Staff Awards 2022
Celebrating our practice
 Knowledge Exchange Staff Awards 2022

Welcome to University of the Arts London (UAL) inaugural Knowledge Exchange (KE) Staff Awards Scheme.

Knowledge Exchange is how we work with external partners to create positive change in our society, economy and environment.

These awards aim to celebrate and make visible the diverse range of Knowledge Exchange practice at UAL. In this pilot year, we received over 60 entries across 5 categories. The entries showcased an exceptional range of innovative Knowledge Exchange projects and shone a light on the achievements of academic and professional services colleagues alike.

Reporting on a huge array of engagements with external partners, the projects convey how much our students, graduates, civic partners, businesses, charities, and the public benefit from our Knowledge Exchange practice and provide a vivid demonstration of the positive impact of our interactions and collaborations.

We would like to take this opportunity to congratulate and thank all the entrants to the Knowledge Exchange Staff Awards 2022, whose contribution to collaborative Knowledge Exchange is a real asset to UAL.

We look forward to running the scheme again in 2023, and will be reviewing this pilot as part of our commitment to continuous improvement. If you have any feedback or comments about this pilot KE Award scheme; including all aspects of the application process and presentation event, please get in touch.

Find out more about KE 🌟
Student KE initiative of the year

This award recognisees innovative student KE projects that made a high quality contribution to the student experience at UAL.
Finalist
Jaipur Rugs Leadership Exchange and Artisan Development (LEAD)

The LEAD project facilitates knowledge exchange between 25 rural women carpet weavers in Jaipur and 25 Central Saint Martins (CSM) Weave students and is supported by the British Council Crafting Futures India scheme. The project aims to provide the artisan-weavers with design tools, knowledge resources and opportunities to turn their creative capabilities into economic potential. Students learn how to co-design with artisans, how to develop rugs and explore new forms of communication.

Members of the Jaipur Rug Foundation (JRF) team co-conceived the concept for LEAD, recruited the participating artisan-weavers, and set up a new Social Innovation Lab. The CSM team co-created the project’s content to embed into the year 2 weave curriculum, which lead to lectures ranging from the ethics of inter-cultural collaboration to sustainable design practices.

The project addresses the skill-gaps experienced in rural India, especially in marginalised artisan communities with the establishment of a new Social Innovation space in Rajasthan. 90% of rural artisans live below the poverty line in Rajasthan, suffering immensely during COVID-19. The LEAD project creates opportunities for the Rajasthani community to excel through design and leadership. It brings design professionals to the doorstep of the weavers and provides them with the diverse, intersectional experience, which connects rural India to a globalised world.

LEAD enabled CSM’s teaching team and students to directly connect with rural artisan-weavers, expanding their co-design skills and strengthening female empowerment. 12 rugs – made by teams of two artisans and two CSM students – will be woven in Summer 2022 and exhibited online in Autumn 2022. The curriculum has, consequently, been expanded to include co-designing, new forms of online communication, shared online design resources, as well as a glossary of textile terms. Project co-creators plan to expand on this partnership beyond the current project and set up future weave internships and online design exchanges.

Selected as overall winner of the Student KE Initiative of the year category.
Spatial Radio is a student-run platform, born out of Central Saint Martins’ (CSM) MA Narrative Environments (MANE) and MA Cities, designed for spatial practitioners to expand beyond the affordances of physical space and into transitory sound as a medium. They blend in-curriculum and extra-curricular experiments and skills including mobile recording and broadcasting.

Spatial Radio began when students, with the support of course leaders, founded a platform for sonic work and live radio broadcasting that was introduced into the curriculum through cross-course collaborative workshops. Fundraising for and provision of mobile radio equipment, silent headphones, the creation of a radio manual and loan system to support student-led activity has supported in-curriculum projects focused on knowledge exchange. These provisions have assisted final student projects, supporting technological learning exchange between communities. Spatial Radio continues to develop a broad network of radio and sonic practitioners contributing to MANE and MA Cities curriculum across universities and institutions in the UK and across the globe.

Spatialradio.live shows have included collaboration with universities and organisations in Europe and around the world, including Buenos Aires, Beirut, Palestine, Lagos and Mumbai.

Participants have created a new research tool (e.g., live broadcasts, interviews, voice pop and call-ins) that works across the Spatial Practices department. There is now a plug-and-play platform for students interested in media dialogue, spatial sonic work, activism and recording site research. There have been more student-led broadcasts within Spatial Practices than in-curriculum ones in the 16 months that Spatial Radio has been running.
Finalist

UAL Incubator: Launch

UAL Incubator: Launch is a 6-month enterprise support programme for recent Camberwell College of Arts (CCW) graduates, developed by the CCW Knowledge Exchange team. It was designed to support graduates who are starting out with just an idea, to help them grow and develop by providing business basics within a supportive and creative environment.

Participants on the programme are matched with a sector mentor, they benefit from enterprise workshops, talks from guest speakers and peer networking sessions. Applicants are required to address at least one of three core challenges: Earth: Sustainability and Climate Crisis; Equity: Social Justice; and Economy: Emerging Technologies and Creative Computing.

The programme has so far supported 19 graduate businesses with plans to support up to 48 early-stage businesses per year by August 2023. CCW Knowledge Exchange will be expanding its enterprise offer to include UAL Incubator: Build, which will be run out of The Greencoat Building from September 2022. Greencoat is a space for graduate entrepreneurs, designers and makers to grow their businesses.

It will house up to 24 graduate entrepreneurs at its workspace for creative, purpose-led businesses and enterprises and provide them with a maker lab, along with wrap around enterprise support.

The UAL Incubator team bring a range of different incubation experience from InnovationRCA, NESTA Creative Enterprise Programme and Cockpit Arts Awardee Programme. This has been invaluable in supporting the growth and development of the programme over the past two years.

The success of this programme has also supported a successful bid for STRIDE London to expand the programme’s enterprise support beyond CCW’s students and graduates to young people in South London boroughs through the Creative Futures programme.

UAL Incubator: Launch prioritise financially sustainable proposals that demonstrate a commitment to generating both social and economic value in line with UAL goals. Since launching the programme in 2020, 100% of participants who completed the programme have launched their creative businesses.
Shortlisted

Information in the Age of Synthetic Media

Synthetic Media is a collaborative project between the Information and Systems platform at Central Saint Martins (CSM) and BA Graphic Communication Design (GCD) with the BBC Emerging Experiences (EmEx) Team.

Synthetic Media is artificially generated content where AI takes on the creative process, and it’s going to have dramatic effects on the creation and ownership of content we consume. Students worked with the BBC EmEx team to investigate Synthetic Media through future-casting methodologies; modelling future scenarios to diagnose potential implications enabled by these new and emerging technologies. The project allowed students to navigate the dynamics of operating as an effective team; to present ideas to a panel of BBC creative directors; to deploy best practice industry working methodologies.

The BBC EmEx Team used this opportunity to connect with a demographic with which the BBC are seeking to engage. The GCD programme is now focused on developing a strategy for longer term engagement with the BBC.

Hack Your Reality

The Hack Your Reality program is led by Safiya Ahmed, Bristy Azmi, Maria Than and Anna Tsuda under the collective name “Ricebox Studio”. Their design practice uses creative technology and visual communication for social good. Ricebox Studio designed, produced, and ran a three-day hackathon teaching Camberwell College of Arts (CCW) students the basics of Augmented Reality (AR) and how it can be used for activism and storytelling. They seek to combat the gender and ethnicity gap within the tech industries by providing a context-based teaching.

Fourty-four UAL students participated and were organised into random teams for collaboration. Each team tackled a societal issue they believed in and responded by designing a working AR prototype for their portfolio. Students learned how to animate, storyboard, and confront implicit biases. Two AR software’s (Artivive and Spark AR) were also taught.

The hackathon resulted in 10 AR prototypes developed by 10 teams. 100% of participants reported that they would use AR again and felt empowered to continue using creative tech within their work.


For Girls, For Safe, an AR concept by Hannah De-Castro, Yuan Fan, Pengwan Luo, Zella Zhao, Camberwell College of Arts, UAL | Photograph: Ricebox Studio
Welcome

Student KE Initiative of the year

KE Team Champions

Innovation of the year

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Highlight

**Space to Play**

Created in response to the growing innovation and escalation of digital theatre due to COVID-19. Industry Partners were selected as digital innovators to co-create with students across the London College of Fashion (LCF) performance programme courses during a five-week unit, facilitating student digital engagement and blending physical and digital creative practices.

**Fastnet Film Festival**

Students and staff at London College of Communication (LCC) partnered with Fastnet Film Festival to create a Human Rights Film Award, honouring a sadly deceased former student of the MA Documentary Film course. Students participated in judging the award in a series of screenings at LCC and devised a method for monitoring feedback, as well as attending the event to give a presentation to festival attendees.

**Shopify: Collaborative Challenge and Supply of Services**

Fashion Innovation Agency (FIA) and Fashion Business Research Centre (FBRC) at London College of Fashion (LCF) delivered consultancy services for Shopify, working with LCF postgraduates to collect data and determine the best way to create 3D scans for a range of clothing, footwear and accessories.

**ICA x Soft Launch: Radical Play**

Three teaching and learning events in collaboration with the Curator and Learning, Institute of Contemporary Arts (ICA) for the Fashion Communication Program Y3 cohorts and wider School of Media and Communication (SMC) networks. Workshops explored what play might look like against a backdrop of ever evolving crisis.
KE Team Champions

This award recognises a group or team who have exceeded expectations to deliver innovation, creativity and value to colleagues and the institution.
Finalist

**Maison/0: The Central Saint Martins LVMH Creative Platform for Regenerative Luxury**

The new phase of Central Saint Martins’ (CSM) partnership with LVMH Moët Hennessy Louis Vuitton (LVMH), launched in April 2021, aims to harness the power of creative collaboration to confront the climate emergency, whilst empowering emerging creative talents through education.

Maison/0 delivers collaborative student projects, curriculum development, financial support and opportunities for students and research and development projects that prototype regenerative luxury through design research. These are offered through scholarships, funding, curriculum design and direct opportunities for students, such as work experience placements and running events platforming cutting edge environmental knowledge.

In 2021, LVMH provided 400 students from 8 different courses with portfolio reviews, a uniquely valuable experience for both parties. Maison/0 successfully delivered 2 events for the CSM community that foregrounded solutions around the global climate/biodiversity emergency. The events exposed students to real-world interventions in industry. Students and graduates presented work from Maison/0 collaborative projects alongside these speakers, providing examples of regenerative academic work to both the CSM and LVMH communities.

Between January 2021 and June 2022, 269 students took part in Maison/0 in-curriculum projects across 4 programmes. These projects generated new knowledge and assets, provided students with professional experience and access to industry experts. Training on sustainable and regenerative design and Intellectual Property for students was embedded into the projects. As well as providing development opportunities for the current generation of students, Maison/0 rewards graduates who are pioneering new ways to confront our climate, biodiversity and social emergencies, offering awards across a range of disciplines and CSM programmes.

Since 2018, the Maison/0 Green Trail has highlighted the best nature-positive graduating projects across the college’s various design disciplines and since 2021, the This Earth Award celebrates the power of artistic practice to advocate for nature.

Selected as overall winner of the KE Team Champions category.
Finalist

Fashion Innovation Agency Team

The team at the Fashion Innovation Agency (FIA) works with emerging technologies to create proof of concepts that disrupt existing practices within the fashion industry. FIA is shaping the industry of the future at grassroots level, to ensure that London College of Fashion (LCF) students have a deeper understanding of the technologies that will be vital to their future careers.

From 2021-2022, the team's work has focused on real-time digital fashion, 3D content-creation, virtual production, and virtual experiences. FIA's expertise in fashion-technology has been supported by guest lectures and one-to-one sessions that have been delivered to over 300 LCF students.

Over the past academic year, FIA has completed eight projects for high-profile clients including Shopify, Lululemon, Outernet and Epic Games. The outcomes from many of these projects have been widely showcased, including FIA delivering talks at 15 conferences worldwide. This work has generated £180,000 income for 2021-2022.

Overall, the FIA team plays a key role in initiating projects and finding industry collaborators, identifying emerging technologies that feel exciting and relevant to the fashion industry. Using its network of fashion and technology companies, FIA influences key players to deliver proof of concepts that move the needle within the fashion industry.

Specifically, the team are actively involved in marketing and promoting projects to press and industry contacts, shaping video content, social media, featuring work in articles, and increasing awareness through global conferences, keynotes, and panel discussions.
Finalist

StART Entrepreneurship

START Entrepreneurship is a two-year project, awarded £902,153 by the Office for Students and Research England, that aims to improve entrepreneurship support for students studying creative subjects. The project was led by Royal Northern College of Music, with Royal Central School of Speech and Drama as the third partner. Within UAL, it has included curricular, co-curricular and extracurricular strands, with activities including talks, workshops, one-to-one sessions, a bootcamp, a hackathon and a symposium. Almost one in five UAL graduates goes on to start a business, making UAL the number one university in the UK for graduate start-ups (Hitachi Capital 2020).

START Entrepreneurship strives to give UAL students the tools they will need to start a business and to give those businesses the best possible chance of survival. The programme believes that entrepreneurial concepts must be tailored to students studying art, design, fashion, media and performance and they must be absolutely aligned with UAL’s institutional commitment to anti-racism and climate justice.

This project was motivated by a desire to develop and share best practice right across the university, developing a form of entrepreneurship education that was not generic (imported from business schools), but which truly played to the university’s strengths as a world-leading provider of creative education.

London College of Fashion (LCF) worked on the in-curriculum aspect; Camberwell College of Arts (CCW) on the extra-curricular aspect; and Careers & Employability / Academic Enhancement on the co-curricular aspect. There is also a student advisory board.

UAL has delivered 5,929 hours of student engagement to 1,139 unique students and more than 200 engagements with recent graduates. The project improves graduate outcomes and Knowledge Exchange Framework (KEF) metrics and will contribute to improvements in the National Student Survey (NSS) and student recruitment.

Nominated by the judges for a special commendation.
Shortlisted

UAL Decolonising Wikipedia Network

Established at London College of Communication (LCC) in November 2020 and then expanded across UAL for 2021-22 with support from the UAL KE Secondment Scheme, the UAL Decolonising Wikipedia Network (DWN) aims to support students, staff and external partners to review and edit Wikipedia.

The group seeks to help the UAL community to develop the technical and academic skills needed to approach working on Wikipedia through a decolonial lens.

Regular DWN events are for staff and students, including a Wikipedia Editathon. The regular nature of the events enabled curious new members to pop along, test the water, and to later engage and start editing Wikipedia at their own pace, producing sustainable results through training.

Screenshot of a Padlet generated by CSM Fine Art students for a Decolonising Wikipedia workshop, 2022, Central Saint Martins, UAL.
Innovation of the Year

This award recognises the outcomes of KE projects that have the potential to break new ground.

These projects are commended for inspiring others, generating creative or innovative solutions, proposing alternative ways of approaching societal challenges and positively contributing to more sustainable creative practices.
InteractML is an open-source plugin for developers and creators. It allows for interactive machine learning within the Unreal Engine software, the most powerful real-time 3D creation tool used across creative industries.

Headed by developer Sam Swain with Rebecca Fiebrink, Phoenix Perry and Bruno Martelli, this tool expands the functionality of the Unreal software to allow game developers and creators to build machine learning systems using Blueprints.

There are three machine learning algorithms to work with: Classification, Regression and Dynamic Timewarping. The user can build a training set by recording their input parameters to teach the algorithm model through accumulated examples.

The outputs of the running model are then used to drive the desired in-engine systems and effects. This empowers users to teach the machines to recognise their movements and controls, including eye tracking, camera tracking and sound tracking.

Among many, the potential applications include: being able to create custom control schemes within the software, designing specific gesture recognition, fuzzy control systems (which depends on “fuzzy logic” that analyses analogue input values) and developing accessibility tools.

Designed by a disabled developer for their community, this plugin provides new accessibility options within the Unreal Engine software. Since launching in Spring 2022, the plugin has been impressively adopted by the creative community, being downloaded by over 45,000 creators from the Epic Store.

Students are also exploring the plugin in classrooms, testing the possibilities of gesture-based control in games. InteractML has expanded interactive virtual creation to new immersive horizons.

Selected as overall winner of the Innovation of the year category.
Accelerate is a two-year partnership with Erasmus+ programme that aims to reflect and respond to the impact of COVID-19 on higher education teaching and digital pedagogy. A team of art and design lecturers, educational researchers and learning technologists from the UK, Ireland, Poland, and Ukraine partnered with a group of Accessible Learning Student Ambassadors (ALSA) to uncover accessibility pain points in immersive technologies used in art and design.

The AL student ambassadors represented various accessibility needs, such as physical, sensory, and cognitive functional diversity; different learning styles; complex personal circumstances; and difficulties accessing digital resources. The main goal was to make immersive technologies as accessible as possible. With the aim of improving the hybrid learning experience, the team have developed guidance on blended learning and innovative teaching practices, which are sustainable and work in an immersive ecosystem.

These practices aim to alleviate the burden of inaccessible technologies and teaching practices from teachers and students alike. Through focus groups and training sessions, the Accelerate team undertook online and in-person training sessions on learning immersive, emerging technologies. These include augmented, virtual reality (VR) and mixed realities, also known as extended reality (XR).

The project successfully secured 189,000,00 euros from the Erasmus+ programme for Strategic Partnership in Higher Education Institutions to strengthen cooperation for innovation and exchange of good practices. Over the pandemic, the Accelerate project also developed a VR research and development group, meeting weekly to develop workshops and resources provided to students and external partners.
Finalist

Southwark Council’s Climate Emergency

Dr Lara Salinas and Alvaro Bravo Cole at Service Futures Lab have partnered with Southwark Council’s Climate Emergency Department to develop a prototype for an interactive visualisation service for achieving carbon neutrality in the borough by 2030. Service Future Labs (SFL) is a service design research and knowledge exchange lab at London College of Communication (LCC). Tom Taylor, Senior Policy Researcher at Southwark Council, informed the team with his deep understanding of the local authority and its processes.

The Southwark Climate Emergency Visual Action Plan is the product of a collaboration between public officers, policy researchers, design practitioners and design researchers. Alvaro became a designer-in-government, an additional member of the Climate Emergency team at Southwark Council. His role was to review and visualise all internal and external facing documents related to Southwark Council’s strategic priorities and action plan to achieve carbon neutrality.

The project aimed at increasing SFL’s understanding of local government organisational culture and processes and embedding a design-led collaboration and open innovation within the public sector. Through Dr Salinas’ previous collaborations with the Council, her research exposed that 88% of carbon emissions in the borough are caused by actors outside of the local council. The team, including UAL academic staff, developed a visual method for embedding a design-led approach to enable external organisations to participate in local government processes.

The visualisation has afforded a more nuanced understanding of Southwark Council’s Climate Action Plan, helping us identify opportunities of collaboration. The overarching and innovative Action Plan makes the climate emergency action plans for local authorities more accessible and collaborative. This involved over 40 internal Southwark Council stakeholders, 30 postgraduate design researchers, 4 local organisations and 100 local residents. It has allowed UAL to identify actions to support which will turn into a brief for the UAL Climate Studio, which works with external organisations on the Sustainable Food Action Plan.

An Alpha Prototype of this platform has been developed, which will become available to use by any local government. Nominated by the judges for a special commendation.
Finalist

Ananas Anam: Circular and Sustainable by Design

Centre for Circular Design (CCD) collaborated with Ananas Anam to develop a new climate-friendly, biodegradable material made from pineapple leaf fibres. The product is intended to improve upon existing synthetic single use items such as hygienic wipes and reusable masks. The team at UAL assessed the environmental impact of different production routes and end-of-life possibilities considered by Ananas Anam.

The project ran alongside Research & Development and built upon the CCD’s research, integrating studies in environmental science with design and material innovation.

The team examined the material and its lifecycle. First, focusing on processes for sterilising leaf fibres, the environmental impact was tested using Gamma Ray, Autoclave, Retort, Steam, UV Light, O Zone and X-ray. Then, the team investigated textile blends, looking at aesthetics, performance qualities, and environmental impact.

The most sustainable materials were selected, taking into consideration global warming, eutrophication, water scarcity, resource depletion of fossil fuels and chemicals used in the production of fossil fuels.

Finally, the team extensively mapped the end-of-life recovery options for the different materials in relation to the established hierarchy of waste. Working closely with a graphic specialist, the results were communicated through a comprehensive written study of the lifecycle of the material. The new textile is currently in the process of being commercialised.

The UAL team was comprised of Kate Goldsworthy, Laura Solomon, Laura Knight, Sanne Visser. Ananas Anam led the project with Dr Raquel Prado-Garcia, Melanie Broye-Engelkes, Dr Carmen Hijosa, Bruno de Penanster, Melissa Braithwaite and Alexandra Richardson.
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Pose XR

The Fashion Innovation Agency (FIA) at UAL in collaboration with digital agency, dandelion + burdock, developed Pose XR - a virtual tool, to art direct fashion shoots within a web browser. Using London College of Fashion’s (LCF) volumetric rig at Lime Grove, the team took volumetric captures of a model wearing a variety of outfits in 360°, which afterwards were integrated directly into 3D virtual environments.

The concept was introduced to fashion industry brands as a means of using digital fashion shoots, including changing outfits, scenes, camera angles, lighting and props as an alternative form of content production and an immersive virtual fashion experience. After being approached by the V&A, the project was proposed and launched as a part of this year’s London Design Festival.

This project has been shared in many presentations and panel discussions around the world, including the Budapest Fashion and Tech Summit, the Yahoo Fashion in the Metaverse Panel and the Digital Marketing Summit in Seoul, South Korea. Pose XR has also been presented to global brands and multinational companies including Meta, Selfridges and Gucci.
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Digital Innovation Season

Digital Innovation Season is a programme of events, talks, student workshops, and external-facing virtual work experience for young people organised through Central Saint Martins (CSM). With the aim to grow digital skills and develop critical views on technology, this year’s programme focused on the role of digital technologies in the ecological crisis.

CSM students across all disciplines were offered 21 hands-on workshops, both in-person and online. Seven publicly available online talks were given, critically exploring links between creative technology, biology and ecology. Bringing together international artists, practitioners, professionals and academics, students explored how computing structures can be inspired by living systems; how robots can be grown organically; and how information can be transported with biological signals.

With Camden Borough’s STEAM programme, the Digital Innovation Season team created a week-long Virtual Work Experience upskilling programme for 16-18 year-olds who have been severely impacted by the pandemic, as well as developing and delivering workshops to Primary School students on digital representations and skills development.
Highlight

The Forest School

Using the forest as a prism through which to understand the causes and implications of the climate emergency, this project conceptualises a new kind of rural education and a Central Saint Martins (CSM) rural campus through a series of talks, events and research, as well as a residency for students at Allenheads Contemporary Arts Centre in Northumberland.
Public and Community Engagement

This award recognises projects that aim to inspire creative change through public and community engagement activities.

Projects might work directly with the public or community groups to initiate new ways of thinking and problem solving, engage with diverse audiences to promote the societal value of the university’s specialist expertise, or collaborate with professional groups or policy makers to influence decision making.
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Tech Yard

Tech Yard is a Southwark-based creative computing club that seeks to democratise creative technologies through free workshops on a broad range of subjects.

Founded by creative computing artist and educator Jazmin Morris and the UAL Creative Computing Institute, the project is run on the belief that technology should be creative, fun and accessible, particularly for those who are not typically able to interact with the field or feel that their voices are excluded by the creative or technology industries. Hosted by a mixture of industry professionals, higher education students and recent graduates, Tech Yard provides an experimental online and online learning space that bridges the gap between established practitioners, UAL students and alumni, as well as the surrounding communities in Southwark and beyond.

The project offers both a socially engaged approach to creative computing that seeks to diversify the emerging field while empowering and unifying the UAL community through cross-campus opportunities for experience and networking. Originally adapting to pandemic conditions with a fully online curriculum, Tech Yard began with a series of workshops for 11- to 14-year-olds in Southwark, offering a sense of community and structure for local young people during turbulent times.

Sessions held over a six-week period offered opportunities to develop transferrable skills in a range of creative technology disciplines, such as coding, sound technology, physical computing, 3D modelling and digital interfaces. More recently, the club has transitioned to physical sessions that reach a larger variety of ages and backgrounds, collaborating with local schools, galleries and youth clubs and establishing meaningful relationships between the Creative Computing Institute and its surrounding neighborhood.
Finalist

Patterns of Perception

Patterns of Perception was created through an experimental collaboration between Central Saint Martins (CSM), the English National Ballet, University College London, and artist Ruairiadh O’Connell, alongside a group of individuals with Parkinson’s. The cross-disciplinary project blends art, science and human experiences with the aim of helping to create a conversation about and better understanding of life with Parkinson’s. Dance, drawing and textile design were brought together with scientific research in a series of workshops and activities that, over three weeks, took the conversation about Parkinson’s out of the hospital and into the creative community. The project utilised art as a tool to articulate the lived experiences of individuals with the condition. By challenging the discrepancy between this actuality and perceptions about life with the disease, these activities provided an intimate means for participants to express their emotions and tell their stories.

Dance sessions with the English National Ballet evidenced the therapeutic benefits of movement and music in response to degenerative neurological disease. Workshops run by artist Ruairiadh O’Connell and Anne Marr, Director of the Jewellery, Textiles and Materials programme at CSM, sought to observe the largely unexplored potentials for fine art to have similar connections. Participants kept visual diaries of their experiences across the three weeks with responses ranging from paper sculpture to cartoons and calligraphy. These individual works served as the catalyst for norm-challenging conversations and culminated in a co-designed visual response. Large textile banners, displayed at the CSM campus, illustrated a new visual vocabulary designed to reflect and recount the emotions and coping strategies used by participants.
Finalist

Design Transforms Borders

Staff from Central Saint Martin’s (CSM) Product, Ceramic, and Industrial Design (PCID) programme co-produced an exhibition, as well as workshops, expert panels and dinners with the aim of promoting social justice and access within the Sunset Park area of Brooklyn: an area notable for multiple deprivations and challenges of inequality.

Working closely with the nonprofit activist groups Touching Land and design collective Territorial Empathy, the Design Transforms Borders project saw staff and students from CSM contribute design skills and expertise to co-create a programme of experiential making as a tool for education, community building and immigrant empowerment, as well as helping to build an increased community presence for CSM in North America.

Participants in workshops over four days produced ceramic plates to express ideas around the meanings of borders. This also included the opportunity to attend Touching Land’s empowering workshops on immigrant legal rights.

A total of 247 plates were produced and exhibited in a single installation at Brooklyn’s recently redeveloped Industry City. In advance of the workshops, finished plates were designed by a selection of CSM staff, professional designers, chefs, as well as members of the Sunset Park community and aspiring immigrants at the US southern border. Each of these unique items were then given to guests at a series of themed fundraising dinners alongside meals curated by chefs Manolo Lopez and Carolina Saavedra, experts in decolonising food and thinkers on the intersection of food, borders and design.

Overall, 662 people attended the workshops, which coincided with the New York City x Design Festival and sought to establish long-lasting partnerships between the PCID programme while promoting socially engaged practices in design education in New York and beyond.

Selected as overall winner of the Public and Community Engagement category.
Shortlisted

The Myth of Beauty at Walthamstow School for Girls

A creative intervention led by Diana Donaldson was delivered to 160 Year 10 pupils at Walthamstow School for Girls. The activity explored dialogues around the notions of beauty standards, drawing on theory and practice to encourage pupils to critically rethink the subject.

Themes adapted to and discussed with a school-age audience covered the emergent ideals of toxic beauty standards, the analysis of harmful signifiers and the lack of culturally diverse representation in contemporary media. The intervention explored how these themes interact with colourism, body positvity, media-based constructs and wellbeing. In depth discussions with students and young people brought about a constructive conversation on the anxieties and challenges the girls faced.

The intervention was motivated by a desire to not only deconstruct and challenge emergent standards, but also to equip young people with tools to process media messaging at what is identified as a critical time in adolescent development.

Creative Comfort

Central Saint Martins’ (CSM) students and staff worked with University College London Hospital, contributing to a project responding to NHS staff wellbeing during the height of the 2020 coronavirus pandemic.

The project started with a series of evening ceramics workshops offered at CSM to NHS staff as a means of helping to relieving the intense pressure of working under the pandemic's conditions. Through clay modelling exercises, NHS staff were able to learn new creative skills, unwind, and share stories of work through camaraderie and collaboration during the pandemic. Second-year BA Ceramic Design students were involved in running and participating in the ceramics classes, taking part in workshops on empathy to better prepare for the Creative Comfort project and the future.

The experiences from these workshops developed into a student project designing a commemorative commission in clay that was installed across nine main hospital sites in London. These artworks provide a place for reflection and celebration of the hard work and sacrifices that the NHS community made during the pandemic.
Coat Club was a collaboration between Aberfeldy Community Centre in East London and Making for Change at London College of Fashion (LCF). Taking place over ten weeks, the project included 12 women from the community of Poplar, alumni designers Trashion Factory and Ellen Rock Studio, alongside current LCF student Scarlet Gray.

The project brought people together to learn new skills, share ideas and create beautiful garments. All participants produced reversible coats made with dead-stock fabrics and developed skills in pattern cutting, garment construction, print, design and domestic sewing machine techniques.

The Coat Club programme was designed in response to a community expressing a strong desire to come together in person after months of Covid restrictions. The project sought to address the loss of funding for sewing programmes at the Aberfeldy Community Centre. Whilst empowering a new generation of creative change-makers, the Coat Club brought the local community together with UAL alumna and students.

Climate Studio is a network of local citizens, organisations and government based around three UAL sites in South, North and East London, uniting communities to bring about place-based climate action. Through delivering a public programme of activities at local community organisations, the Studio has enabled collaboration between local residents, council representatives and UAL students, graduates and academics.

Motivated by the desire to contribute to the objectives proposed by the Greater London Authority’s COVID Recovery programme, UAL academic team has sought to contribute to infrastructural collaboration among local stakeholders in the route towards a more sustainable and fair society. One project, North Cluster, in partnership with Somers Town Community Association, Charlton Market and Story Garden, brought Design Researchers, who are working towards developing new diverse and inclusive ways to reclaim urban spaces into economically circular spaces, together with local residents to promote waste reduction and sustainable consumption behaviours.
Highlight

Print, Weave, Sculpt!
A collaboration with UAL Outreach and Accumulate: The Art School for the Homeless. Adults and young people from underrepresented groups gained creative experience to help make informed decisions about pursuing higher education.

People’s Pub Partnership
MA User Experience Design students at London College of Communication (LCC) worked with the People’s Pub Partnership, an organisation that seeks to preserve and support local pubs as sustainable, community-focused businesses.

Field N Salon
Working with Arts4Dementia, the project explores the potential of virtual worlds, using a fictional hair salon as a venue for sharing skills and encountering both art and one another.
Placemaking

This award recognises place-based collaborative KE initiatives that demonstrate the positive change that KE activity can achieve in local contexts.

Projects or activities will demonstrate how co-creation has led to new solutions and created new economic, social or cultural capital for local stakeholders.
Creative Futures aims to unleash the creative and entrepreneurial potential of residents across the Stride Boroughs, focusing particularly on people aged 18-25 from under-represented groups within the creative industries.

While the creative industry has been growing twice as fast as the rest of the economy, its benefits have not been evenly distributed in terms of gender, race, or socio-economic status. The COVID-19 pandemic has exacerbated these inequalities, including within the Stride Boroughs, where rising youth unemployment is a major issue. UAL extended their existing graduate incubation programme to Stride Borough residents in order to help tackle these challenges and successfully bid for £118,000 Stride funding to launch Creative Futures. The 12-month programme targets creatives who are informally engaged in creative activity as well as existing businesses.

UAL has strong local connections across the Stride Boroughs through a public and community engagement programme. They also work from their extensive links with the wider creative industries. This includes organisations OneTech, Livity, Horniman, Migration Museum and Africa Centre who work with the project steering group, representing and working with local communities who are targeted for Creative Futures.

UAL also has access to a large pool of industry experts who have significant experience in providing support to grassroots businesses and entrepreneurs who deliver the Creative Futures modules. These experts provide professional mentoring support to participants.

The Recognition of Experience-Based Education & Learning (REBEL) framework has been incorporated into modules to ensure that participants have a way of measuring and recognising their learning journey. REBEL facilitates and celebrates the gains from experiential learning in formal and non-formal settings and can be used to shape discussions with participants about future personal development.

**Selected as overall winner of the Placemaking category.**
Finalist

Stratford Fashion District Magazine Project

BA Fashion Journalism and Content Creation (FJ&CC) at London College of Fashion (LCF) developed a KE project focusing on the Place-Making strategy to develop engagement between Y1 students and the Stratford and East Bank community ahead of the LCF move in 2023. The project is part of a Block 2 unit called Fashion Journalism: Collaborative Project during which the students conceive, create and produce a digital magazine or zine in small groups to a location-specific brief.

The catalyst was a KE field trip for students who met a range of key stakeholders based around LCF’s new East Bank campus. Students were briefed before the trip, framing their work in the context of the KE question: What is the potential impact of London College of Fashion moving to Stratford? Using primary and secondary research in a professional journalistic setting, the students interrogated this inquiry and gathered potential content from a series of meetings with key stakeholders.

Through introductions to some of the businesses, organisations and agencies integral to the development of the East Bank campus and the regeneration of the Stratford area, students were able to gain a strong sense of how the Place-Making agenda is constructed and how a new community of creatives evolves. They used this information to inspire news, feature and broadcast stories for the magazine project.

Students familiarised themselves with the fashion, business and enterprise landscape in Stratford and started building strategic partnerships before the move eastwards in 2023. The outcomes of this work will be shared with the stakeholders, who were also able to speak to students about their expectations of the relocation and their impressions of the regeneration work so far. The project has also enabled staff from the BA FJ&CC course to create relationships with potential long-term partners and stakeholders in the Stratford area.
List of entries

- Accelerate: Accessible Immersive Learning for Art and Design
- Ananas Anam: Circular & Sustainable by Design
- Carnival of Crisis: Mobilising Creative Action in the Age of Emergency
- Climate Studio
- Coat Club
- Content Lab
- Creative Comfort
- Creative Futures
- Culture Forward
- Design Transforms Borders
- Digital Innovation Season
- Fashion Innovation Agency Team
- Fastnet Film Festival
- Field N Salon
- Footwear Time-Based Design - A New Biometric Evolutionary Footwear
- Hack Your Reality
- ICA x Soft Launch: Radical Play
- UAL Incubator: Launch
- Information in the Age of Synthetic Media with BBC Emerging Experiences
- InteractML
- Jaipur Rugs Leadership Exchange and Artisan Development (LEAD)
- Kaleidoscope 22
- LCF Founders Club
- LCF KE Metrics Project
- Libre Graphics Club
- London Transport SSP
- MA Cities Unit 4
- Commissioning and Governance
- Maison/0 - The Central Saint Martins LVMH Creative Platform for Regenerative Luxury
- NOWNESS: Cultural Narratives in a Fashion Context
- On The Move
- Patterns of Perception
- Understanding Parkinson’s Better Through Arts and Science Research
- People’s Pub Partnership
- Policy Prototyping: DWP Graduate Project
- Pose XR
- Print, Weave, Sculpt!
- Public Encounters
- Restoring Hearts at the National Covid Memorial Wall
- She Makes
- Shopify: Collaborative Challenge and Supply of Services
- Situating Your Practice: Space to Play
- Southwark Council’s Climate Emergency Action Plan
- Spatial Radio
- Stanley Kubrick Archive AR Experience
- StaRT Entrepreneurship
- Strangers No More: Architecture and Fashion Collaborations at CSM
- Stratford Fashion District Magazine Project
- Tech Yard
- The Children’s Society
- The Forest School
- The Myth of Beauty at Walthamstow School for Girls
- UAL Decolonising Wikipedia Network
- Volume Jockey