Transformative Research in Immersive Arts and Technologies

**Type of award**  PhD Research Studentship

**Department**  Computer Science

**Scholarship Details**  Minimum £17,668 p.a. subject to confirmation of award.

**Duration**  4 years

**Eligibility**  Home and international students

**Start Date**  September 2023

**PhD Topic Background/Description**

The University of Bristol is funding two PhD scholarships in the field of ‘Transformative Research in Immersive Arts and Technologies’ in the Department of Theatre and Performance (Faculty of Arts) and the Department of Computer Science (Faculty of Engineering) to start in September 2023.

These two studentships available at the University of Bristol will develop projects which explore the intersection between culture and creative technologies and explore transformative digital research. The pandemic saw theatres pivot to engaging audiences digitally and accelerated digital transformation and disruption in arts and culture, along with the rapid growth of the immersive industries (VR and AR). Theatre-makers and researchers – particularly those working on or in the field of immersive theatre – are translating their expertise into this new sector. Research on immersive arts, as an object of study, and through immersive arts as a practical method necessitates cross-disciplinary knowledge and skills. Hence these two studentships will be an exciting part of the productive collaboration between Theatre and Computer Science. Bristol is a hotspot for Creative Industries’ activity, making the city an ideal context for such studies, especially with regards to engaged research. These studentships will offer the possibility to explore the transformative potential of digital performance and could intersect with, but are not limited by, the project ‘Connecting Through Culture As We Age: Digital Transformation for Healthy Aging’, ESRC Centre for Sociodigital Futures, and the UKRI MyWorld project. Students will also benefit from the association with the Centre for Creative Technologies, which is based at the Watershed’s Pervasive Media Studio, and the associated community of Postgraduate and Early-Career Researchers.

Prospective students must identify and secure the written support of two supervisors - one from each of the two different Departments before they submit their application. You may use the following links to identify your supervisors:

- [Computer Science Research Groups](#)
- [Theatre and Performance postgraduate research supervisors](#)
Please follow the admissions guidance for the primary subject of your PhD. You will be required to meet the eligibility requirements of your PhD programme and demonstrate promise for doctoral study. Please refer to the individual prospectus page of your primary subject for entry requirements.

**Eligibility**

The studentship is only available to applicants who apply with projects that are cross-disciplinary and interdisciplinary in scope between immersive art and computer science, studying on-campus on a full-time basis. They will be co-supervised between two supervisors, one based in the Department of Theatre and Performance in the Faculty of Arts, and one based in the Department of Computer Science in the Faculty of Engineering.

**Candidate Entry Requirements**

Applicants must hold/achieve a minimum of a master’s degree (or international equivalent) in an arts, humanities, or engineering/technology discipline, and/or significant professional experience in the sector. Applicants without a master's qualification may be considered on an exceptional basis, provided they hold a first-class undergraduate degree. Please note, acceptance will also depend on evidence of readiness to pursue a research degree.

**Scholarship Details**

Fees for Home or Overseas students will be fully discounted. Scholarships include a stipend at UKRI level, (the stipend rates for 2022-23 are £17,668) and a £2000 per annum contribution to Research and Travel costs. Fully funded stipends for international students do not cover additional costs like student visa fees, NHS sur-charges, or family requirements. These will each have to be covered individually. Scholarships are 4 years in duration.

**Informal enquiries**

If you have any further questions about the scheme please contact Professor Kirsten Cater Kirsten.Cater@bristol.ac.uk and/or Dr Paul Clarke P.Clarke@bristol.ac.uk

For questions about eligibility and the application process please contact SCEEM Postgraduate Research Admissions sceem-pgradmissions@bristol.ac.uk

**Application Details**

Please make an online application for this project at https://www.bristol.ac.uk/study/postgraduate/apply/start-application/. You must select Computer Science PhD as your programme choice and September 2023 as your start date. In your application, please mark that you would like to be considered for the ‘Immersive Arts and Technologies PGR Scholarship’ in the Funding Information section and in your project proposal explain how your project meets the Immersive Arts and Technologies Studies remit.

**Deadline:**

Deadline for applications: 12 noon GMT on Monday 6 March 2023

A panel will decide the outcome of the scholarship by Easter 2023.