**Digital Economy Theme Networks 2012**

**Project Title** [up to 150 chars]
Digital Economy Communities and Culture Network+

**Start Date and Duration**
- a. Proposed start date: 01 April 2012
- b. Duration of the grant (months): 36

**Applicants**

<table>
<thead>
<tr>
<th>Role</th>
<th>Name</th>
<th>Organisation</th>
<th>Division or Department</th>
<th>How many hours a week will the investigator work on the project?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Principal Investigator</td>
<td>Dr [Redacted]</td>
<td>University of Leeds</td>
<td>Institute of Communication Studies</td>
<td>15</td>
</tr>
<tr>
<td>Co-Investigator</td>
<td>Professor [Redacted]</td>
<td>University of Aberdeen</td>
<td>School of Social Science</td>
<td>3</td>
</tr>
<tr>
<td>Co-Investigator</td>
<td>Professor [Redacted]</td>
<td>University of Kent</td>
<td>Kent Sch of Architecture</td>
<td>4</td>
</tr>
<tr>
<td>Co-Investigator</td>
<td>Dr [Redacted]</td>
<td>University of Sussex</td>
<td>Sch of Media, Film and Music</td>
<td>4</td>
</tr>
</tbody>
</table>
Objectives

List the main objectives of the proposed research in order of priority [up to 4000 chars]

The Digital Economy Communities and Culture Network+ aims to produce pioneering, creative and response led activities that directly speak to the speed and scope of digital technological change, while simultaneously critically interrogating it. Our main objective is to radically conceptualise community and culture in a digital age through empirically grounded but methodologically innovative activities that are discrete-but-connected. In this way, our findings will impact on a local, regional, national and global scale. Our activities will be networked to produce a cohesive map of community and culture in a digital age, through a meta level scoping study that ultimately identifies the grand challenges for the future, and positions our work within a global environment.

Working with the communities and cultures to which and through which we speak, and using a range of methods including action research, critical investigation, sociological analysis, co-production (crowd source/public knowledge projects), pilot technology and code projects, we will directly intervene in policy initiatives, shape practice, refigure the moral and ethical issues of this environment, and identify dangers, risks, opportunities and evolutions. This is a multi-layered and cross-disciplinary project constructed to explode and regroup in generative-but-reflective, networked and positive ways. More importantly, it is a project that is designed to fit the digital environment to which it speaks incorporating an appropriately diverse range of activities. They include pilot projects, targeted, top-down and bottom up networks, annual optimising events, virtual and tangible visualisation work, placements, entrepreneur workshops, public events and seminars.

The objectives of the Digital Economy Communities and Culture Network+ are to:

1. Understand the supportive and infrastructural role of digital technologies in sustaining, producing and changing notions of community and culture and interrogate emergent forms of community and culture in the age of digital technologies, and how they could/should be valued.

2. Work closely with practitioners within the digital creative and cultural industries as well as organisations and institutions (charities, environmental groups, minority groups, local council, public bodies) in order to radically enhance the scope, growth and inclusion of Britain's creative economy. This will be done through the activities themselves, the diverse methods used to understand transformations, and the two entrepreneurial workshops aimed at promoting good practice and inclusivity.

3. Address interface, infrastructural and literacy issues around digital take-up as well as socio-economic and other barriers to the adoption of digital resources.

4. Investigate emerging business models and creative entrepreneurialism and in particular the relationship between these models and changing values of creativity, civil society and community.

5. Address the civic, educational, leisure and participatory implications of digital technology around themes such as public/private, identity, creativity, expertise, conservation.

6. Interrogate notions of tangible and intangible identity, heritage, and history as it is produced across a range of technologies, policies and practices.

7. Generate cross disciplinary dialogue that productively examines the above issues in ways that impact onto policy, industry, academia, and practitioners further generating new initiatives and ideas.

8. Intervene in policy regarding how such changes may be regulated, supported and envisaged and ultimately identify the grand challenges and future directions for culture and community in relation to digital technologies.
9. Train, support and invest in young and emerging scholars in new knowledge frontiers through involvement in research and training of postgraduates and early career researchers

Summary

Describe the proposed research in simple terms in a way that could be publicised to a general audience [up to 4000 chars]. Note that this summary will be automatically published on EPSRC’s website in the event that a grant is awarded.

Rapid advances in digital technologies have converged with research in business, social science and humanities to dissolve the boundaries between disciplines, institutions and practices. The Digital Economy Communities and Culture Network+ (CCNetwork+) engages with transformations in these different streams of research, bringing them together with a wider public through direct engagements, innovative methods and digital resources. Advances in digital technologies have also brought about the transformation of cultural institutions such as libraries, museums, schools, media and arts centres, whose interactions with their users, researchers, and information ‘itself’, is increasingly digital. As a direct consequence, the notion of ‘culture’ as a static resource or located place is no longer tenable. A third transformation has been in the concept of ‘community’, as interest groups, social/political capital, and connectivity are mediated, produced and reconfigured in different ways through social and other digital media. These new and converging frontiers of knowledge and communication mark the CCNetwork+ as a timely and crucial intervention into a shifting digital landscape.

Digital technologies are not just impacting on a meta level, however, they are also felt through everyday experiences. Digital technologies have become so embedded into our daily lives that it is impossible to imagine daily interactions without them. Cultural and social exchanges now occur through mobile devices; personal and cultural artifacts are stored virtually rather than in particular places, and the products that circulate at greater speed and intensity are being read, downloaded and appropriated in new and innovative ways. The successful user of digital technology is now posing real critical questions in terms of civic engagement, investment in community, or even a wider social or political efficacy. Pervasive media and technology means that these wider shifts are no longer based on-screen but are integrated into everyday life and the very fabric of urban and rural environments and institutions. At a policy level, the ubiquity of digital technologies have sparked a range of reactive legislation that attempts to deal with the fast pace of information flows, concerns about intellectual property, and copyright issues.

The impacts brought on by the convergence of digital technology, culture, and practice raise real questions around how and what communities and cultures might/could/should be understood. Indeed, when our everyday experiences are seen in conjunction with the industrial, social, on-the-ground and policy responses to the digital economy, it is clear that digital technologies are changing forever how we understand and engage in community and culture. Despite the speed and intensity of digital transformation that has marked our lives on every level, it is vital that we do more than simply react to it if we are to understand, and shape, changes that are determining culture and community in profound ways.

The CCNetwork+ Project is designed to facilitate this. It is an ambitious intervention into a landscape marked by fast pace and innovative technologies. We aim to produce creative and response led activities that directly speak to the speed and scope of digital technological change while simultaneously critically interrogating it. Working with the communities and cultures to which and through which we speak, and using a range of methods including action research, critical investigation, sociological analysis, co-production (crowd source/public knowledge projects), pilot technology and code projects, we will directly intervene in policy initiatives, shape practice, refigure the moral and ethical issues of this environment, and identify dangers, risks, opportunities and evolutions.

Academic Beneficiaries

Describe who will benefit from the research [up to 4000 chars].

The CCNetwork+ project directly benefits a range of disciplines including those in the intersecting fields of new media studies, informatics, sociology, health and medicine, the creative arts, history and anthropology, psychology, business
studies. The research questions arising around the digital economy and the impact of digital transformation on community and culture are intrinsically cross-disciplinary, and the programme is designed to exploit the possibilities this opens up in order to produce new knowledge, to understand new questions, and to develop new forms of cross disciplinary working and new modes of research dissemination.

The PI, CI's & PDRAs will gain an invaluable overview of a field of massive and rapid change and the knowledge to design and prosecute further projects. Those who run specific activities under the terms of the scheme will also benefit in this way. This cross-disciplinary group will maintain contact throughout the research period and will gain valuable feedback and contribute to the scoping of later projects. The research will also benefit those recruited 'externally' later in the scheme as the network re-opens to enable fresh contributions. Junior researchers - specifically post-docs recruited as part of the KE schemes, entrepreneur workshops and placements - will gain insights into how to frame, address and solve problems in the digital economy as these are viewed from industry, and from social need and social bases.

Three key forms of knowledge will be generated through the activities within the CCNetwork+ Project. Each activity offers different kinds of benefits to a range of academics.

1. Knowledge benefits come through the generation of specific information about digitalization and its impacts and possibilities within particular fields, helping multi-disciplinary researchers find solutions to new problems arising in relation to particular (minority, specific, sub-sectional) communities. CCNetwork+ will produce knowledge enabling researchers to exploit new possibilities for cultural production within the digital and media economy and within the third sector. It will produce work enabling social and cultural researchers to gain a better understanding of cultural consequences of a fully digital society and to enable them to develop research priorities to enable policy decisions made in relation to these consequences. This knowledge will also be disseminated through virtual and other means to benefit both researchers specializing in the 'field of the digital' and those considering these transformations as they impact more defined fields of culture and community.

2. New methodological approaches will better enable researchers to grapple with digitally transformed research objects/sites that produce new challenges (such as the rate of technological change, dispersed research sites, reconfigured industries, and industrial practices). These approaches will directly benefit researchers from the broader UK field in relevant disciplines - some of whom will be drawn into the network as it develops through calls designed to ensure fresh blood, and more broadly as these approaches are disseminated through working papers and outputs on the networks public sites, and through citation, conferencing, and publication at national and international levels.

3. The project will offer benefits to researchers seeking to re-think forms of academic inquiry necessary in newly converged areas including understanding better what may constitute the critical, technical and analytic skills to enable effective cross-disciplinary working. Notably the project will offer benefits to researchers involved in the digital humanities where questions of numerate and hermeneutic expertise are key. Similarly, those in informatics building tools for digital data capture, storage, patterning and dissemination - and exploring how these can be applied in specific cultural and community settings - will benefit.

Impact Summary

Impact Summary (please refer to the help for guidance on what to consider when completing this section) [up to 4000 chars]

The DE 'Communities and Culture' Network+ will impact onto policy, the creative and cultural industries, the wider public, media and education, and will leave a lasting legacy in the Digital Economy theme. It will impact onto the communities and cultures it engages with, including communities in need, third sector organisations, small, local, national and global businesses, the public sector and cultural institutions.

The impact strategy for the CCNetwork+ Project is embedded into the research itself: every activity within the CCNetwork+ will have demonstrable impact. As each activity will be both cross-disciplinary and involve communities and industries through close collaboration, such impact will have breadth and depth. The communities and cultures we engage with will all
benefit directly from the discrete-but-connected activities, specifically through exchanges of good practice, knowledge, skills and people. The activities themselves will produce innovative responses to specific and tangible needs, directly benefitting the communities and cultures each activity works with. The response-mode allocation of research budgets allows for a high level of response to a fast paced digital environment, in turn producing quality interventions and responses that are pertinent and profound. The findings and exchanges will feed back into the CCNetwork+ as a whole, forging new avenues for research and identifying key and emerging research areas.

In conjunction with the specific activities, the DE 'Communities and Culture' Network+ also has a range of impact strategies at a meta level that will consolidate the research of the activities themselves into a cohesive and powerful narrative. Our workshops, events, entrepreneur days and public events (that will form one element of the output for discrete projects) all aim to directly address the different communities we engage with, from academics, to small businesses and entrepreneurs, to the communities and cultures themselves. These events are underpinned by a virtual presence that will consolidate and disseminate the findings, grow a community of expertise, develop agendas and share expertise. Along with tangible fact sheets and policy reports that will target key individuals and groups such as local government, policy makers, and communities of practice, we will generate a real awareness of the CCNetwork+ thus ensuring a powerful position for further impact and intervention. This two-tier approach is both targeted and broad, and, along with the design of the project as a whole, will facilitate rapid responses to policy reports, think tanks, and community and culture needs.

Finally, open dialogue and communication with the existing DE and AHRC Hubs and the subthemes within the DE Challenge Areas offers wider and deeper impact potential as we consolidate findings, extend research avenues and construct an international network of expertise around the theme of digital transformations. Along with the three other DE Challenge Areas, this means that the grand challenges across the entire spectrum of society will be identified in order to plan and shape future areas. In short, the impact for the DE 'Communities and Culture' Network+ is both micro and macro, targeted and broad, pertinent and profound. The project is entirely designed to impact in a way that best fits the digital environment to which it responds.
## Summary of Resources Required for Project

### Financial resources

<table>
<thead>
<tr>
<th>Summary of staff effort requested</th>
<th>Months</th>
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<tbody>
<tr>
<td>Investigator</td>
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<tr>
<td>Researcher</td>
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<td>Technician</td>
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<td>Other</td>
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### Directly Incurred

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<th>EPSRC contribution</th>
<th>% EPSRC contribution</th>
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<tbody>
<tr>
<td>Staff</td>
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<tr>
<td>Travel &amp; Subsistence</td>
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<tr>
<td>Other Costs</td>
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<td><strong>Sub-total</strong></td>
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### Directly Allocated

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<th>% EPSRC contribution</th>
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<td>Investigators</td>
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<tr>
<td>Estates Costs</td>
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<tr>
<td>Other Directly Allocated</td>
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<tr>
<td><strong>Sub-total</strong></td>
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### Indirect Costs

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<th>% EPSRC contribution</th>
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<tr>
<td>Indirect Costs</td>
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| **Total**           |                    |                    |                      |
Other Support

Details of support sought or received from any other source for this or other research in the same field. Other support is not relevant to this application.
## Staff

### Directly Incurred Posts

<table>
<thead>
<tr>
<th>Role</th>
<th>Name /Post Identifier</th>
<th>Start Date</th>
<th>Period on Project (months)</th>
<th>% of Full Time</th>
<th>Scale</th>
<th>Increment Date</th>
<th>Basic Starting Salary</th>
<th>London Allowance (£)</th>
<th>Superannuation and NI (£)</th>
<th>Total cost on grant (£)</th>
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<td>Researcher</td>
<td>PDRA 1./ Leeds</td>
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<td>36</td>
<td>100</td>
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<tr>
<td>Researcher</td>
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<td>01/04/2012</td>
<td>36</td>
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<tr>
<td>Researcher</td>
<td>Research Assistant/Sussex Year 1</td>
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<tr>
<td>Researcher</td>
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<tr>
<td>Researcher</td>
<td>Karen Marin/Kent Year 1</td>
<td>01/04/2012</td>
<td>3</td>
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<tr>
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<td>01/04/2014</td>
<td>3</td>
<td>100</td>
<td>N/A</td>
<td>01/10/2014</td>
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</table>

### Applicants

<table>
<thead>
<tr>
<th>Role</th>
<th>Name</th>
<th>Post will outlast project (Y/N)</th>
<th>Contracted working week as a % of full time work</th>
<th>Total number of hours to be charged to the grant over the duration of the grant</th>
<th>Average number of hours per week charged to the grant</th>
<th>Rate of Salary pool/banding</th>
<th>Cost estimate</th>
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<tbody>
<tr>
<td>Principal Investigator</td>
<td>Dr</td>
<td>Y</td>
<td>100</td>
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<tr>
<td>Co-Investigator</td>
<td>Professor</td>
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<tr>
<td>Co-Investigator</td>
<td>Professor</td>
<td>Y</td>
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<td>Co-Investigator</td>
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<td>Y</td>
<td>100</td>
<td>528</td>
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</table>

Total
Pathways to Impact

The aim of the Digital Economy ‘Communities and Culture’ Network+ is to maximise impact on a wide constituency of users including academic, third sector, stakeholder, industry and communities themselves. There are two levels of impact operating within the CCNetwork+ Project as a whole: the immediate and targeted impacts that occur as direct results from the activities themselves, and the meta-level impact for the project as a whole. In relation to the former, each activity (pilot study, placement, network) will have impact strategies built in, and written into each proposal with funding awarded in relation to those impact strategies. Each activity is expected to produce targeted outputs for and to the communities it engages, in the form of fact sheets, knowledge exchange, good practice, further proposals and projects, policy reports, and project reports (for example). In addition to these impact strategies, we also expect each activity to produce feedback into the overall project in generative and capacity building ways. These latter impacts will be facilitated through the annual workshop event that will be part dissemination, part future planning/strategy and inherently cross-disciplinary. The aim of the CCNetwork+ Project is to create new paradigms of research, and identify the grand challenges and future directions for culture and community in relation to digital technologies.

Entrepreneurial training, and post-doc/doctoral student placements will be built into the project through providing one-day courses and industry exchanges in order to encourage participants to build on their ideas and findings and develop strategies for extension in different directions (business, community, policy etc.) In this sense, impact will be felt formally and informally, and be both tangible and ephemeral. Less measurable impact will emerge through discursive exchanges and ideas that will be embedded into the practices at each organization or institution, and through people’s career paths.

Impact will also occur at a meta-level. We aim to produce a scoping study that will evolve into a project report; a website with extensive links, news feeds and email alerts that will house, generate and facilitate research; oversee public events and entrepreneur workshops; link with the Network+ challenge areas, DE Hubs, AHRC KE Hubs and Connected Community portfolio and other research that may emerge in these connective areas; and formally disseminate research through events, conferences and traditional publications. This multi-level, cross disciplinary, multi-faceted approach to impact will ensure the CCNetwork+ Project has academic, industry, and community beneficiaries as well as economic, social and knowledge impact across the entire spectrum of institutional, academic, industry, third-sector, stakeholder, social, political, and economic spheres. It is a bold and ambitious project that has impact as a central ethos.

MEASUREMENTS OF SUCCESS: The impact of the project as a whole will be measured through formal exit questionnaires, responses from targeted individuals and groups to our findings and summaries, and the embedding of good practice into later and emerging research. Activities within the Project will have clearly demonstrable impact insofar as they progress into further research/research outputs within the lifetime of the project. All outputs will invite responses that in turn will be posted online to gather further response and debate. All workshops are productive in terms of disseminating, showcasing material and shaping future projects. The series is designed for impact through the ongoing capacity building activities, and through annual events and the final dissemination event. A list of key impact elements and their evaluation criteria are set out below:
<table>
<thead>
<tr>
<th>Beneficiary/ target sector</th>
<th>How operationalised</th>
<th>Evaluation</th>
<th>Who is responsible</th>
<th>Criteria of Success</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMMUNITY &amp; POLICY</td>
<td>Meta level and Activity based  2 page policy and user relevant summaries provided at key milestone points for distribution and ready communication of findings (eg to the press) Targeting science community &amp; communities in need</td>
<td>Brochures are produced Issued to press/contact with media Articles produced Conferences attended Public engagement activities carried out Public presentations of results Visualisation and digital dissemination</td>
<td>Project leaders Project leaders and co-ordinator Project participants PDRAs</td>
<td>Brochures Coverage in media Academic outputs Numbers attending public engagement events Evaluation questionnaires at events Feeding back into further projects within the CCNetwork+</td>
<td>At the end of each activity period, Following annual workshop event</td>
</tr>
<tr>
<td>INDUSTRY</td>
<td>User groups on steering committee User engagement through activities Placements, entrepreneur workshops</td>
<td>Users on Steering Committee Users identified and engaged in pilot projects and networks Continued links and dialogue</td>
<td>PI and Cols Activity leaders PDRAs</td>
<td>Users input fed into projects and network as a whole Sharing of good practice, engagement with annual CCNetwork+ events</td>
<td>M1 M3 M18 M31</td>
</tr>
<tr>
<td>ECONOMIC</td>
<td>Activities carried out Meta-level</td>
<td>Estimation of the types of economic benefits</td>
<td>PIs &amp; Co-Is with activity leaders &amp; PDRAs</td>
<td>Activities have estimated economic effect</td>
<td>M31-6</td>
</tr>
<tr>
<td>SOCIAL</td>
<td>Engagement of community groups and individuals Activities result in new paradigms of engagements</td>
<td>Numbers of people affected and how New cultures and communities identified and engaged with</td>
<td>Activity leaders PIs &amp; Co-Is</td>
<td>Numbers of people affected in different ways New Communities and Cultures identified and engaged</td>
<td>From M3 onwards</td>
</tr>
<tr>
<td>ACADEMIC</td>
<td>Academic articles Science communication Conference presentations Development of early career researchers</td>
<td>Number of outputs, Number of presentations, Quality of outputs and presentations Status of people with outputs (career stage) Training of postgraduates and early career researchers</td>
<td>All</td>
<td>Articles and presentations produced at different levels by different team members Audio-visual material, digital software and other tangible products</td>
<td>Throughout but in particular, following annual network events</td>
</tr>
</tbody>
</table>
Track Record

Dr. will lead the Digital Economy ‘Communities and Culture’ Network+ and will be closely mentored by Prof. She is a Research Fellow at Leeds University and has published widely on the social and cultural transformations of digital technologies. She has been PI on a number of projects investigating young people’s use of digital technologies including an AHRC Knowledge Infusion Grant (KIBL) project entitled ‘Still Alone Together?’ that worked with the BBC Future, Media and Technology team. Here, she investigated interface, design, interactive and ideological issues pertaining to the construction and success of offline and online digital communities. Previous research has investigated the flows and values of community in relation to adult gamers, and more recently she has been PI on a project investigating the constructions of communities through digital technologies by young people. These projects routinely raise questions around conceptions, practices and imaginings of community and culture in the digital age, as well as how such conceptions may be envisaged and supported in the future.

Prof. will be Co-Investigator and Mentor to . She is an experienced international research and award holder and has been involved in coordinating four EU grants (INCREASE and ) involving many partners across the EU and the former Soviet Union. She has also been involved in networks with COST, European Science Foundation and a Network of Excellence under the 6th Framework Programme “Citizenship and New Forms of Governance in Europe” on which she was part of the governing project board. Her consultancy experience includes work for the European Commission, the European Foundation for the Improvement of Living and Working Conditions, the World Bank, the UN-International Organization for Migration, DFID and other organizations. She sits on the board of the Northern Scottish Knowledge Transfer Partnership and governing body of the Scottish Insight Institute (knowledge transfer projects across Scotland). She is a Co-Investigator for the EPSRC dot, rural Digital Economy hub in Aberdeen and has set up a User Engagement Panel consisting of local business and community representatives.

Dr. will be Co-Investigator on the CCNetwork+ Project. She is research director of the at Sussex, and Director for the . She is widely published on gender, mobile computing, narrative and cultural form, is currently completing research exploring hostility to computing across a series of professional and community arenas using historical archives in the UK and US. She co-leads the digital media stream of ECREA, the European Communication and Research Association and in this role he has developed a strong European research community. is also a highly experienced technology journalist. In this role she covered the emerging new media industries from the point of view of economy, creative industries, and users and has an insider as well as a critical and theoretical grasp of the development of the digital economy of the UK. She has won high quality awards (including the UK Press Gazette Awards) for her columns on digital and social change and commendations for her editing.

Prof. is the third Co-Investigator for the Project. She is an internationally recognized researcher and Director of the . Her expertise lies in environmental design with particular emphasis on people and the way they interact with their environment, including physical environment, sensory awareness, and streetscape. She has participated in numerous EU and UK/US-funded research projects on sustainability, use of open spaces and environmental quality, including perception of environmental stimuli. She coordinated the project on outdoor comfort across Europe (1.7M£). Her work on outdoor environment has received various awards from diverse bodies (such as the Royal Institute of British Architects and the International Society of Biometeorology), as well as best papers prizes, including most cited paper by Elsevier. Nikolopoulou has regularly worked at the interface between different disciplines and has been invited to give talks internationally in workshops, research seminars and conferences. She is currently involved in two EPSRC projects focusing on use of space and i) comfort in airport terminals, ii) the effect of design interventions to disrupt civil inattention. The latter investigates the use of art and digital interventions to encourage vigilance, disrupting routine and eliciting noticeable behaviours.
Steering Group track record:

[Name redacted] is Director of [Institution redacted], at Kew Gardens and Visiting Professor at Kings College London. She is responsible for the public programme at Kew, including the visitor experience of the gardens, visitor services, marketing, PR, publishing, digital media and education. She was Professor of Education at Bristol University until 2008 where she published and researched widely on Education and led a number of international projects (see attached letter of support).

[Name redacted] is Managing Director of [Company redacted]. He has extensive experience in relation to audience interaction and digital engagement and has led groundbreaking work for many institutions including nine national museums, the BBC and Ten Downing Street. Recent projects include the Eyewitness iPad travel apps for Darling Kindersley and the website for The Metropolitan Museum in New York. He is Chairman of [Company redacted], a non-executive director of the [Company redacted], and a member of the PACT Interactive Media Group (see attached letter of support).

[Name redacted] is Professor of [Subject redacted] at Goldsmith University. She is Co-Director of the [Programme redacted] and the [Centre redacted]. She is currently leading a project entitled ‘Spaces of the News’ (see attached letter of support).

[Name redacted] is Director at [Institution redacted] and has extensive experience of working within the Creative and Software industries. She has been Vice President of [Institution redacted], Managing Director of [Institution redacted], and General Manager of [Company redacted] and UK (agreed in writing, letter of support pending).

[Name redacted] is Senior Curator (Non-Fiction) at the [Institution redacted], where he heads up the team responsible for the acquisition, management and interpretation of the Archive's non-fiction holdings. Previous experience includes work at the BBC archive and at the East Anglia Film Archive (agreed in writing, letter of support pending).

[Name redacted] is head of the Social Science Collections and Research at the [Institution redacted] where she supports KE between researchers, practitioners and policymakers and promotes public understanding and awareness of the value of social science research (see attached letter of support).

[Name redacted] is Professor of Collaborative Computing at [Institution redacted] and Co-founder of the [Institution redacted]. He is Co-Investigator for the DE Horizon Hub and currently holds an EPSRC Dream Fellowship entitled “Inspiration, Immersion and Impact with the Creative Industries” (see attached letter of support).
STRATEGY & VISION

Rapid advances in digital technologies have converged with research in business, social science and humanities to dissolve the boundaries between disciplines, institutions and practices. The Digital Economy ‘Communities and Culture’ Network+ (CCNetwork+) engages with transformations in these different streams of research, bringing them together with a wider public through direct engagements, innovative methods and digital resources. Advances in digital technologies have also brought about the transformation of cultural institutions such as libraries, museums, media and arts centres, whose interactions with their users, researchers, and information ‘itself’, is increasingly digital. As a direct consequence, the notion of ‘culture’ as a static resource or located place is no longer tenable. A third transformation has been in the concept of ‘community’, as interest groups, social/political capital, and connectivity are mediated, produced and reconfigured in different ways through social and other digital media. These new and converging frontiers of knowledge and communication mark the CCNetwork+ as a timely and crucial intervention into a shifting digital landscape.

The network builds upon investments made by the RCUK Digital Economy Theme and AHRC KE Hubs, which, together with a range of national and international networks and projects, reflect the significance of the rapid and radical change brought on by digital technologies in all aspects of our lives. Crucially, as digital technologies and tools increasingly shape and impact our everyday lives, the value of the digital economy is not only seen in economic terms, it also plays a significant role in making sense of the world and our role within it (Hesmondhalgh 2010: 3). The three key themes that will launch the CCNetwork+ Project and emerge from the cross-disciplinary engagements during the RCUK Digital Economy Theme workshop are identified below. It should be noted that these themes are intersected with key areas such as education, wellbeing, the environment, media, and public knowledge sharing and emerged through cross-disciplinary dialogue. They are purposefully broad at this stage, and one task for the launch workshops is to move forward into identified areas, having established and consolidated the key issues and challenges (see the attached theme diagram):

1. **Community and Cultural Heritage**: Pervasive media and technology means that the wider shifts identified above are no longer based on-screen but are integrated into everyday life and the very fabric of urban and rural environments and institutions. Heritage – whether we understand this in terms of cultural identity, tangible or intangible objects, history, institutions like schools, health or museums, or co-created and co-curated products/content – is a key issue for the digital economy. Indeed as public sector funding for many cultural institutions is cut, we need to radically rethink how such community bases of local and national identity are supported. But we also need to reconceptualise heritage in a digital age, as something that is mobile, global, flowing and related to content, technologies, codes and software, but is also embedded into wider cultural sectors and processes.

2. **Expertise & Engagement**: The successful building and use of digital technology is now posing real critical questions in terms of civic engagement, investment in community, or even a wider social or political efficacy. This stream investigates how expertise is shaped and constructed in relation to digital technologies and demonstrated in relation to cultures and communities in which that expert engages. What is the relationship between culture, community and expertise? How are digital technologies framing and supporting expertise and what is the impact of this on communities and culture? How do we support a community within these parameters where engagement has to involve iterative interaction rather than statements of expertise? What is the role of software and hardware here, and what are the barriers to engagement?

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1 EPSRC investment in the Digital Economy Hubs amounting to £36 million in total (www.epsrc.ac.uk), and AHRC KE Hubs totaling £19.2 million (www.ahrac.ac.uk) but also the Design in the Digital world (http://diddy.org.uk), the wider DF portfolio which includes Investments in CDTs and Research in the Wild projects, the AHRC Connected Communities and Digital Transformations themes, the ECREA Digital Culture and Communication section, the HERA call for research into digital and cultural encounters. All of these highlight the importance of understanding digital transformations of communities and culture, and the timely intervention of the CCNetwork+ that will tap into, extend and consolidate all of this research.

2 The creative economy accounts for a significant element in Britain’s GDP, accounting for over 10% of the countries exports. As a sector that has increased employment revenue over the last 3 years despite the wider economic ills brought on by the global credit crunch, the creative economy has already demonstrated its worth.
3. Creativity and Cultural Production: At a policy level, the ubiquity of digital technologies have sparked a range of reactive legislation that attempts to deal with the fast pace of information flows, concerns about intellectual property, and copyright issues. All of these policy initiatives highlight IP as a key challenge area for the digital economy. But what is the relationship between creativity and intellectual property in terms of actual practice and labour, content flows, software and created products? To what extent is creativity, communities of creativity, and culture being shaped by the wider digital economy? How do we practically, technologically and conceptually connect market and business rhetoric with grass roots creativity in productive and supportive ways that enhance culture (including local business) and community?

These themes will develop and evolve from the launch workshops, while new themes will emerge during and beyond the life of the CCNetwork+. The design and management of the project ensures this.

The Digital Economy ‘Communities and Culture’ Network+ project, then, is an ambitious intervention into a landscape marked by fast pace and innovative technologies. We aim to:

1) Produce creative, targeted and response led activities that directly speak to the speed and scope of digital technological change while simultaneously critically interrogating it. This is a key challenge for research in the area, where very often technological innovation and the wider digital economy moves at a faster speed than research.

2) Radically conceptualize community and culture in a digital age through empirically grounded but methodologically innovative activities that are discrete-but-connected. This will be done through the activities themselves, the two entrepreneurial workshops aimed at promoting good practice and inclusivity (see pathways to impact), the public events and the diverse methods used to understand transformations. In this way, our findings are designed to impact on local, regional, national and global scales.

3) Network activities and projects into a cohesive map of communities and culture in a digital age, supplementing the scoping studies in order to ultimately identify the grand challenges for the future, and position our work within a global environment.

4) Address key areas such as (i) interface, infrastructural and literacy issues around digital take-up, (ii) socio-economic barriers to the adoption of digital resources, (iii) emerging business models and in particular the relationship between these models and changing values of creativity, civil society and community, (iv) civic, educational and participatory implications of digital technology around themes such as public/private, identity, creativity, expertise, conservation, (v) tangible and intangible identity, heritage, and history as it is produced across a range of technologies, policies and practices.

5) Work with the communities and cultures to which and through which we speak. That is, using a range of methods including action research, critical investigation, sociological analysis, co-production (crowd source/public knowledge projects), pilot technology and code projects, we will directly intervene in policy initiatives, shape practice, refigure the moral and ethical issues of this environment, and identify dangers, risks, opportunities and evolutions.

6) Generate cross-disciplinary dialogue that productively examines the above issues in ways that impact onto policy, industry, academia, and practitioners further generating new initiatives and ideas that take the CCNetwork+ beyond its initial timeframe.

7) Train, support and invest in young and emerging scholars in new knowledge frontiers through involvement in research and training of postgraduates and early career researchers.

This is a multi-layered and cross-disciplinary project constructed to explode and regroup in generative but-reflective, networked and positive ways. More importantly, it is a project that is designed to fit the digital environment to which it speaks.

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*For example the Judicial review of the Digital Economy Act 2010 or current media and government debates around copyright and illegal downloading*
MEMBERSHIP

- Establishment
The core membership for the CCNetwork+ has been identified through the workshop arranged by the RCUK DE theme, and will be further consolidated through the three launch workshops in the summer of Year One that seek to:

- Develop these priority themes into tangible areas of investigation
- Build outwards and establish further networks
- Forge productive connections with practitioners, industry and policy makers.

By the end of Year One, we will have established a critical mass, identified target groups and networks for further collaboration and will have begun spiraling activities to generate new and continued membership. This process has already been started through the creation of a LinkedIn site that is grouping together individuals under the themes and areas identified in the theme diagram (attached), using the information submitted in the original EoI document. From August Year One the events and activities will be open to the wider community, generating new membership and invigorating debate. This will extend membership and ensure the fresh generation of ideas and discussion.

- Growth
The response-mode activities invite proposals from cross-disciplinary teams, who will comprise 50% from the core community in Year One (reducing to 10%-20% as a desirable constitution in Year Three). Each team will include generating and capacity building outputs into their proposal. In this way, the strategy for recruiting additional and appropriate members is embedded into the research design of the discrete activities and the makeup of the team. This will not only ensure the generation of new people, projects and networks, it will also offer continuity and visible growth in the themes and issues of the CCNetwork+.

As awareness and critical mass grows, we expect to develop networks, pilots and placements from an increasingly wider range of disciplines, groups and communities (internal and external to the academy). The website will support this growth, increasing awareness of both the CCNetwork+ Project as a whole, and the discrete-but-connected projects occurring under this umbrella. Reopening calls to allow connected-but-generative activities from new or expanded groups will also facilitate new conversations in a flexible way that is timely and pertinent to the wider digital economy. As each project will have capacity and network building outputs and will feed back into the project as a whole through the development of the initial themes and concerns, wider membership will be garnered beyond the timeframe of the project.

- Scope
It is vital for growth and sustainability that the CCNetwork+ is comprised of the whole spectrum of researchers, practitioners and industry. This is achieved in part through the steering group, and the good relations we will develop here. It is also done through the networking of the investigators and the activities themselves. With this in mind, we have included activities and events aimed specifically at emerging scholars and young researchers, particularly in relation to placements, entrepreneur workshops and smaller pots of money (between £1000-£5000) to develop ideas or seed research ideas.

ACTIVITIES (see also attached work plan) are divided below into initial launch activities; core activities that will make up the main agenda for the CCNetwork+, and future planning activities that aim to take the project beyond its 3 year lifetime.

Launch Activities:
1) Three initial workshops will launch the CCNetwork+ and lead directly into the first round of pilot projects and networks. The workshops will be carefully framed within the Community and Culture theme, and delegates will be asked to produce think pieces in advance of the workshop that
consolidate existing discussions under the themed headings. They will address the three key themes identified above and will lead into the first round of response-mode allocations that will investigate key areas within these themes such as health, education or civic/media landscapes. In this way, cross-disciplinary nodes will be developed at axes such as place+education+connectivity or creativity+identity+expertise (see theme diagram attached for a breakdown of possible themes and axes).

2) The second launch activity relates to the initiation of the scoping studies that will continue throughout the life of the CCNetwork+. One of the outcomes from the launch workshops will be to feed this. As the CCNetwork+ develops, each Investigator will take a birds-eye perspective of themed activities within the CCNetwork+, consolidating priority areas and identifying the grand challenges for the future. The PDRAs at Leeds will take a lead in this activity, which will be supplemented at the start and end of the CCNetwork+ with additional PDRA’s at Investigator Institutions. Together they will: draft documents, engage with the various activities within each themed area, undertake impact assessments, engage in research through exposure to a range of disciplines.

Core Activities:
Activities within the Network+ project will consist of a combination of targeted and open response activities to specific calls that will become increasingly flexible in scope over the duration of the project.

1) Pilot projects (up to 6 months in duration). We expect some of these to evolve into established grant proposals but all of them will feed back into the CCNetwork+ productively. Within this strand of activity are larger pilots of up to £50k loaded in Year 2, but we expect the majority of projects to be £25-30k. Seed money of £1-5k will also be available for emerging scholars.

2) Networks of up to 9-12 months. Along with the networks operating at the meta level through the annual events, management team and existing networks, we also aim to promote a series of networked activities that are response mode and bottom-up. They can take a variety of formats from intense retreats to workshops. We will fund travel and subsistence up to £15k in line with standard ESRC/AHRC networking funds. In exceptional cases we will consider increasing the budget for a particular network, particularly if it is of international standing.

3) Placements will operate in two ways. The first is as stand alone activities for post-doc and doctoral students, who will respond to a call to apply for a period of up to 6 months p/t or 3 months f/t. Some of the organizations represented at the steering group have agreed to support placements (e.g., Arts). The second way we envisage this resource to be used is as a top up or extension of workshop and pilot activities, in terms of dissemination, observational research, or the development of tools or technologies through people exchange in order to extend projects.

4) Entrepreneur workshops will run in conjunction with, but separate from, the placements, in order to encourage new business models and implement research ideas through connections with industry and business. Delegates will be charged to attend these, but we will waive post-docs/doctoral student fees on a competitive basis.

5) The scoping activities will continue throughout the project. Investigators and PDRAs will meet activity leaders throughout the Project to facilitate this.

6) The annual networking event in June will bring in new people, debate and directions for future rounds, while also consolidating, reporting and continuing existing quality strands.

Consolidation and Future Planning Activities:

1) The three-year project will culminate in an event at Leeds University (perhaps in conjunction with other DE challenge areas) that promotes, disseminates and collates the research activities, and further develops networks and projects for the future.

2) The last 6 months will include a series of impact assessment activities and the production of the final project report that began as the initial scoping study. PDRAs will help with this.

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4 Cultural & Community Heritage, Expertise & Engagement, and Creativity & Cultural Production
3) The Investigators will also explore International avenues through networks such as ECREA, WUN, UKIERI, Horizon 2020 to extend and continue the CCNetwork+, particularly in relation to the grand challenges that emerged during the project.

4) The website has the capacity to actively continue to support these areas beyond the lifetime of the Project. In the final months we will investigate continuing resources to facilitate this, or the migration of this resource elsewhere so that it remains active.

RESOURCE ALLOCATION PROCESS
The CCNetwork+ will allocate money in both a targeted and response mode.

* Targeted activities include: the appointment of the two PDRAs at Leeds; PDRA assistance at Investigator institutions; the annual CCNetwork+ event; launch workshops; 2 entrepreneur workshops. They will offer a cohesive, developing and overarching identity for the CCNetwork+. These targeted resources all aim to draw a comprehensive map of the challenges and issues facing the digital economy in relation to culture and community, in order to formulate future directions and critical responses.

* Response-mode allocation for the activities within the CCNetwork+ will facilitate flexibility for the CCNetwork+ as a whole to respond to wider emerging issues within the Digital Economy. They will generate growth for the CCNetwork+. Response mode activities are:
  o 3 rounds of pilot projects (including seed funds for emerging scholars and larger projects of up to £50k)
  o 3 rounds of networking activities (funded to support travel and subsistence)
  o Competitive placements (aimed at post docs/doctoral students)

This dual allocation of resources facilitates flexibility, cohesiveness and clear direction for the CCNetwork+ as a whole. It allows for the development of certain networks alongside complementary pilot or placements to enhance and develop particular themes or questions, or connect up activities within a themed strand of the project. It ensures productivity and the fresh generation of people, projects and ideas. More importantly, the mode of resource allocation fits the changing landscape of the digital environment and is also well placed/paced for intervention into a changing economic, political and social terrain of the global, national and international digital economy.

MANAGEMENT
Given the nature of the CCNetwork+ and the response-mode allocation that will form the majority of activities within it, management is crucial:

1) The MANAGEMENT GROUP comprises of the Principal Investigator, three Co-Investigators, with PDRA support (see attachment for roles and responsibilities). The Management Group will conduct the meta level scoping study/mapping activities, including the identification of the future grand challenges. They will organize and chair initial launch workshops and consolidate outputs, and organize the annual Network events. They will manage the impact assessment activities (with RA support) and investigate future research avenues and networks to further internationalize the CCNetwork+. They will coordinate with the other Digital Economy Network+ challenge areas, connect with existing and new organisations, links and networks. They will select the review committee for response-mode activities and Chair the Independent Panel. They will liaise with the steering committee and draw up robust and transparent criteria for the allocation of resources (independent panel) and terms of reference (steering committee). Quarterly face-to-face meetings will be supplemented with conference calls, emails and Skype. Subsets of the Management group will also regularly meet with activity and network leaders.

2) The STEERING COMMITTEE will: ensure transparency and impartiality for the CCNetwork+; highlight gaps and directions as they emerge through the activities within the CCNetwork+; promote the CCNetwork+ beyond its immediate networks; and confirm the programme of activities in accordance with the aims of the CCNetwork+ Project. Chaired by Professor [NAME], from the DE Programme Advisory Board, the steering committee will comprise of 12 individuals, sourced in part from the academic membership group, but also including a significant proportion of non academic membership, who will be drawn from practitioners within the digital creative and cultural industries and communities.
The steering committee will meet twice a year. A seat is reserved for a member of the DE+ theme team, and representatives from the Management Group will also attend these meetings. As the letters of support and track record indicate, we have already secured a number of organisations and membership.

3) An INDEPENDENT PANEL will be drawn from the Network community and represent the scope of its expertise. Their role is to assess the quality and fit of the proposals in accordance with the terms of reference and criteria established by the Management Group. While still in development, at this stage we would expect proposals to be (i) cross-disciplinary and cross institutional (ii) work closely and productively with non-academic partners (iii) utilize a spectrum of experience including doctoral and post-doc students (iv) include a dissemination/forward planning strategies that aim to connect the discrete project/network in productive ways.

The chair of the Independent Panel will be sourced from the Management Group, and the Independent panel will send recommendations to the Management Group for final approval. While we envisage the decisions will simply be signed off through this process, we are also concerned with ensuring the overall narrative and quality of work is maintained. They will meet as and when required, but realistically no more than twice a year (given the work plan of activities).

In cases of potential conflict of interest, the appropriate member of the Independent Panel will remove themselves from the panel for the duration of the discussion. Similarly in cases where members of the Management or Steering Committee have applied for/have a conflict of interest in funded activities, they will remove themselves from decision making processes, alerting the appropriate panel (review, independent or steering committee) of the conflict of interest well in advance in order to source outside reviewers where necessary. A reserve list will be drawn up of review panel members for this purpose.

- Dissemination: The activities of the CCNetwork+ will be promoted and disseminated through:
  - The activities themselves that each have networking and dissemination outputs embedded into them. This will produce a wide community and increasing awareness of the CCNetwork+.
  - Targeted exchanges between academia and industry/community/practitioners will extend the Project into, and in conjunction with, the populations it speaks for and with.
  - Entrepreneurship workshops and Public Events to direct exchanges in order to produce direct impact through dialogue and practical exchanges.
  - Virtual and Visual work including more specialized communication within the network and around project work (visualizing our network, visualizing other networks), crowd sourcing work, engagement with various constituencies, gathering feedback from communities, sentiment analysis of traffic through the website, communities and projects.
  - Investigator networking as spokespeople for the CCNetwork+.
  - The website will house policy and project reports, construct a databank of projects, people and findings as well as a networking arena. It will include email alerts, news feed links, twitter and facebook feeds will offer live alerts to the activities and reports. It will link to the wider DE community, global research networks such as the ECREA Digital Culture and Communication section and/or the Media Industries Temporary Working Group as well as the other Digital strands of the AHRC and ESRC in collaborative and engaging ways that seek to elicit dialogue. It will house an online journal/newsletter that will also operate as a connection to the wider community, member and open sections, and flag up future and potential directions. It will facilitate the disaggregation of tangible outcomes such as targeted policy reports, community fact sheets, grand challenges and think pieces for further exploitation/development.

The website will be managed by the PDRAs at Leeds and PI, with contributions from the wider community. Sussex University will offer support by way of Re-Frame, a public and open mode of research dissemination by producing a public site to mirror others and produce cross audience dissemination. Students on MA in Digital Media at the University of Sussex will take commissions to produce pilot and full projects designed to amplify digital dissemination of projects and network findings as part of their final projects. This will be supported by Sussex tutors and will involve Re-Frame.
Justification of Resources

**Directly allocated Costs:**

- **PI Time:** Given the scope of activities that will occur within this project, leadership is essential. PI time is costed at 40% with an additional contribution from Leeds University at half a day. This means the PI will devote 50% of their time to the CCNetwork+. This role requires practical, managerial and conceptual input, as well as ongoing research in the form of the scoping study throughout the lifetime of the project, and clear leadership and direction. It is crucial given the scope and the range of experience involved in the activities, that the PI leads the activities and not vice versa. The PI will: (1) contribute to the scoping studies, theme generations and calls for proposals; (2) offer a cohesive identity for the CCNetwork+ project; (3) manage PDRAs on a day to day basis; (4) network at a meta level with other national and international projects and activities including the other challenge areas, DE and KE hubs; (5) develop conceptual and critical questions based on engagements; (6) report to the DE PAB; (7) coordinate with the steering committee; (8) chair the Independent Panel when appropriate; (9) formulate grand challenges; (10) engage in the wider digital community; (11) represent the CCNetwork+ at a range of national and international levels; (12) produce and implement dissemination strategies and the continuation of the project beyond its initial time span.

- **Investigator Time:** Coordinators have been costed at 4 hours a week (Annexure #2) and 3 hours (Annexure #3). They will offer conceptual and managerial direction and take an active role in the production of the scoping study, and the generation of the grand challenges. They will meet with activity leaders in an advisory capacity; develop industry, community and third sector links for further projects; and develop international directions and awareness for the project. The Investigators are also expected to network at a meta level with the other challenge areas, and DE hubs, with the AHRC hubs and other research. Professor (Annexure #4) will also closely mentor the PI, drawing on her extensive experience of grant management.

**Directly Incurred Costs:**

- **PDRAs Leeds:** We will appoint two full time PDRAs at Leeds at a Grade 7 for the duration of the project (see attachment for roles and responsibilities). The scope of activities, the tight time frame, the amount of concurrent and overlapping activities, the levels of expertise and experience of activity leaders all mean that administration based tasks exceeds that of a single individual. Similarly, the need for a clear direction and narrative for the CCNetwork+ that also supports and facilitates flexibility and emergent directions requires committed, qualified, and interested individuals that conceptually engage with the themes. Third, the meta level scoping study, the impact assessment work, the launch activities and the drafting of a wide range of written, visual and digital resources, also distinguishes this role as research based. Finally, given that coordination and research outputs are intrinsically connected, we will appoint two PDRAs who will divide up the administration and research roles (see attachment for roles and responsibilities). The final rationale for this decision relates to the range of skills this will offer the two appointments, enabling them to develop both research and management interests. This is in direct response to the changing job market, the need to diversify skills and open up a range of career trajectories. Both appointments will be able to actively engage in the activities, and pursue research interests within the project. For the CCNetwork+, this also means every activity will be fully supported, each activity leader will have supplementary resources and support to call on, and most importantly, there will be a connected, cohesive and generative identity for the Communities and Culture Network+.

- **PDRAs Other:** PDRAs have also been attached to the Investigator institutions at the front (3 months) and back (3 months) end of the CCNetwork+ Project. They will work with each Investigator to help with the launch workshops and impact assessments, draft documents, analyse questionnaires and interviews, follow up connections for future research, consolidate outputs, and record and minute events.
Communities/Forms/institutions

Health/Wellbeing/
Lifestyle Communities
Professional e.g. nursing, trainers,
Users e.g. patients/groups defined
by illness, activity, sport

Environment
Built environments e.g. City
Rural
Sport & Leisure e.g. national
parks, stadiums
Knowledge environments e.g.
Libraries, civic, educational

Creative
Museums
Galleries
Local/Community Art Projects
Archives
Publishing
Music

Media Cultures and Industries
Civic Practices
Public cultures
Popular Cultures
Creative Industries
Cultural Industries

Cultural
Agendas/
challenges

Expertise & the User
Constructions of, Ideologies of,
Evidence of

Heritage/narrative
Constructions of, Ideologies of,
Evidence of dis/empowerment

Connectivity/participation
As process, iteration, As
authorship, As information

Identity & Identity Signifiers
Constructions of, Ideologies of,
Evidence of
As process, As authorship, As
information

Information/data/content
Constructions of, Ideologies of,
Evidence of
As process, As authorship, As
knowledge

Citizenship
Constructions of, Ideologies of,
Evidence of
As process, As authorship, As
information

Sociability/leisure
Constructions of, Ideologies of,
Evidence of
As process, as experience
## CCNetwork+ PDRA roles (55% Administration, 45% research activities)

<table>
<thead>
<tr>
<th>Tasks</th>
<th>Role</th>
<th>Outcomes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1. Annual network event</strong>&lt;br&gt;Organizing the Annual network event booking rooms, organizing subsistence, travel, and external speakers. Coordinating the timetable, management meetings, forward planning workshops. Organizing the creativity@home support.</td>
<td>Administrative/organizational</td>
<td>3 successful events</td>
</tr>
<tr>
<td>Collecting data from the Annual Network event, recording sessions, offering intellectual input. Collating research outputs form activities to feed into the event, and outputs to feed out of the events, drafting documents, creating virtual, visual and tangible outputs from the event.</td>
<td>Research based</td>
<td>Publicity for events via website and other strategies</td>
</tr>
<tr>
<td><strong>2. Initial Launch Workshops</strong>&lt;br&gt;Organizing launch workshops, coordinating with other host institutions, organizing creativity@home support, creating delegate packs, collating think pieces, booking rooms, organizing catering.</td>
<td>Administrative/organizational</td>
<td>3 workshops</td>
</tr>
<tr>
<td>Collecting data during the event, helping draft the scoping study, and thematically aligning the think pieces in advance. Contributing to the conceptual and theoretical output during the day.</td>
<td>Research based</td>
<td>Dissemination of work from the events</td>
</tr>
<tr>
<td><strong>3. Website</strong>&lt;br&gt;Management of website, links, threads, themes. Updating databases and datasets.</td>
<td>Administrative/organizational</td>
<td>Well navigated website with established links</td>
</tr>
<tr>
<td>Content of website, databank, think pieces, aesthetic input.</td>
<td>Research based</td>
<td>Intellectually stimulating website</td>
</tr>
<tr>
<td><strong>4. Response mode pilots</strong>&lt;br&gt;Coordinating pilots, supporting activity leaders, managing enquiries. Collating and sending off proposals to peer reviewers, collecting peer review responses, timetabling independent panel and steering group meetings, liaising with panel members.</td>
<td>Administrative/organizational</td>
<td>Successful running of a number of pilots. Timely peer review process and allocation of funds</td>
</tr>
<tr>
<td>Helping draft calls, facilitating and engaging in activities as both an extra hand and in terms of debate and dialogue, pursuing own intellectual enquiries.</td>
<td>Research based</td>
<td>Pilots feeding back into the CCNetwork and stimulating further directions.</td>
</tr>
<tr>
<td><strong>5. Response mode networks</strong>&lt;br&gt;Coordinating networks, issuing calls, supporting activity leaders, offering administrative and other support. Collating and sending off proposals to peer reviewers, collecting peer review responses, timetabling independent panel and steering group meetings, liaising with panel members.</td>
<td>Administrative/organizational</td>
<td>Smooth running of networks and network events. Timely peer review process and allocation of funds</td>
</tr>
<tr>
<td>Direct involvement in some networks, helping with the conceptual and thematic links, developing own networks and own future funding/research initiatives.</td>
<td>Research based</td>
<td>Conceptual and theoretical development of activities and the CCNetwork+- Development of own research agenda</td>
</tr>
<tr>
<td>6. Placements</td>
<td>Organizing placements logistically, timetabling and other requirements. Supporting post-docs during placements.</td>
<td>Administrative/organizational</td>
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<tr>
<td></td>
<td>Helping source potential industry exchanges, highlighting interesting and willing exchange partners. Liaising with post-docs after placements for feeding into CCNetwork+.</td>
<td>Research based</td>
</tr>
<tr>
<td>7. Meetings</td>
<td>Timetabling Management, steering and Independent Panel meetings, booking Hub Islington, taking minutes during Management meetings, drafting reports from meetings for wider membership, coordinating travel and other organizational requirements.</td>
<td>Administrative/organizational</td>
</tr>
<tr>
<td>8. Outputs and reports</td>
<td>Collating outputs and reports in preparation for meetings, chasing activity leaders for outputs, managing website and paper distribution prior to, and following events.</td>
<td>Administrative/organizational</td>
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<tr>
<td></td>
<td>Drafting outputs from scoping studies and own interests, writing articles, presenting findings at conferences etc.</td>
<td>Research based</td>
</tr>
<tr>
<td>9. Impact Evaluation</td>
<td>Distributing questionnaires; coordinating other RAs; collating material, inputting data and findings into SPSS or other package for assessment.</td>
<td>Administrative/organizational</td>
</tr>
<tr>
<td></td>
<td>Assessing material, undertaking interviews, questionnaires and the development of future links/research/networks.</td>
<td>Research based</td>
</tr>
<tr>
<td>10. Entrepreneur workshops</td>
<td>Liaising with industry and industry partners to organize workshops. Booking rooms, organizing fee waiver applications for assessment.</td>
<td>Administrative/organizational</td>
</tr>
<tr>
<td>11. Technical support, visualizing outputs</td>
<td>Working with ad hoc technical people in the management and production of web-related and virtual outputs.</td>
<td>Administrative/organizational</td>
</tr>
<tr>
<td></td>
<td>Creating, developing and designing own software packages for this if appropriate.</td>
<td>Research/design based</td>
</tr>
</tbody>
</table>