

# Institute of Art, Design + Technology Dún Laoghaire

## SAMPLE OF IADT STAFF RESEARCH INTERESTS AND POTENTIAL MASTERS BY RESEARCH TOPICS

Smart Economy, smart cities

Film/Television/Broadcast technology, space / transport / assistive technology, technology related to story and narrative development

Storytelling, including new media narratives, Media Studies (general)

Practice-based research in creative writing, particularly focused on contemporary narrative practice (fiction and non-fiction), life-writing and creative non-fiction, archival based work on Irish Literature

Visual arts, collaborative arts practice, socially engaged practice

Film Production in Ireland (history and critical studies), Animation production and co-production, IP creation and development, Production financing

Cultural Policy, Heritage Impact Assessment

Gender balance initiatives in STEM and higher education in general

Cyber Psychology (the online self and particular online dating), Cyber bullying and cyber safety

Interdisciplinary approaches to Irish cultural life especially in the areas of visual culture, leisure, collections, museums, creative practices, public events/spectacles, Visual and material culture, including (but not limited to) film, animation. representation, ephemera, collections, popular imagery, works of art

Experimental Design, Eccentric -design, Ecological Design, Speculative Design, Social Design

English Literature, in particular: Modernism, Postmodernism, and Postcolonialism; the short story; print cultures; material cultures; memory, space, and new technologies

Short Film Production in Ireland - a history and critical study

Narrative Strategies in Contemporary Irish Cinema

Storytelling and Irish Television Drama

New Media Narratives - critical studies in new storytelling strategies

Heritage Impact Assessment: Holistic approaches to Heritage Impact Assessment

Cultural Policy: cultural Rights, cultural democracy

Visual arts: collaborative arts practice, socially engaged practice

Animation production and co-production

IP creation and development

Production financing

Media studies generally, especially media archaeology; histories of colour and sound technologies in moving image technology; political critique of popular film and television; philosophical enquiry into the nature of media in the digital period; connections between media studies and Science and Technology Studies

Smart city technology and broader research

Sustainable city technology and broader research

Fire Safety/detection systems and broader research

Covid-19 risk reduction devices

Film/Television/Broadcast technology related projects:

The use of cameras to detect emotional response to television programmes, as an additional data source for gauging viewer engagement in the context of television ratings measurement

Space systems related projects

Transport systems related projects

Assistive Technology related projects

Technology related to story and narrative development

Practice-based research in creative writing, particularly focused on contemporary narrative practice (fiction and non-fiction), life-writing and creative non-fiction

Academic projects in Irish literature 1800 - contemporary, particularly archivally based work. I have a particular interest in occult modernism, and in contemporary poetics

Intersection of visual arts practice and contemporary narrative practice in contemporary writing

Management attitudes to inclusion, and the related obstacles and supports

The creation of inclusive cultures and habitats in a work environment

Elitism versus Inclusion

Professional Development for Inclusion

Strategies for Inclusion

Painting, the phenomenology of Perception, and historical models of colour

Gender Balance Initiatives in STEM

What Strategies are Working? : A study to determine the initiatives and attitudes that are having the greatest effect on (Irish) students choosing computing in third level

Naming Computing Programmes - Does this influence students choice?

An investigation into the naming of third-level computing programmes and how this influences student choice. The investigation aims to determine if the naming of computing programmes influences females when they are choosing a third level programme

Single-gender schools V's Co-Ed :

Do the subjects offered for the Leaving Cert have an effect on third-level choice? Do single-sex schools still offer gender-traditional subjects in school (eg. Home Ec for Girls, Woodwork for boys )? If so does this help/hinder them from choosing STEM subjects at third-level? Could this be a reason for the lack of girls in STEM/Computing at third-level?

Interdisciplinary arts and media topics such as the between television broadcast, radio and online media developments

Applied media research in broadcasting such as an analysis of gender roles in Irish film production

Practice based research in media and cross-media disciplines, currently the development process for a feature film

Design history and visual, material and popular culture

Cyberpsychology

The psychology of online dating - how people present themselves in their profiles and how others perceive them. LGBT and other minority groups experiences, as well as gender differences in experiences of online dating; experiences of rejection and how people manage it, and harassment within these spaces

Online communication, technology and relationships. How technology impacts in positive or negative ways in relationships, whether intimate, family, platonic or work relationships

Virtual Reality, Augmented Reality, Mixed Reality, Video-games technologies, Virtual Production & Cinematography, Real-time Visualisation, Digital Heritage, Digital Humanities, Media Arts

19th and 20th century Irish literature; law in literature; history of journalism; fin de siècle literature and visual art; war journalism

Feminism, gender, visual culture and contemporary art practice. Of particular interest are projects engaging with crossovers between visual culture/contemporary art and philosophy, psychoanalysis, embodiment and memory

How identity and identity politics are framed in British & Irish Drama from 1990-2010

How environmental, site-specific and devised theatre methodologies have impacted and shaped contemporary Irish theatre-making

Drawing as art practice

Research in and through drawing

Drawing as an educational tool in and across disciplines

Irish cultural history, especially in the areas of visual culture, leisure, collections, museums, creative practices, public events/spectacles, and similar areas of inquiry

Visual and material culture, including (but not limited to) film, animation, representation, ephemera, collections, popular imagery, works of art

Animation in Ireland, in particular capturing its history and import as a creative practice, and potential tie ins to the wider scholarship of film in Ireland

All aspects of Human Computer Interaction (HCI), especially affective/emotional design, technology enhanced learning and experience design

Popular Fiction, Culture, and Media, with a particular interest in Genre Studies, storytelling and visual culture