Honours Research Projects
Cluster Information – Semester 1, 2017

17 October 2016

Class times are the same across all clusters. Once you have enrolled, check your timetable in myUNSW for room locations.

Lecture: Tuesday, 9am-10am (1hr)
Studio 1: Tuesday, 10am – 12pm (2hrs)
Studio 2: Thursday, 9am-12pm (3hrs)

MEDIA ARTS

Mnemonic
Contact: Simon Hunt (s.hunt@unsw.edu.au)
ADAD4010 class #9154, ADAD4011 class #9164
The Mnemonic Cluster allows students to research concepts around the artwork as a recording and recall of what we see as ‘the real world’, and working with transformations that take place in this retrieval process. Issues that can be looked at are how a mnemonic (a model, a visualisation) may replace the actual, sometimes for the better, and the formation of false memories and unreliable narrations.

Vitality
Contact: Steve Weymouth (s.weymouth@unsw.edu.au)
ADAD4010 class #9153, ADAD4011 class #9163
This cluster is concerned with the energy that animates and defines a living thing, and how that energy can be represented on the screen or in a physical space. Projects engaged with vitality may explore: life forces, progress and processes, our capacity for survival, for growth, or the possibility to bring change to the world and others or its opposite: inertia, decline and stasis, mortality, death and/or sacrifice. Ideas of creativity, innovation, progress and iteration are central to both art and media, and so Vitality will provide a productive basis for your honours research project/s.

FINE ARTS

Contact: Paul Thomas (p.thomas@unsw.edu.au)
ADAD4010 class #9161, ADAD4011 class #9171
This fourth year honours cluster is specifically designed to enable students to discover their individual passion within contemporary art contexts. By cultivating each student’s creative practice, research, and critical thinking, and by emphasising the studio as a key site of learning, this cluster helps students define their career pathway towards further study, independent studio practice and/or employment in relevant creative industries.

DESIGN

Health & Wellbeing
Contact: Michael Garbutt (m.garbutt@unsw.edu.au)
ADAD4010 class #9155 & #9156; ADAD4011 class #9165 & #9166
In the Health and Wellbeing cluster students draw on their skills in one or more studio practices (e.g ceramics, jewellery, textiles, spatial design, graphic design, object design) to research and respond to an issue of concern in the area of health and wellbeing. Previous student projects have addressed issues associated with women’s and men’s health; sexual health; depression; anxiety; obesity; autism, fitness; dementia; diabetes; cardiovascular disease; binge drinking; multiple sclerosis;
smoking; PTSD. Other projects have explored aspects of wellbeing by developing designs that promote comfort, relaxation and psychological restoration. Wellbeing can be interpreted very broadly. These are the research questions at the heart of every project in this cluster: what does it mean to be well? What does it mean to be healthy? What is the role of design in promoting health and wellbeing?

**Design Interactivity**

**Contact:** Ollie Bown (o.bown@unsw.edu.au)

ADAD4010 class #9157 & #9160, ADAD4011 class #9167 & #9170

The Design Interactivity cluster will enable students from different design and arts backgrounds to examine the design of interactions in digital, physical, social, cultural and other systems, through theoretical and practice-based work. Topics might include ubiquitous computing, social robotics, smart cities, audio-visual installations and performances, multiplicitous media, art and AI, transportation, VR and AR, immersive experiences, locative media, wearables, games, transmedia storytelling, projection mapping, autonomous vehicles, creative computing, political discourses around digital technologies, the gig economy, privacy and surveillance, the singularity, posthumanism, cybernetics, urbanism, postcapitalism. Research methods will be drawn from design, media arts and creative computing practice. Students will be encouraged to develop their work in the context of one of the faculty’s research labs, or towards a public opportunity such as Vivid or other calls for works.

**Social Change & Critical Futures**

**Contact:** Mark Ian Jones (mark.i.jones@unsw.edu.au)

ADAD4010 class #9158 & #9159, ADAD4011 class #9167 & #9169

In Social Change and Critical Futures you will speculate on design that catalyses social change to address sustainable, cultural and environmental issues. SCCF involves making as a way of imagining and exploring sustainable futures.

With a focus on the agency of design to engage accelerating social and material change, you are encouraged to imagine and respond critically to the key social, cultural and environmental challenges of our time. You will develop your Honours Project through research, designing and making. This may involve objects, ideas, perspectives and systems that utilize all your design skills, processes, tools, and methodologies. By drawing on your design skills you will collectively contribute to a selected issue or problem within society that has a beneficial impact on people’s lives, now and in the future.

SCCF is firstly about people: about providing value, causing transformational change, creating systems, minimizing wastes and expenses. It is also about management, leadership, training, education, ethics and entrepreneurship. Your design responses will materialise ways to think about and act in our world.