# Fellowship in Residence Bath Community Engagement and Participation

This Fellowship provides an opportunity to spend 10 months in residence with *The Studio, Creative Twerton* and surrounding communities. This is a practical Fellowship, with a focus on community-based Action Research, looking at ways for communities in Bath & North East Somerset (BaNES) to engage with immersive and creative technologies leading to positive change.

Positive change might include improved social mobility and job prospects for community members, as well as positive social impacts such as creating more connected communities through fostering intergenerational connections and better mental health.

The Fellowship was created partially in response to a previous initiative, The Bath Challenge; its primary finding was the fragmented nature of the creative and cultural sectors in BaNES. Bath city centre is characterised by both expensive parking and expensive bus fares and meaningful collaboration with communities outside the city centre will only happen if activity is co-created in those places.



### **Overview**

This MyWorld Fellowship is aimed at practitioners – including freelancers and sole traders - with experience of community-based work. We invite people to think about these Fellowships as a period of collaborative thinking and experimentation, applying practice, expertise or relevant experience.

The Fellow will be contracted and paid via the University of Bristol (UoB) and supported by Watershed.

Day-to-day the Community Engagement Fellow will be working with *The Studio* in Bath, working primarily with Creative Twerton, a community hub run by Little Lost Robot CIC. This role will include an element of direct intervention and workshop delivery on the ground supporting the work the Little Lost Robot has already completed within the space.

This document contains information about the opportunity and the application process. If you have any access requirements that mean this document does not work for you, please contact Vanessa Bellaar Spruijt on myworld@watershed.co.uk.

This Fellowship is part of the MyWorld IDEAS programme, funded by UKRI.





# The Fellowship

Bath Community Engagement and Participation Fellowship

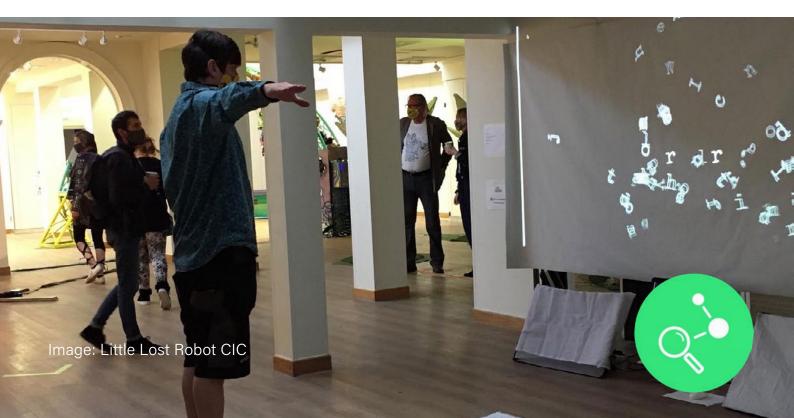
This will be the first of three linked 10-month practical Fellowships taking the form of community-based Action Research.

Action Research is a research method that "tackles real-world problems in participatory, collaborative, and cyclical ways in order to produce both knowledge and action" (Zina O'Leary, 2004). For this Fellowship, we are looking for people who are interested using this collaborative 'learning through doing' method, to develop co-created strategies to find ways to engage the different communities that are served by Creative Twerton with immersive and creative technologies.

In addition to analysing existing data and reports like the Bath Challenge, you will embed yourself within Creative Twerton to build an understanding of and trust with different user groups while making meaningful contacts within other organisations working with marginalised groups in the area.

Twerton is an area of economic deprivation and these communities include, for example, 15 - 25 year olds with mental health issues linked to the pandemic, parents of primary aged school children who need extra support, and a multicultural group of adults with complex and diverse intersectional needs.

In the later stages of the Fellowship you will evaluate and refine these strategies so they can be developed by the second and third Fellows who will be recruited in 2024. You can find out more in the FAQs about the plans for this.





# The Fellowship (continued)

#### The award: £20,000 for 10 months at 2.5 days/week

For a payment schedule breakdown please check the FAQs.

#### Key Responsibilities (outputs):

- Collaborate with Little Lost Robot at Creative Twerton and other community partners to work with key community groups.
- Identify barriers to community engagement with creative technologies and immersive media within these groups.
- Begin the development of a co-created program that speaks to the needs of these groups in terms of their engagement with immersive and creative technology, and links with MyWorld.
- Organise relevant events and workshops as the primary liaison between the communities and the MyWorld team at The Studio in Bath.
- Collect before and after data in order to help evaluate the impact of this work.
- Co-design the brief for the second and third Fellowships so that they can carry on developing the work.
- Share your learning via a blog post and/or talks at the Studio in Bath and the Pervasive Media Studio (if appropriate).
- Plan and action a handover strategy for the second and third Fellows.

### **Experience and Skill Set**

- Open and collaborative, comfortable sharing early ideas and giving/receiving constructive feedback with care.
- You will either have a working knowledge of Bath and strong links into the communities such as Twerton and Radstock or a clear understanding of how to champion and nurture those links from experience elsewhere.
- Experience of outreach, intersectional community engagement and/or inclusion work, in particular working with marginalised and/or disadvantaged communities
- Experience of organising workshops and events within a community context and liaising with different stakeholders.
- Being open to and enthusiastic about new technologies.
- Experience of collecting qualitative and quantitative data which will be used to evaluate the reach and impact of the project. Academic advice and support will be offered on this.

### **Desirable experience**

- An understanding of immersive technologies such motion capture or virtual reality (VR).
- Knowledge of and links to communities in and around the BaNES region.

Where applicants for this opportunity score equally against the above criteria we will seek to prioritise those who are underrepresented in the UK creative technology sector.



# What do we expect from you?

- You will join as a MyWorld Fellow, becoming part of the team at The Studio in Bath made up of MyWorld colleagues at Bath Spa University.
- You will spend time at Creative Twerton embedding yourself with the different user groups and work collaboratively with Little Lost Robot CIC.
- You will produce work that is appropriate for a community context, can be tested in the public domain, and creates outcomes that are documented and shared for wider learning.
- An open and collaborative approach towards peer networks and sharing.

# What do you get?

- A grant of £20,000 for 10 months embedded exploration at 2.5 days/week (incl. expenses).
- You will work alongside MyWorld researchers and technologists.
- Access to an interdisciplinary community across MyWorld and the partner universities, particularly the work package known as Experimental Productions
- Support from a Watershed producer (relationship management, contracts, networking, signposting to opportunities, etc.).
- For the duration of MyWorld's programme: desk space and access to facilities at The Studio in Bath as well as in the Pervasive Media Studio at Watershed in Bristol, connecting you to a vibrant community of artists and creative technologists, and the potential to remain a Resident at The Studio in Bath at the end of the Fellowship.
- Access support if relevant.
- Sharing opportunities for any work made, via Bath Spa's Centre for Cultural and Creative Industries, the Studio in Bath and the Pervasive Media Studio in Bristol, MyWorld MEETS, and/or blogs, Watershed First Friday programme, and other opportunities.



# How to apply

You are invited to answer five questions in an online questionnaire focusing on how you meet the skills and experience for the Fellowship and how you can build care into the process.

Shortlisted applicants will then be invited to interview.

#### Apply here for the MyWorld Fellowship in Residence:

https://wshd.to/bathstudioapplication

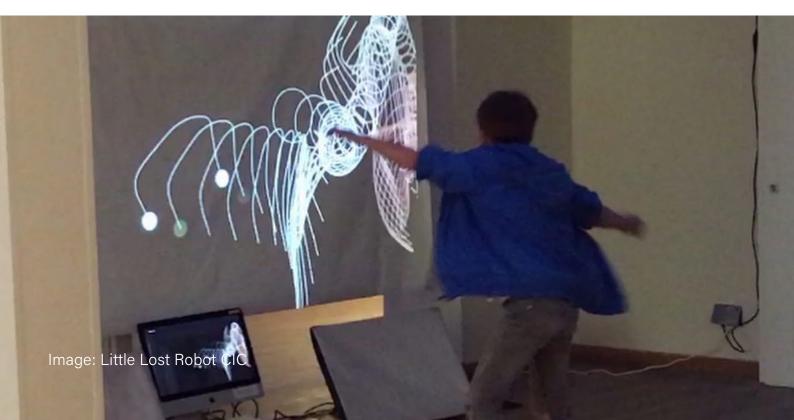
Please check the eligibility criteria in the FAQs before applying.

We understand that online forms do not work for everyone. If you would like to apply by alternative means please email Vanessa Bellaar Spruijt on <a href="mailto:myworld@watershed.co.uk">myworld@watershed.co.uk</a>.

## **Assessment Criteria**

We will assess applications for the Fellowship with the following criteria:

- You will meet all the eligibility criteria outlined in the <u>FAQs</u>
- How you demonstrate the Experience and Skills set outlined on page 4
- How you demonstrate the Desirable Experience outlined on page 4



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# Timeline

Closing date for applications: Monday 11 September 2023 **at 10.00a.m**. (BST!)

Applicants will hear from us by end of: Friday 22 September

Interviews: Thursday 28 September 2023

Contracting: October

Fellowship start date: w/c 13 November 2023

Fellowship end date: w/c 19 August 2024

# Talk to Us

We have shared some <u>FAQs</u> here. If your question has not been answered please contact Vanessa Bellaar Spruijt on myworld@watershed.co.uk

### Application form for Fellowship in residence:

https://wshd.to/bathstudioapplication

mage: Little Lost Robot CIC



# **About The Studio**

The Studio in Bath is Bath Spa University's award-winning city centre home for enterprise and innovation. We provide free and paid-for space for micro-businesses, students and graduates to work on projects and ideas that focus on creativity and technology. Bath Spa University recently achieved Gold Mark accreditation as a Social Enterprise, and hosts the regional Social Impact Network.

## **About Creative Twerton**

Creative Twerton is a vibrant community hub on Twerton High Street in a former retail unit. It is run by Little Lost Robot CIC working with the Vacant Unit Action Group within BaNES' Regeneration Project and is supported by Bath Spa University. To help support the local community, Creative Twerton runs regular create sessions that are free to attend and include free lunch and refreshments. Holiday workshops range from costume & clothes making & upcycling, circus skills & performance to welding and puppetry. https://lostrobot.org/creative-twerton/



### About Pervasive Media Studio and Watershed

Watershed is a cultural organisation focussed on togetherness. We produce accessible and inclusive experiences that fire up the imagination in our venue, online and across the world. We are recognised internationally as a leading centre for film culture, art and technology practice, and talent development programmes. Our values sit at the heart of everything we do, both creative and operational. With an ethos of responsibility and kindness, we produce and deliver support which is more than the sum of its parts.

The Pervasive Media Studio hosts a brilliant community of over 180 artists, creative companies, technologists and academics exploring experience design and creative technology. We have an open plan studio with a culture of generosity, curiosity and interruptability. We believe that by clustering together people from a broad range of backgrounds, with differing skills, experiences and opinions, all of our ideas get better.

It is a collaboration between Watershed, University of Bristol and UWE Bristol.

### About MyWorld

Watershed and the Pervasive Media Studio are part of a programme called <u>MyWorld</u> which will showcase the latest advances in digital production and research.

Led by the University of Bristol, the aim of MyWorld is to position the West of England as an international trailblazer in creative media production and technology, through forging dynamic collaborations between academia and industry to progress technological innovation , deliver creative excellence, establish and operate state of the art facilities, offer skills training and drive inward investment, in order to raise the region's profile on the global stage.

MyWorld is funded through UK Research and Innovation (UKRI) 'Strength in Places fund'

Main Delivery partners: University of Bristol, University of the West of England, University of Bath, Bath Spa University, Watershed, Digital Catapult, Aardman Animations, Lux Aeterna, Esprit Film and Television, Bristol Old Vic and Opposable Games.











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