

Arts, Design and Media Research Student Conference  
Birmingham City University, United Kingdom

**HOW  
TO  
PLAY**

**KNOW-  
LEDGE**

3<sup>rd</sup> July 2015



**BIRMINGHAM CITY**  
University

# HOW TO PLAY KNOWLEDGE

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e are delighted to invite BCU students, staff, external practitioners and professionals to submit proposals to The Faculty of Arts, Design and Media's The PGR Studio conference HOW TO PLAY KNOWLEDGE.

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his conference is organised by ADM PhD candidates as a purpose-made forum for reflections on how to communicate research. To communicate is an art and every communication is a performance, so how to play knowledge?

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s researchers and creative practitioners, we love knowledge. We really care about the contributions we make to our fields and beyond. But how can we communicate the value of our research? How do we share our perceptions with those researching in other disciplines within Higher Education, and with potential partners beyond academia? Moreover, some ideas we are dealing with could have considerable social impact. How might we make the broader public aware of them?

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hy are bananas more popular than persimmon? Is it because of the taste or is it because they are handier to eat? Have you ever had a persimmon? Definitely not while walking... Whether or not you can imagine your research to be useful beyond your discipline, how can you make sure that your packaging is banana-like and not persimmon-like?

The  
themes  
we are  
interested  
in include:

## PLAY AS REPRODUCTION

Leaving aside PowerPoint slides, how else can you represent the core ideas of your research? Research posters are great in giving details without losing the bigger picture. How to maintain that balance in a on-stage presentation?

## PLAY AS PERFORMANCE

What if part of the knowledge you are dealing with cannot be split in content and form? How might you embody your research ideas or exhibit the results of your making?

## PLAY AS PRODUCTION

Have you ever tried to explain the backbone of your research to a 5-year old? Can you translate all the jargon and abstract concepts into characters, objects and actions? Put yourself in Homer's shoes: tale your idea!

## PLAY AS ... YOU TELL US!

# Guidelines for Submissions

## **EXHIBITION / PERFORMANCE ABSTRACTS**

300-word description of the proposed exhibit(s) and relevance to the conference theme(s) and 2-page portfolio. In case of performances you are welcome to provide links to video(s).

## **WORKSHOP ABSTRACTS**

300-word description of the proposed event, including theme and proposed activity, indication of approximate number of participants your workshop would involve and the criteria for participation.

## **PAPER ABSTRACTS**

300-word abstract giving an overview of a proposed 10-minute paper. Please mention whether and how you plan to back your presentation with visual aids.

## **TALE YOUR IDEA**

A submission of two texts is required. The first has no word limit: you are asked to explain the core of your research without using any abstract words: only characters, objects, actions. You will read and/or recite it during the conference. The second one is a 250-word brief of your research in standard HE language, which will be printed in the PGR Studio conference program.



Submissions should include author's information - full name, institutional affiliation and email address, must be saved in a Word Doc or PDF format, and submitted by the **7<sup>th</sup> June 2015**, via the conference email address: [admpgrstudio@gmail.com](mailto:admpgrstudio@gmail.com)

We aim to publish a selection of the best papers of our Conference after it is finished. Any queries about the format of submissions etc. can be addressed to **Alberto Condotta** via the conference email address.

To keep yourself updated, please visit our website.