Creative Connections: Health Futures Research Lab

Call for Participants

There are increasing calls from research funding bodies for interdisciplinary research to help address complex societal challenges, in particular in the area health and wellbeing. Complex problems demand 'a dynamic, continuous, and ongoing problem solving process' that crossing disciplinary boundaries can offer.

The Health Research Futures Lab is a funded workshop¹ (see section 4 below for more details) aimed at enabling interdisciplinary research/project work across Arts, Humanities and Social Sciences (AHSS, including Business) and Science Technology Engineering & Maths (STEM). Successful applicants will be given the opportunity to participate in two 2-day workshops where they will be facilitated through a design led process, supported by the consortium team as well as a number of research support staff. The participants will begin the workshop as individuals, and finish as members of interdisciplinary teams, ready to present a proposal for a future research project. Participants can expect to complete the workshop with, for example a new consortia and contacts for compiling bids, new perspectives into different disciplines, and understandings of new funding calls and framing potential funding calls.

Participants are welcome from all disciplines across arts, humanities, business and the sciences, and is open to full time faculty/researchers, individuals as well as personnel from business and nonprofit organisations

The Health Research Futures Lab aims to build capacity to work in interdisciplinary research teams. It will offer a neutral space where knowledge and practices from each discipline will be considered equal; rather than offering one discipline in the service of another. The approach will make the workshop highly interactive and a productive use of participants' time.

The lab will utilise a Design Approach, characterised by a number of key elements:.

- The main focus is on making things, testing, and iterative development and embodiment of ideas.
- Those operating within the process must be open to change, comfortable with uncertainty and ambiguity as the process itself is nonlinear and in continuous flux.
- Reflection, critique and constant questioning ensure all ideas are robustly tested and refined, ideally leading to the emergence of one or a number of solutions that best address the challenges under exploration.

This workshop is a unique opportunity to develop skills, processes and best practice in developing and leading interdisciplinary research/project work.

The model proposed here in based on one developed at the University of Limerick by an interdisciplinary group from the faculties of Science and Engineering, the Kemmy Business School and the Irish World Academy of Music and Dance. Over the past three years this group has developed a considerable knowledge base in interdisciplinary work practice.

2. Key Themes:

Health is a subject informed by many diverse research areas across AHSS and STEM, ranging from the medical humanities to the development of new methods of treatment, from healthy places and societies to the product design for wellbeing or medical devices. To support participants from different disciplines we are offering the following as organising themes for the workshop. **Participants will be asked to identify their work with at least one of the themes**. These are presented as open to interpretation from many different perspectives and disciplinary approaches.

Contagion Disorder Care

¹ The IRC are the primary funders for the HFRL, under the Creative Connections programme

Participants are welcome from, but will not be limited to, the following disciplines:

- Visual/Fine arts
- Performing arts
- Business & Economics
- Social Sciences
- Humanities
- Health Sciences
- Design
- ICT
- Engineering

3. Key dates:

Call for participants open	19th February 2016
Close of call	Friday 4th March 2016 time: 12 midday
Communication with successful participants	9th March 2016
Workshop Part 1	9.30am 21st March to 4pm 22nd March 2016
Workshop Part 2	9.30am 6th April 7th to 5pm April 2016

4. Whats involved and How to apply:

If you are a full time academic/faculty in a Higher Education Institution (based in Ireland or Europe), there are is **no fee to participate** in this workshop and if successful, applicants will be invited to spend 4 days in Limerick City (Ireland), including 2 over night stays (Please note dates above of Workshop Part 1 and Workshop Part 2) **All accommodation and food offered as part of the workshop are free to the participant.**

Click here for link to application form. Deadline is 12 midday on the 4th of March

- The workshop will also have a small number of places open to full time staff of commercial and/or non-profit/community organisations as well as individuals (for instance free lance workers, or artists). Depending on circumstances these participants may be asked to pay in full or in part for their participation (please contact annmarie.ryan@ul.ie for further information before applying)
- All participants will have to cover their own travel expenses.
- During the workshop you will be forming research/project groups. You will need to be ready to work in an interdisciplinary team. You will also need to expand and develop your work between Workshop1 and Workshop2.
- You do not have to have a project ready to apply for this workshop. However, having an understanding of the funding landscape and possible projects will be useful (please see application form).
- Over the 4 days the participant will be brought through a facilitated process, informed by a
 Design Approach, from group formation, ideation and project development. On the final day
 groups will be tasked with presenting their work to a panel of experts and stakeholders. Prizes
 will be awarded to groups based on the potentiality of their proposal (further details on the
 criteria for prizes will be made available during the workshop).
- All submissions will be reviewed by the consortium team and a decision made and communicated to all applicants by the 9th of March 2016