



School: School of Creative Industries

Researcher: Coral Manton

Project Title: Shared Pasts: Decoding Complexity

UOA 34: Communication, Cultural and Media Studies, Library and Information Management.

Research Timeline

Date	Rationale of research activities and decisions undertaken
Apr 2017 – Sep 2018	<p>Research undertaken in the Museum Collection Centre of Birmingham Museums Trust through time spent in the collection centre working with staff to develop a proposal for a visualization tool for the collection.</p> <p>Curation of 5000 artefacts based on photo library and corresponding records in the collections management system.</p>
Oct 2018	<p>Development of networked visualization tool using Unity game engine, and Microsoft Azure Cloud and Cognitive Services. Prototype developed in collaboration with creative technologist Christopher Hunt.</p>
Sept 2018 – Feb 2019	<p>Coral Manton was awarded an Academic Fellowship with the South West Creative Technology Network, a £6.6 million project to link research to development by expanding use of creative technology. Manton's fellowship focused on immersive technology. Manton's aim was to investigate how immersive technology could be used by the cultural sector to create a real step change in how we explore collections.</p>
Mar 2019	<p>Manton was awarded a prototyping grant to develop a new augmented reality application – Shared Pasts: Decoding Complexity. Manton's aim</p>

	<p>was to use a 3D game engine, Cloud based database, excellent content, and machine learning to develop a method of placing stories, written by different researchers and writers around objects and locations.</p> <p>The aim of the project was to find a method of telling complex narratives and untold stories. For this reason, Manton chose to explore histories of colonialism and empire in Bristol.</p>
Apr 2019	<p>Manton led a team of researchers, writers, and developers in order to build the application. This resulted in the employment of a team of 7 people.</p>
Apr 2019 – Jun 2019	<p>Research into history of four locations/artefacts.</p> <p>Team led by Manton – Sue Giles (Curator of World Cultures, Bristol Museums Trust), Prof Olivette Otele (Professor of History of Slavery, University of Bristol), Julia Scott-Stevenson (writer and research i-DOCS), Lisa Harewood (writer Pervasive Media Studios)</p> <ul style="list-style-type: none"> ● District Officer's Staff from Ghana (Collection of Bristol Museums Trust) ● Statue of Edward Colston ● Pero's Bridge ● Sugar <p>For each location/artefact four narratives were written based on four different themes or characters from history.</p> <p>Narratives were recorded by actor Adjoa Andoh (Netflix's Bridgerton, Radio Four, Doctor Who, RSC, Invictus).</p> <p>Design sprints led by Manton and in collaboration with Christopher Hunt, for building the application using Unity, AR Foundation, Microsoft Azure Cloud and Cognitive Services.</p>
Jun 2019	<p>South West Creative Technology Network Immersion showcase. App showcased at The Arnolfini Gallery in Bristol.</p>