**University of Leicester**

**Future 50 PhD Scholarship**

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| **Project Reference** | RI DC Hugill |

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| **First Supervisor  (Name and Title)** | Professor Andrew Hugill  (Professor of Creative Computing) | | |
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| **Proposed Second Supervisor** | Professor Ross Parry  (Professor of Museum Technology) | | |
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| **Additional Supervisor** | Andrew Fletcher  Director, Attenborough Arts Centre |

**Section 2 – *Project Information***

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| **Project Title** | ***Improving inclusivity and accessibility for disabled and neurodivergent people in digital performance and culture.*** | |
| **Project Highlights:** | 1. | **A transdisciplinary approach** – working across performance, creative computing and arts management |
| 2. | **Driven by action research** – testing and developing ideas in and through practice with a partnering arts organisation |
| 3. | **Embedded within a new Research Institute** – benefiting from the support and inspiration of an emerging community of scholars helping the culture sector to adapt to a digital age. |
| **Project Overview (Maximum 350 words)** | | |
| Inclusivity and accessibility in digital performance and culture has become a major national and international theme. However, regarding the experience of disabled people, the absence of standards in design and approach for the culture sector has led to a plethora of home-made solutions that vary enormously in quality and reach. Each organisation is faced with the task of reaching out and identifying what are the priorities for different groups. This results in a patchwork of more-or-less successful solutions and a consequent lack of uncertainty about what to expect when visiting any arts or culture event or venue. This is especially the case where new digital technologies are involved.  The research question for this PhD is therefore: how may we set standards for inclusivity and accessibility in new and emerging digital technologies and their use in arts and cultural events and situations? To explore this, we will focus on some key areas of disability in digital performance and culture, specifically aural- and neuro-diversity. Creative approaches will include the creation of new artworks and events to test hypotheses and the use of a mixed methodology including auto-ethnography to reach a deeper understanding of the issues involved.  The project takes advantage of the unique configuration of opportunities offered by the supervisory team and environment. Professor Andrew Hugill is the PI of the AHRC-funded Aural Diversity Network <http://auraldiversity.org> and is highly active in autism advocacy and research and is a consultant, participant and Expert by Experience in autism for the NHS, Leicester City Council and an array of national and international groups. Professor Ross Parry is an expert in museum technology with a particular interest in new technologies and their use to create experiences that are adapted to people’s individual needs. Andrew Fletcher is the Director of the Attenborough Arts Centre, a sector-leading organisation for inclusivity and accessibility, with a core commitment to curating and producing programmes by, with and for disabled people and artists. AAC will be able to link this project with artists and community groups in order to deliver real-world impact.  Drever, J. & **Hugill**, A. (eds.) (2022). Aural Diversity (New York: Routledge).  **Hugill**, A. (2017). 'The Origins of Electronic Music' in The Cambridge Companion to Electronic Music (Cambridge: Cambridge University Press, 2nd edition) pp. 7-24.  **Hugill**, A. & Amelides, P (2016). 'Audio-only computer games: 'Papa Sangre'.' In: Emmerson, S and Landy, L, eds. Expanding the horizon of electroacoustic music analysis. (Cambridge: Cambridge University Press) pp. 355-375.  **Parry, R.** (2019). ‘How Museums Made (and Re-Made) Their Digital User’, in T. Giannini & J.P. Bowen (eds.), Museums and Digital Culture, Springer Series on Cultural Computing (Springer), pp. 275-293.  Drotner, K., Dziekan, V., **Parry, R.** & Schrøder, K. (2019), 'Media, Mediatization and Museums: A New Ensemble', in Kirsten Drotner, Vince Dziekan, Ross Parry and Kim Schrøder, (eds), The Routledge Handbook of Museums, Media and Communication (Routledge).  **Parry, R.**, Page, R. & Moseley, A. (eds), Museum Thresholds: the Design and Media of Arrival (Routledge, 2018). | | |