

Impact Case Study

UoA 35: Music, Drama, Dance and Performing Arts

Influencing the development of public policy on creative digital participation – Prof Paul Moore

This case study examines the impact of research undertaken by Moore on UK government and devolved government policy in the area of creative digital participation; on the regional implementation of that policy; on publicly funded community initiatives that benefited from that implementation; and on the NI school curriculum. It also outlines the beginnings of similar impact on an international scale: on government education policy and school and university curricula in, for example, Namibia and South Africa, where the underpinning research has been disseminated.

The study illustrates the process by which a policy negotiated by key stakeholders, in this case Ofcom Belfast and the NI Media Literacy Hub, can be transformed into a series of formal and informal community projects which have advanced the understanding of the online ecology. These projects included an examination of the importance of the work of a large second tier school which provided all staff and pupils with tablets for learning, a model for the embedding of new technologies in primary schools, the creation of a national manifesto for the use and advancement of big data in the arts, and the creation of national digital literacy programmes for international partners, principally in southern Africa.

A key element of the study was the linking of both private and public bodies to drive the projects and the models for engagement with key decision-makers at a political level. This work is ongoing and has been further advanced through collaboration with key public fora, for example the CultureTech Festival, NESTA and various European partners.