S INDIGENOUS RESEARCH FELLOW

"Keep play fun". That's the endgame for **Dr Troy Innocent** who wants to avoid giving purpose to play. Instead, play should always engender connection, exploration and imagination into the quotidian life of our public spaces. "It's the experience for participants of **Playable City Melbourne** that matters," not the outcome. Innocent describes Playable cities as "a way to connect people and place through creative technologies, making the city a platform for urban play." And asks the question: "What does that mean in a playful and liveable city like Melbourne?"

During his research fellowship with the City of Melbourne, Innocent formalised Playable Cities and built a strong network around the project. He was drawn to the DCP at RMIT because of its interdisciplinary, industry facing academic exchange and real world context, with a focus on creative practice research. RMIT's School of Art, School of Design, and School of Architecture and Urban Design formed the foundation for his work. After moving to RMIT to take up a Vice Chancellor's Senior Fellowship in 2019, he received a Capability Development Fund grant from the ECPs to support a symposium in 2019. The event allowed him to kickstart the Playable Cities project, and resulted in Playable Brunswick and ultimately extended into international contexts such as the DCP workshop "Cities as Playgrounds" held at RMIT Europe.

Playable City maintains visibility and strong networks across the Urban Futures and DCP ECPs as well as industry partners such as the Australian Centre for the Moving Image (ACMI). It has expanded to include the **Urban Play Network** at RMIT which connects "people and place with design and cities, making them vibrant and liveable, reflecting their creative, linguistic, cultural, social and urban diversity." The network includes designers, game developers, scientists, writers, architects, artists, producers, performers, players, bureaucrats and more.

Troy Innocent
VICE CHANCELLOR'S SENIOR RESEARCH FELLOW

Vice Chancellor's Postdoctoral Research Fellow Peta Murray is a non/fiction Lab member whos work represents an example of a success story for the relatively small research group and its alignment with the DCP themes. Murray's creative practice research is at the intersection of ageing, art and health, and connects to the DCP's theme of resilience, health and care. She has also published a number of pieces with non/fiction Lab members demonstrating a genuinely interdisciplinary approach.

In 2020, Murray, along with colleagues from Monash, was awarded an ARC Discovery grant for *Staging Australian Women's Lives: Theatre, Feminism and Socially Engaged Art*. A research project that sees the stage as an ideal laboratory for crafting and rehearsing responses to social inequalities. Murray is now co-leading the Designing Ageing Futures working group as part of the ECP Fairer Start.

Peta Murray
VC POSTDOCTORAL RESEARCH FELLOW

Senior Research Fellow Marnie Badham outlines how capability was developed through several of her DCP supported projects. During the first year of her Vice Chancellor's Postdoctoral Fellowship she secured DCP funding to collaborate with researchers and colleagues from other schools at RMIT to form "Towards a Network in Social

Practice Art and Design," which created space for people to connect. "Having the resources to do it made it a nationally scoped institutional activity, rather than just my own kind of research and to look beyond my doorstep." It placed RMIT on the map for contemporary art and social practice. Other ECP strategic capability funding

she has been involved in with Vicki Couzens has focused on Indigenous Ways of Knowing and partnerships with industry that focus on intercultural capabilities regarding cultural value and evaluation.

Marnie Badham
SENIOR RESEARCH FELLOW

> "Having the resources to do it made it a nationally scoped institutional activity, rather than just my own kind of research and to look beyond my doorstep"

Professor Anna Hickey-Moody affirms the value of the DCP ECP's agenda, which brings people together in ways that consolidate existing research strengths and builds relationships between researchers, all with a view to aligning projects with ARC research priority areas. The DCP research ecology is generative, and Hickey-Moody notes the process of mapping impact supports researchers in understanding the impact of their research (such as community change and cultural change) and being able to think more critically about the impact of their practice, which she feels is "a really great way to encourage early career researchers." As such, these insights better support ARC Linkage applications as well as tenders and Category A, B, and C grants.

Anna Hickey-Moody
VC SENIOR RESEARCH FELLOW

ON MAPPING AND IMPACT:

> "a really great way to encourage early career researchers"

USING HUMAN RELATIONS AS METHOD, THE SOCIAL PRACTICE NETWORK CONNECTED CREATIVE PRACTITIONERS WITH COMMUNITIES, INDUSTRIES & INSTITUTIONS TO ADDRESS CONTEMPORARY SOCIAL ISSUES.

Initiatives are aimed at supporting the development of ideas for major interdisciplinary projects to address significant challenges requiring a truly interdisciplinary team to make substantial progress. Here we highlight a selection of such projects, funded by the DCP ECP, as well as celebrate the VC Fellows involved in these projects.

ARC DECRAs

Translating ambiance: restorative sound design for urban soundscapes
Jordan Lacey
HDR at RMIT, 2015–18 VC Postdoctoral Fellow

The project expects to address the issue of sensory overload caused by noise pollution, which can be a significant stressor and threat to wellbeing.

Designing augmented eating interfaces to promote mindful eating
Rohit Ashok
HDR at RMIT, 2017–20 VC Postdoctoral Fellow

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

EU HORIZON 2020 FUNDED PROJECT

CreaTures (Creative Practices for Transformative Futures)
Jaz Hee-jeong Choi, 2018–22 VC Senior Research Fellow

CreaTures is a three year project with the aim to demonstrate effective pathways through creative practice to achieve sustainability, social cohesion and peaceful co-existence during times of rapid change.

CreaTures involves 11 European partners, including universities and research centres, NGOs, as well as leading creative art and design organisations.
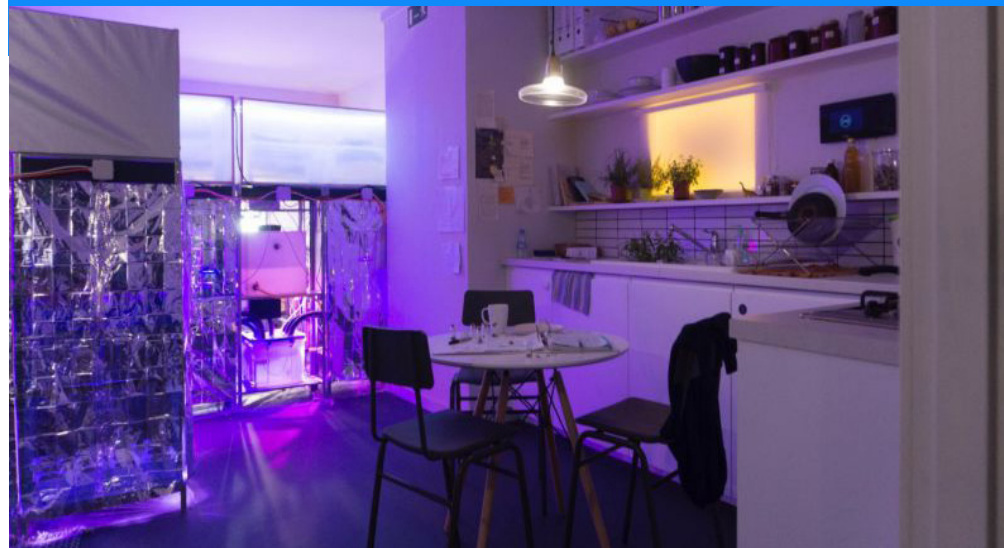
2021 AUSTRALIAN RESEARCH COUNCIL DISCOVERY PROJECT GRANTS

AMBITIOUS AND FAIR: STRATEGIES FOR A SUSTAINABLE VISUAL ARTS SECTOR
Grace McQuilten, 2014–16 VC Research Fellow
Marnie Badham, 2017–20 VC Postdoctoral Fellow

This project aims to strengthen the visual art industry's economic ecosystem in addressing barriers to the sector's economic health and the challenge of improving artists' incomes. To address this critical gap, the project will combine an analysis of current value chains and emergent forms of economic organisation with qualitative insights into the experiences of artists and arts professionals. It will propose interventions for arts industry and government policy to improve and develop this ecosystem. This ARC Linkage project has been funded $339k+, with partners from the National Association of Visual Arts (NAVA) and the Australian Museums and Galleries Association.

STAGING AUSTRALIAN WOMEN'S LIVES: THEATRE, FEMINISM AND SOCIALLY ENGAGED ART
Peta Murray, VC Postdoctoral Fellow
Led by Professor Stacy Holman-Jones (Monash University)

In 2020, Murray, along with colleagues from Monash, was awarded an ARC Discovery grant for *Staging Australian Women's Lives: Theatre, Feminism and Socially Engaged Ar*t. A research project that sees the stage as an ideal laboratory for crafting and rehearsing responses to social inequalities.

This project draws attention to the indelible achievements and contributions of Australia's women theatre makers. Working with a national network of directors and dramaturgs, actors, designers, producers and theatre companies, the project will document the methods theatre makers use to address gendered oppression and violence.

6 HDR and ECR Engagement

The DCP ECP is committed to ensuring that Higher Degree by Research PhD/MA students (HDRs) are integrated into our impactful research. The DCP regularly presents masterclasses and workshops that offer invaluable insights to HDRs as well as involving students and early career researchers (ECRs) in its industry engagement initiatives. Examples of these include:

Systems & Social Change Workshop
Prof Colleen Macklin (USA)

Led by international games expert Colleen Macklin, workshop students mapped the systems underlying social issues to further explore "leverage points" that could enable social change.

Practicing More-than-human Design Ethnography
Dr Anne Galloway (NZ)

In this workshops 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'.

Taking the taken-for-granted apart Workshop
Prof Maren Hartmann (GER)

In the workshop, participants 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
Dr Bernardo Figueredo & Dr Avni Misra

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.

1:1 Mentorship Sessions with Professor Natalie King

In 2019, the DCP established a mentorship pilot program. Based on the understanding that mentoring is an important part of the researcher's journey, the DCP partnered with Professor Natalie King to offer a 6-month mentorship program to RMIT early and mid-career scholars.

Playful Resistance HDR Workshops (x4)
Bart Simon, Remi Leclerc, Taeyoon Choi & Eddo Stern

These four masterclasses offered invaluable insights on design play and technology. The Masterclasses were a great opportunity for HDRs to collaborate with international experts Bart Simon, Remi Leclerc, Taeyoon Choi and Eddo Stern around digital and material playful resistance.

DCP HDR WORKING GROUP ON WELLBEING AND BELONGING

The DCP ECP has been committed to enhancing HDR's experiences as part of emerging research cultures. Over the 4 years we have conducted dozens of workshops with international experts for HDRs. In 2020, commissioned by the **School of Graduate Research (SGR) Wellbeing working group**, we brought together an interdisciplinary team of researchers to understand the lived experiences of HDR students during COVID-19. We began with a literature review in **report 1** exploring the ways belonging was being redefined by the pandemic. In **report 2** we interviewed **26 HDRs** from across the **three colleges** and from different schools. We took the ethnographic stance of **participant-as-expert** and focused on **understanding practice**. The key themes that emerged from the interviews included: *Belonging; Communities of Practice; WFH (working from home) & Pivoting; Digital intimacy: obstacles and opportunities; and Ethics of Care.*

26

HDR candidates interveiwed for the HDR Belonging: Practices & Perceptions report identifying key themes, issues, practices and perceptions experienced. This report sought to give a voice to the diverse and divergent lived experiences of current HDRs.

INDUSTRY PROJECTS

The DCP ECP regularly undertakes new exciting initiatives, or builds upon past projects, with our industry partners to build, strengthen, and coalesce our interdisciplinary collaborations. These industry projects engage HDR researchers encouraging HDR and ECR collaboration as well as providing HDRs with opportunities to get involved with real-world impact projects. Examples of these include:

- **cohealth@365:** This industry project focused on co-creating and co-designing with the cohealth community to capture their stories and hear their voices as core to cohealth's past, present and future.
- **ACMI Project: Future of Museum Audiences:** This ongoing project with ACMI explored how museums could 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.
- **Victorian Trades Hall Council (VTHC) Gender-based Violence Training Package Project:** In 2019, the DCP continued it's work with the VTHC and their gender-based violence (GBV) in the workplace Training Package. The project involved co-designing with union participants as experts, to enhance future iterations of the Training Package. As part of the project, RMIT HDR researcher Caitlin McGrane built an online resource to supplement the VTHC's GBV Training Package.

DCP MANAGEMENT: HDR PARTICIPATION

The DCP's Executive Group is a strategic group of key leaders representing expertise in priority areas aligned to the DCP ECP. The group meets regularly to support the development of DCP initiatives and provide advice to help shape DCP activities. HDR researchers Jacina Leong and Grace Leone are the HDR Representatives for the Executive Group offering feedback on DCP activities from a HDR perspective.

HDR Spotlight

Jacina Leong — DESIGN & CREATIVE PRACTICE (DCP)

Jacina Leong's research explores an ethics of care in relation to an expanded field of curatorial practice, and the responsibilities of post-representational curatorial practice in bringing people together to explore and respond to immediate crises and precarious futures in a post-pandemic world. Jacina has been an active HDR student within the Design and Creative Practice ECP research group since 2018 and a HDR representative of the DCP Executive Committee since 2019. Her involvement with the Design and Creative Practice ECP as a PhD candidate has provided many opportunities to connect with and contribute to responsive and collaborative, critical and creative research and industry-focused engagement. These experiences include the Social Games for Change and Doing Digital Methods workshops, as well as her involvement as a Principal Research Student working with the Australian Centre for the Moving Image (ACMI) to explore meaningful ways for ACMI to co-create inventive (digital and non-digital) engagements with and for diverse and intergenerational audiences.

Caitlin McGrane — DESIGN & CREATIVE PRACTICE (DCP)

Caitlin McGrane is a feminist researcher and activist in the Digital Ethnography Research Centre (DERC) at RMIT. Her doctoral research investigates the gendered uses, practices and impacts of smartphones, and she is particularly interested in how geolocative smartphone usages can create gendered affective labour that is both productive and unproductive.

Caitlin notes that she was involved with the Design and Creative Practice ECP throughout her PhD candidature. "Being a part of the DCP has enriched my scholarship and challenged me to think critically and creatively. By getting involved I have learned and developed essential skills for a research career both in and outside the Academy."

Caitlin continues, "being a part of the ECP has allowed me to attend a range of workshops with leading scholars and creative practice researchers like Anna Galloway, Colleen Macklin and Geert Lovink. In collaboration with colleagues in ECP, I have contributed to projects including: building an online resource to supplement the Victorian Trades Hall Council Women's Team Gender-Based Violence in the Workplace training; conducted creative workshops with Victorians on their smartphone practices during the 2019-2020 bushfire crisis; and written a report about the effects of the COVID-19 pandemic on RMIT's gender equality research community." Also while undertaking her PhD, and with support from the Design and Creative Practice ECP, Caitlin led Gender Equity Victoria's (GEN VIC) 'Enhancing Online Safety for Women' project advocating for better support and conditions for women working in media.

INVOLVMENT WITH THE DCP ECP:

"...has provided many opportunities to connect with and contribute to responsive and collaborative, critical and creative research and industry-focused engagement.."

ON BEING PART OF THE DCP ECP:

"...[it] has enriched my scholarship and challenged me to think critically and creatively. By getting involved I have learned and developed essential skills for a research career both in and outside the Academy."

6 Key DCP Networks **21** Reports produced **44** Industry Engagements

NETWORKS

Research networks committed to interdisciplinary solutions to real-world problems.

CAD Network
dcp-ecp.com/networks/cad-network

The Creative Arts and Design Network (CAD) seeks to respond to the various ways in which national and international frameworks are being used to articulate the value of the creative arts and design, specifically their social and cultural impact.

Key researchers: Larissa Hjorth, Laurene Vaughan, Gretchen Coombs.
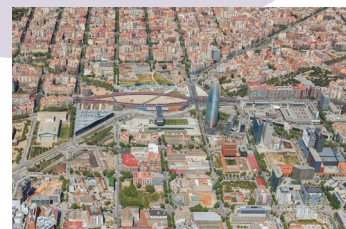

HASH Network
www.hashnetwork.org

The HASH (Health, Arts, Social sciences and Humanities) Network brings together collaborators from the social sciences, humanities, medicine, arts, and science and technology. It aims to ignite creative connections and collaborations among members.

Key researchers: Renata Kokanovic (Convenor), Natalie Hendry (Convenor), Tania Lewis, Anna Urbanowicz, Cameron Duff, Monica Barratt, Jonathan Duckworth, Keely Macarow.

DSI Network
dcp-ecp.com/networks/design-social-innovation-network

The Design for Social Innovation Network (DSI) responds to the pressing social, environmental, and technical issues of our times with researchers who collaboratively contribute on designs for social innovation that are effective in navigating our future by tackling issues of sustainability, health, technology, and social exclusion of vulnerable people.

Key researchers: Yoko Akama, Marnie Badham, Laurene Vaughan

CVIN
cvin.com.au

The Cultural Value and Impact Network (CVIN) is building RMIT University's expertise in interdisciplinary collaboration and inventive methods for articulating, measuring, evaluating cultural value and social impact.

Key researchers: Kit Wise, Marnie Badham, Gretchen Coombs, Bronwyn Coate.

W+SN
www.ws-network.com.au

The RMIT Wearables and Sensing Network (W+SN) brings together RMIT's world-leading practitioners in the development of wearable and sensing technologies.

Co-directors: Leah Heiss, Judith Glover, Olga Kokshagina.

SASCCAR Network
sccar.rmit.edu.au

SASCCAR's vision for 2020 is to establish RMIT as a national leader in space and spatial research through strengthening of internal and external collaboration.

Key researchers: Suelynn Choy, Mark Sanderson, Billie Giles-Corti, Julian Thomas, Larissa Hjorth.

WEARABLE AND SENSING NETWORK

This network coalesces cross-disciplinary clusters to develop work that is technologically and aesthetically world-leading. Members are reframing how wearable and sensing technologies have been traditionally developed - privileging a technology push approach - by applying Human Centred Design principals to high impact social, health and environmental issues.

The W+SN is funded through the ECP Strategic CDF, and supported by ECPs Design & Creative Practice, Social Change , Information Systems (Engineering), Biomedical and Health Innovation and Advanced Materials.

ECP Strategic CDF funding has allowed:

- the establishment of the network
- Launch (the panel included the DCP's own Larissa Hjorth)
- capability mapping, capacity mapping, mapping the market and demand
- strategic planning for 2021 and long-term goals (strategy for deployment, establish thought leadership and large partnerships).
- Year 1 report was produced in February 2020, which includes a 3 year plan

2019 Activities:

- W+SN Launch (Megatrends Mapping activity at the launch used Tactile Tools toolkit)
- W+SN Building New Languages Event (Capability Mapping activity at the event used Tactile Tools toolkit)
- W+SN Lightning-Fast talks

8

DCP FUNDED PROJECTS AND ACTIVITIES

The DCP ECP supports key projects which contribute to the ECP priority areas, as well as to the ECP value chain in several ways but predominantly around capability development, industry engagement, capability deployment, major interdisciplinary projects and research translation. Support through funding initiatives allows DCP researchers to develop their work in to larger and more substantial projects with real world impact. These include:

- Concept Papers – supports the development of major interdisciplinary projects
- ECP Opportunity Fund – Translation & Impact (EOF-TI) to create and capture value from RMIT's research
- Capability Development Fund – funding for capability building activities
- Strategic Capability Fund – support for RMIT Networks

2020

COVIDSafe: Perceptions and Practices

Recognising the social, civil and governance impact of the COVID-19 crisis, the *COVIDSafe: Perceptions and Practices* project highlights how Australians are understanding and responding to these changes at a community and personal level.

Haptic Pathways

Haptic Pathways reimagines the suburban street creating diverse sensory experiences that explicitly include urban residents or visitors of all mobilities and neurodiversities. The project intends to create everyday incidental urban pathways that focus on the under-emphasised and under-explored facets of sensory connection.

Alone Together

The COVID-19 pandemic has impacted everybody, but we know that its impact has been worse for older people who live independently–especially those with English as thier second language. This project aims to understand the experiences of older people from culturally and linguistically diverse community backgrounds during COVID-19.

More 2020 Funded Projects:

→ **Creative Wellbeing**
Remote 'Arts in Health' Programs.

→ **Particle, Cell and Pixel**
Adventures in the Field (AITF) Digital Platform– interactive digital prototype

→ **Growing Links**
Stephanie Alexander Kitchen Garden Foundation Digital Platform Pilot.

→ **Pet Playing for Placemaking**
Designing playful technologies for social engagement and healthy ageing.

63
CDF Projects Funded

210+
RMIT Researchers involved

DCP PROJECTS

30

2019

Cohealth@365: Past, Present and Futures

This project brought together interdisciplinary methods and expertise to collect the diverse stories of a community. Through this process, cohealth@365 provided a vehicle for community advocacy across a variety of key stakeholders and sectors.

The Future of Museum Audiences I & II

This project with partner ACMI explored how museums can engage with social media platforms, to co-create and co-future inventive and responsive engagements with and for diverse and intergenerational museum audiences.

CatPin *(Design Challenge winner)*

CaTPin addresses the issue of loneliness due to a lack of social interaction by developing a discreet, low-cost wearable. Taking the form of a lapel pin or brooch, designed in collaboration with the wearer, the device detects the presence or absence of conversation.


Games for Social Change

This project took a play-focused, iteration-based approach to game design. The first Workshop saw participants engage in experimental learning and social engagement surrounding a particular topic: ecosystem problems.

TIMeR

An Augmented Reality audio-walk featuring stories of land, river and sky with Boonwurrung elder N'Arweet Dr Carolyn Briggs. Participants are transformed into wayfarers as they uncover alternate cartographies bringing new insights to familiar routes.
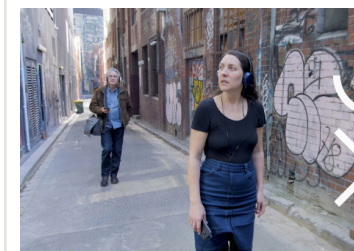
Playable City Melbourne

Playable cities connect people and place through creative technologies, making the city a platform for play. Playable City Melbourne is a three-year project bringing together an interdisciplinary urban play community.

More 2019 Funded Projects:

→ **4th Annual MARC Symposium**
Redefining quality in ageing and aged care.

→ **Abacus Spatial Diagrams**
Designing new learning environments.

→ **Cities as Playgrounds**
New models for urban play, civic engagement and sociality.

→ **Cold Climate Landscapes and Atmospheres**
Examining the effects of global warming on cold climate ecologies.

→ **Coloured and Patterned Solar Building Skin**
Solar panels for creative & sustainable urban design.

→ **Creative Care**
Exploring creative practice and teaching in health and wellbeing.

→ **Cultural Impact Workshop Series**
Measuring the real-world benefits of creative practice research.

→ **Design for Disaster**
Improving housing design and development.

→ **Establishing a Collaborative Design Facility**
RMIT's own Aircraft Systems Design Laboratory.

→ **Games of Being Mobile**
First national survey of mobile games in Australia.

→ **Cultural Commonalities Memory Game**
Increasing social inclusion through a game.

→ **Trades Hall GBV Training Package**
Evaluate, enhance and embed.

→ **Transforming Motorways' Noise Barriers**
Reducing noise and air pollution and improving livability.

→ **Translating Ambiance**
Restorative sound design for urban landscapes.

→ **VVET-N-VVILD-VVIFI**
Developing a holistic computing aesthetics network.

→ **Young People and the Anthropocene**
Critical perspectives for wellbeing, resilience & enterprise.

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2018

FireLens

The FireLens project is utilising everyday media practices, peer production, mobile and platform technologies to create an image management system for government organisations. Digital photos and videos are composed of imagery, which can communicate complex visual and logistical information.

Creative Agency

A community of creative makers, academics, industry professionals and organisations committed to arts, education and social change. The Agency is both a virtual and material co-share workspace where creativity finds expression through co-designed research, events and cross-sector partnerships.

Social Play Tool Kit

This tool kit encourages social play and game literacies in the classroom. Exploring socially-engaged gameplay and creativity across digital and material contexts, these tools are freely downloadable PDFs for use in a variety of primary school age learning environments.

WrICE

Writers Immersion and Cultural Exchange (WrICE) program contributes to an Asia-Pacific community of writers in a collaborative way, influencing broader societal perspectives and changing the stories we tell and listen to.

#FAILURISTS

Interests in creative, impactful research methods are growing; best practices of such methods are often discussed both in and out of academic research. The #FAILURISTS Collective initiates interdisciplinary explorations around one of the least talked about subject this in space: Failure.

Designing for Social Futures

The group interrogates how we might embed care in all facets of formal and informal, digital and material context to create new pathways towards inclusive and just futures in this rapidly ageing, socially precarious, and digitally networked era.

More 2018 Funded Projects:

→ **Design, Disaster & Development Research Forums**
Addressing the design, pedagogic & planning challenges of global mobility, migration and social inequality.

→ **Creative Ecologies**
A collaborative investigation into building thriving creative communities.

→ **Practice-led Creative Arts Research Network**
A hub for art research that critically engages with social and public spheres (later to become CAST).

→ **Her Place**
Women's Museum Research Project.

→ **Design and Social Innovation in Asia-Pacific Network (DESIAP)**
Capacity building in the Asia-Pacific region.

→ **Translating Ambiance**
Restorative Sound Design for Urban Soundscapes.

→ **Aesthetics, Politics and Histories: The Social Context of Art**
Keynote event as part of AAANZ Conference 2018.

→ **Duty of Care Workshops**
Examining how we engage with technology and with each other.

→ **Code-switching Identities**
Creating networked presence.

→ **Photography & Justice**
Explores how photography can be used to question and challenge notions of "the good society".

→ **Visual Urban Ecologies**
VUE Project Workshop at RMIT Europe.

2017

FoodCHI 2017

FoodCHI (Computer-Human Interaction) brought together experts and innovators across design, digital media, technology, art, sociology, and food to examine the role of design and technology in shaping of future foodscapes.

The Hydrating Bungaribee

This project brought together varied expertise from across different schools to creatively reimagine how public open space can transform wastewater to contribute to positive recreational, environmental and social outcomes in the face of climate change.

Creative Citizenship

Encouraged youth to learn in inspiring environments. It explored learning outside of the classroom; social inclusion through youth-generated teaching and learning materials; and improving digital literacies and social capital of young people through the creative exchange.

Mixed reality applications for architecrure

This project explores the application of a newly developed mixed reality (MR) technology, Rhino Holographic, in enabling efficiency and enhanced opportunity in the architecture and construction industries.
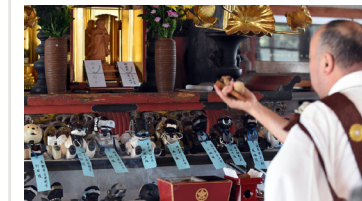
Care, Media and Ritual

New media is increasingly mediating the role of care and ritual around ageing (and dying). This project explored various scenarios of use to provide creative, design, social and ethnographic interventions to this real-world problem.

Being Wiradjuri Together

This project looked at what it meant to be non-Indigenous and design with, and in response to, Indigenous peoples and knowledge. Co-designing with Wiradjuri, this project helped create various mechanisms to connect, share and be Wiradjuri together.
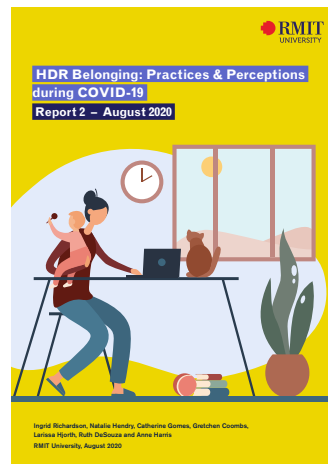
More 2017 Funded Projects:

→ **Design for Disaster**
Facilitating the improvement of housing design and development.

→ **Developing Game Regions**
Exploring regional growth in game cultures and gaming industries in Vietnam.

→ **Evaluating design for social innovation**
A case study for culturally grounded evaluation.

→ **Sky x Terrain**
Developing site-based analytical tools for volatile landscapes.

→ **The Exchange at Knowledge Market**
Prototyping community engagement in Melbourne's Docklands precinct.

→ **Playful Resistance**
Critical perspectives for wellbeing, resilience & enterprise.

→ **Design for Wellbeing Network**
Working to improve the design of healthcare environments.

→ **Multisensory Embodiment**
Enabling a proof of concept test of music, movement and memory in dementia.

→ **#SITEANALYTICS**
Using data capture technologies to solve environmental and technological challenges.

→ **Social Practice Network**
Building a network for social practice across art and design in the Asia-Pacific.

→ **RMIT & ACMI Audience Lab**
Exploring the future of audiences and engagement in an age of big data and social media.

→ **Mobilising Collaborations**
Conceptualising the digital life of walkable streets.

9

16
Reports Published

HDR Belonging: Practices & Perceptions during COVID-19. Report 2
Ingrid Richardson, Natalie Hendry, Catherine Gomes, Gretchen Coombs, Larissa Hjorth, Ruth DeSouza and Anne Harris

Thinking about Treaty Spatially. Exploring Implications for the Land and Geospatial Profession for Building a Shared Future
Serene Ho, Prashanti Mayfield, Mariana Dias Baptista, Maria Vasardani, Libby Porter, Ani Landau-Ward, Matt Duckham and Mark McMillan

Locating the Mobile
Larissa Hjorth, Kana Ohashi, Jolynna Sinanan, Heather Horst, Sarah Pink, Fumitoshi Kato, Baohua Zhou and Genevieve Bell
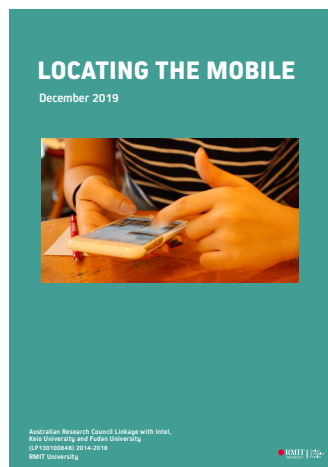
Mapping RMIT capabilities in Design for Social innovation: A Conceptual Paper
*School of Design*

COVIDSafe Perceptions and Practices: Summary Report
Larissa Hjorth, Ingrid Richardson, Mark Andrejevic, Ruth De Souza, Hugh Davies

Digital Engagement Strategies in Cultural Sector During COVID-19. A Preliminary Report.
Gretchen Coombs and Larissa Hjorth
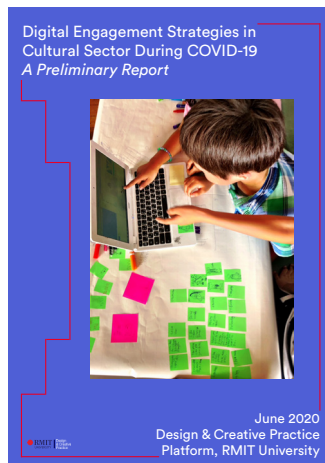
In a time of uncertainty: Supporting belonging and wellbeing for HDR students
Ruth DeSouza, Natalie Hendry, Catherine Gomes, Rachel Stevens, Anne Harris, Larissa Hjorth, Ingrid Richardson and Renata Kokanovic
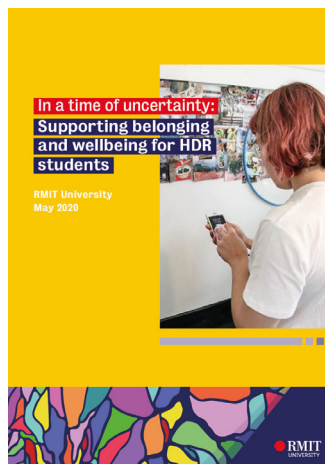
ACMI Pilot Study – Phase 2. The Future of Museum Engagement, Data and Older Audiences
Jacina Leong, Adelina Onicas, Gretchen Coombs, Hugh Davies and Larissa Hjorth

Partner: ACMI

Games of Being Mobile – Australian Research Council Discovery Project Report
Larissa Hjorth, Ingrid Richardson, William Balmford & Hugh Davies

Innovative Methods to Understand Impact in Creative Practices. A short Survey
Gretchen Coombs
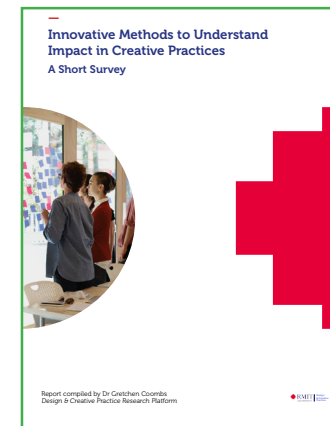
COHEALTH@364: past present and co-futures
Gretchen Coombs, Will Balmford, Hugh Davies, Jaz Choi, Tania Ivanka, Alice Brown, Larissa Hjorth and Peta Murray

Partner: cohealth

Design for Social Innovation Impact Evaluation Study. Preliminary Research Observations
School of Design

Creative Arts and Design. Impact Network Workshop Report
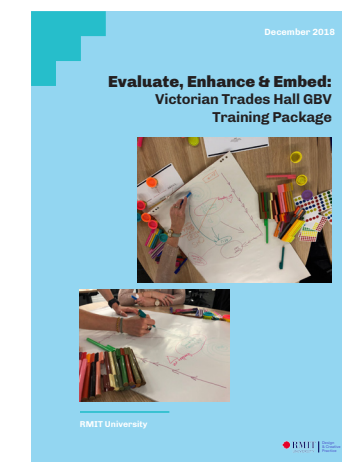*Creative Arts & Design Impact Network (CAD)*

ACMI Pilot Study – Phase 1. Social Media, Digital Wayfaring and the Future of Museum Audiences
*Jacina Leong, Indigo Holcombe-James, Adelina Onicas and Larissa Hjorth*
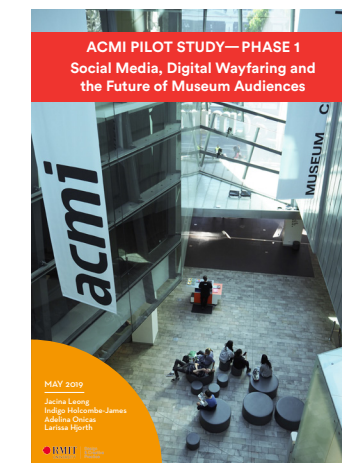
Partner: ACMI

Evaluate, Enhance & Embed: Victorian Trades Hall GBV Training Package
Larissa Hjorth, Caitlin McGrane, Jenny Kennedy and Jaz Hee-jeong Choi

Partner: Victorian Trades Hall Council

Making a Difference: Gender Inequality Research and Impact. Gender Inequality Research Network (GIRN) Report
Meg Montague
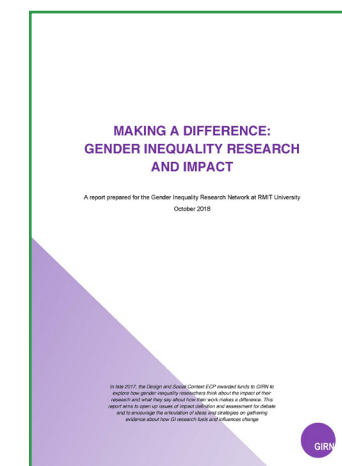
10

60+

DCP Workshops and other events

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

2017
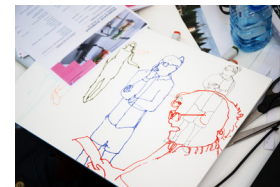
Care, Media & Ritual Workshop (Japan)

FoodCHI Symposium

Design for Wellbeing Symposium

ACMIX Audience Lab Workshop

Creative Agency launched

Playful Resistance HDR Workshop

2018

ARC Linkage Workshop

Rethinking Healthcare for the Future Symposium (RMIT Europe)

Design Challenge launched

cohealth cocreate project begins

Design Challenge shortlist announced

Enter Phase 2 of the *cohealth cocreate* project

Victorian Trades Hall Council Workshops

EFI 2018
- *Care-at-a-distance* Workshop
- *Hybrid Realities* Workshop
- *One Good Death* Workshop
- HASH Network Launched

Doing Digital Methods Workshop (Japan)

Distributed Leaders Group established

Impact Observatory launched

Applications open for DCP PhD Scholarhips

DECRA Workshop

MARC 2nd End of Life Care Forum

HDR Working Party Group started

Asia-Pacific Triennial Workshop (QAGOMA, QLD)

AAANZ Conference

2019

EFI 2019
- Designing for Ageing Well Panel
- Duty to care: An interactive presentation workshop
- TIMeR: AR audio-walk
- Of Care and Ageing - towards a humane and relevant future panel
- Social Futures for Art panel
- Creative Ecologies campfire

Creative Work, Creative Economies Symposium

DCP & Social Change ECPs ARC Linkage Grant Workshop

Cities as Playgrounds: New models for urban play, civic engagement and sociality Workshop (RMIT Europe, Barcelona)

Creative Arts & Design Impact Network Workshop

1:1 Mentoring opportunity with Professor Natalie King opens

Video Methods HDR Group (Creative Agency and DERC)

Mitigating Academic Isolation and Promoting Field Level Integration for HDRs Workshop

Design Challenge with CoM opens

Data Visualiton: Possibility or Problem Talk with Professor Helen Kennedy

Made in China, Designed in California, Criticized in Europe, Design Strategies –Mieke Gerritzen Lecture

HDR Masterclass with Colleen Macklin

How Games Create Change Workshop

HEALTH Network launch (later becomes HASH)

DCP Planning Day

Taking the taken-for-granted apart: Revisiting notions of home and homelessness in times of mobile media HDR Workshop

RMIT ACMI Talk with Juha van't Zelfde

4th Annual MARC Symposium: *Redefining Quality in Ageing and Aged Care: Multidisciplinary Perspectives*

HDR Workshop with Dr Anne Galloway

Cosmopolitical Relations and More-than-human Design Ethnography Lecture with Dr Anne Galloway

Cultural Value & Impact Network (CVIN) launch (Australian Council of University Art & Design Schools (ACUADS) Conference)

Preparing for the new framework: EU Horizon Workshop

Urban Play Symposium

Geert Lovink Masterclass for HDR students

2020

EFI 2020

DERC & CAST Talk with Kat Jungnickel: *Critical making, experimental wearing and alternative doings*

The Power that we have...Listen Up! Film Screening

Community Engagement for Teaching and Research Workshop (Japan)

A Fairer Start Roundtable (online)

A Fairer Start: *Digital Mental Health Service Delivery in the Age of COVID 19: Opportunities & Challenges* (online)

A Digital Start: *Data Analytics* (online)

Design Challenge winner announced

Getting Into Research: Critical makings, experimental wearings and alternative doings Workshop with Kat Jungnickel

Do you use your smartphone to access bushfire information? Workshop

Autism in Academia Seminar (online)

ECP Post COVID-19 Restart Roundtable (online)

Digtal Start: *Social Inclusion & Innovation* (online)

MARC Future Visioning Workshop (online)

A Fairer Start: *Roundtable on Sustainable and Inclusive Work for Vulnerable Workers* (online)