

## CCN+ Newsletter, October 2014

### Upcoming Events

#### Collaborative Futures: CCN+ Annual Event 11<sup>th</sup>-12<sup>th</sup> Dec 2014, University of Leeds

Our annual event will be held on December 11-12, 2014 at the University of Leeds. The theme is Collaborative Futures and in response to the recommendations of the Impact Report we will be facilitating dialogue between connected projects and seeking ways for projects to move forward in a connected, collaborative and supported way.

We will require a one page slide detailing the key findings of the project accompanied by a 250-300 word abstract by 4pm on the 21st November that details the key issues that you consider important to take forward for the future.

Event start: 10.00 December 11

Event end: 13.00 December 12

Based on the outcomes of the event, the Steering Committee will authorise support for future interconnected and collaborative projects.

Further details can be found [here](#).



### Who we are

The Digital Economy 'Communities and Culture' Network+ engages with digital transformations, bringing them together with a wider public through direct engagements, innovative methods and digital resources.

### Funding

#### Open call for funding

Funding for seed projects of £1-4k per project, to fund small discrete projects within the remit of the CCN+.

#### **Pilot Project deadline: 31<sup>st</sup> Oct 2014**

We are particularly keen to receive project proposals that look forward into a particular aspect of digital, creative, media, or civic life and ask questions/design for the future.

#### **Seed Project deadline: 27<sup>th</sup> Nov 2014**

Projects for the last deadline must start by Jan 2015 and have a duration not exceeding three months.

Details for both calls will be posted on the website [Funding](#) page and circulated to network members.

## Research

### New Seed Projects

Funding has been agreed for three new seed projects to start in the new year. Details will be published once the contracts have been finalised.

### Reports

The final report from the '[Capturing the Lived Experience of Food Banks](#)' scoping study, led by [Professor Marialena Nikolopoulou](#) from the University of Kent, is now available on the CCN+ website. The study attempted to increase the understanding of how food banks are embedded into community ecologies, and to identify the points at which they intersect with formal, and informal, local networks and organisations. Read the report [here](#).

## From the Network

### NERC KE Fellowship - Future Cities Catapult

NERC, in partnership with the Future Cities Catapult (the FC Catapult), is seeking to invest in an early to mid-career academic with expertise in environmental data to explore the application of environmental datasets to innovative products, processes and services that improve the planning and management of city systems. This KE Fellowship opportunity will focus on translating environmental datasets within the NERC remit to a range of users associated with the FC Catapult's work on urban innovation.

The FC Catapult is a global centre of excellence on urban innovation with a remit "to assist UK businesses create the products and services that cities across the world need if they are to have a strong economy, a resilient environment and an improved quality of life". The FC Catapult is developing the Cities-Lab as a unique facility to harness big data and to test and validate solutions at city-scale. NERC and the FC Catapult are collaborating by jointly investing in this KE Fellowship to increase uptake and application of NERC environmental datasets and related research. The successful Fellow will add significant value by increasing the uptake of NERC environmental data in a way that enables development of innovative new products, processes and services that address the challenges and opportunities of the world's cities.

The call closes at 16.00 on 29th October 2014. Further information can be found here:

<http://www.nerc.ac.uk/funding/available/schemes/kefellows/dkefellowscall/#cities>

## Information: Interactions and Impact (i<sup>3</sup>) International Conference Call for Papers

Following the success of the previous Information: Interactions and Impact (i<sup>3</sup>) International Conferences, 2007, 2009, 2011 and 2013, the fifth i<sup>3</sup> conference will take place at Robert Gordon University, Aberdeen, Scotland, 23-26 June 2015.

i<sup>3</sup> focuses on the quality and effectiveness of the interaction between people and information and how this interaction can bring about change. The conference will look beyond the issues of use and accessibility of technology to questions about the way people interact with the information and knowledge content of today's systems and services, and how this might ultimately affect the impact of that information on individuals, organisations and communities.

We invite the submission of high quality papers that report original research or critically discuss underlying methodological issues associated with the main themes of the conference. Papers may reflect ongoing or completed research studies and should not have been previously published or be currently under consideration for publication elsewhere. We would particularly welcome papers which address two or more of the following conference themes:

- the quality and effectiveness of user/information interactions (e.g. information literacies);
- patterns of information behaviour in different contexts (e.g. creativity, ethics, surveillance, ownership, information recycling/reuse);
- the social, cultural and economic impacts of engagement with information, including the assessment of impact;
- the value of information and knowledge as enablers of resilience and change in organisations and communities.

By looking at these issues i<sup>3</sup> seeks to influence the development of research towards a fuller understanding of the role of information in a complex, fast-moving information society.

Submissions are invited for:

- Full papers (40 minutes duration: 35 minutes, 5 minutes for questions);
- Short papers (15 minutes duration: questions at end of session); and
- Round table discussions (60-80 minutes duration).

Authors who are accepted to give full papers at i<sup>3</sup> will also be invited to submit a full paper for consideration by the editorial board of the Journal of Information Science (<http://jis.sagepub.com>) for a special issue in spring 2016.

Contributors should submit abstracts of 1000 words (excluding the list of references) for full papers, and 300-500 words (excluding the list of references) for short papers and round table discussions. These should be submitted electronically by downloading the online submissions form, located on the Call for Papers section of the website (<http://www.rgu.ac.uk/i3conference2015>). This should then be emailed (as an attachment) to [i3submissions@rgu.ac.uk](mailto:i3submissions@rgu.ac.uk). The conference language will be English.

Submissions will be anonymously reviewed by two members of the International Programme Committee specialising in one or more of the conference research streams. Notification of acceptance will be emailed to authors and will also include the comments of the reviewers.

Full details of the requirements can be found in the Call for Papers section of the website. The deadline for receipt of abstracts is 19 January 2015.

For any further information please see <http://www.rgu.ac.uk/i3conference2015>, or contact the conference team at [i3information@rgu.ac.uk](mailto:i3information@rgu.ac.uk).

## The Warship Anne Returns to Her Final Resting Place

On the windswept beaches at Pett level, near Hastings, and only visible at very low tides, lie the skeletal remains of the *Anne*, a 70-gun third rate ship of the line, built by Phineas Pett at Chatham Dockyard as part of a late 17th century restoration of King Charles II's Royal Navy, overseen by Samuel Pepys. Launched in 1678, the *Anne* was beached at Pett Level near Hastings twelve years later during the Battle of Beachy Head. Under the command of John Tyrrell, the vessel was deliberately torched to prevent her from being captured by the French. In 1974, English Heritage first designated the wrecksite of the *Anne* under the Protection of Wrecks Act 1973, and in 1983 the vessel's remains were purchased from the Ministry of Defence by the Nautical Museums Trust.



In an attempt to bring the 17th century to the 21st century, and building on a quadcopter site survey conducted in March 2014, a small group of researchers from the University of Birmingham have developed a highly detailed Virtual Reality model of the *Anne*, in collaboration with the Shipwreck Museum in Hastings and using historical book references and paintings. The University's Human Interface Technologies Team specialises in advanced simulation technologies for defence, healthcare and heritage applications and their aim on this occasion has been to stage what is believed to be the world-first "resurrection" of an historic vessel using *Augmented Reality* techniques, viewed from an unmanned drone in flight.

In basic terms, Augmented Reality, or AR, is a process whereby computer-generated images can be superimposed – in real time – onto a real-world scene and viewed or interacted with (for example) using a smartphone, tablet or head-mounted display. Using historical reference books and naval paintings, the 3D model of the *Anne* was developed by two accomplished students visiting the HIT Team from Arts et Métiers, ParisTech, Laval in France, Cécile Thevenin and Emilien Bonhomme.

The "resurrection" exercise, undertaken on Thursday 11 and Friday 12 September, involved testing the HIT Team's AR technologies both from the ground, and – **a world first** – from an unmanned air vehicle, a hexacopter, in flight, 20 metres above the wrecksite. The hexacopter was a more sophisticated version of a commercial quadcopter system used for an early site survey in March, reported by the *Hastings & St Leonards Observer* (<http://www.hastingsobserver.co.uk/news/local/21st-century-technology-used-to-survey-historic-17th-century-remains-of-ship-1-5936320>). With the permission of English Heritage, the Birmingham Team, comprising HIT Team Director Prof. Bob Stone, PhD students Chris Bibb and Vish Shingari, and the two French interns, pegged a large PVC sheet featuring a special marker into the sand within the confines of the wreck. This marker, when viewed via the gimbal-stabilised camera unit onboard the hexacopter, was processed by the team's laptop and used to position the three-dimensional model of the *Anne*, creating the illusion that the vessel had actually appeared on the beach over her remains and final resting place. It was possible to fly the hexacopter over the upper decks of the 3D model, whilst, at the same time, seeing the real sand on the beach below. Other AR trials were conducted at ground level, to try and recreate the scale of the ship using the wreck as a "template". In one case, it was even possible to walk within the confines of the wreck and actually experience the layout of the inside of the ship.

The Virtual and Augmented Reality *Anne* project will now be presented at a number of workshops and public engagement events in 2014 and 2015 and will also form the backbone for a new two-day specialist workshop for the Nautical Archaeological Society which will introduce delegates to the opportunities for exploiting Virtual Reality, Augmented Reality and related interactive computer technologies in the field of maritime heritage. The success of the *Anne* Virtual and Augmented Reality project has also attracted the attention of English Heritage,

who are keen to explore further how these and other interactive technologies might be used in the future to support archiving, interpretation and museum-based or online educational activities with other designated wreck sites around the UK's historic coastline.

For more information, contact Prof. Bob Stone – [r.j.stone@bham.ac.uk](mailto:r.j.stone@bham.ac.uk)  
URL: [www/birmingham.ac.uk/stone](http://www/birmingham.ac.uk/stone).

