



## OVERVIEW

THE MAIN AIM OF THE RESEARCH CLUSTER IS TO ENABLE A COMMON LANGUAGE AND PROCESS OF COLLABORATION TO BE ESTABLISHED AND COMMUNICATED BETWEEN THE DISTINCT DISCIPLINES REPRESENTED WITHIN THE CLUSTER. THAT IS, TO MOVE BEYOND BUILDING 'SUPERFICIAL' BRIDGES THAT 'TRANSLATE' BETWEEN THE 'LANGUAGES' OF CULTURE OF, FOR EXAMPLE, ARTISTS AND COMPUTER SCIENTISTS, IN ORDER TO UNDERSTAND AND IDENTIFY THE DIFFERENT PRINCIPLES AND PRACTICES THAT UNDERPIN FINE ART AND DESIGN AS IT IS SOCIALLY LOCATED AND PRACTICSED, AND TO WORK TOWARD A COLLABORATIVE AND MULTIDISCIPLINARY APPROACH. IN ADDITION, THE RESEARCH CLUSTER SOUGHT TO ESTABLISH A SHARED SET OF COMMUNICATION AND DESIGN PRINCIPLES FOCUSING ON THE SCREEN AND RELATED DIGITAL SPACES WITH A PARTICULAR FOCUS ON THE URBAN ENVIRONMENT, MUSEUMS AND GALLERIES. THE THREE MAIN THEMES UNDER DISCUSSION WERE:

- SOCIAL/CULTURAL HISTORY OF THE SCREEN
- SCREEN AS A SITE OF DISPLAY: IMAGE, WORK AND MOVEMENT
- SCREEN AS MEDIATOR OF INTERACTION

## Activities

The Cluster set up a number of key activities to provide a forum for discussion and for dissemination of the findings. These included:

- Workshop presentations with participants and invited designers providing a context for different disciplines represented in the Cluster
- public lectures with noted theorists and designers
- interdisciplinary workshop activities:
  - mixed discipline teams documenting screens within the visual landscape
  - analysis of screens as objects/communicative tools
- Website collaboration
- *Screens and the Social Landscape*: a special issue of *Visual Communication* (Sage June 2006).

## Insights

The results of the Cluster activities prompted a broadening of the participants' conceptions of the screen and further emphasised how context and mode; links between design principles and practices; an understanding of multimodality. language and collaborative working methods, impact our use and reception of screens. Our interest is to move this forward in the application of our findings to focussed case studies which address the role of screens in the changing social landscape - specifically within the areas of information environments and educational practices. The opportunity exists to examine further the iterative processes that occur between people and screens as 'objects' and their operational and social relationships to the built-environment. Questions which may be addressed include: what practice of confirmation, augmenting, annotation, and reflection do screen designs enable?; what are the possibilities for identity performance and production of community are afforded by interaction with screen-based technologies?; what scales and spaces of social interaction and connection does the design or screen produce and how does this mediate interaction? And, in what ways might the use of screens as an integrated element for information environments be more effective?