MIDAS ASW1 : Table sites

	CCDP:	FDS:	IED:	IOE: psych VL	LKL: mode	LKL: dig sim
Available Research Methods / Phrasing's Classifications	practice-based research; artistic and critical analysis; ethnography; philosophical methods; material culture methods; audience studies; bio signal performance; 'digital critical performance'; sound walks; historical analysis/review; re-appropriation as a method; devising methods; participatory methods; physical theatre; test-runs; writing with the voice	design methods; critical design methods Dunne/Malpass)/critical fashion design practice; critical making (Malpass); speculative design; associative design (Malpass); performance; design activism; user centred design and usability studies; participatory design; sensory ethnography (Ingold); interaction evaluation; rapid prototyping; 3D (modeling-scanning-printing); visual research methods; multimodality; taxonomies	visual ethnography; digital curation; visualisation (2D/3D); cultural probes (Gaver, Dunner & Pacenti); experience prototyping; practice-based research; hacking, making and breaking; critical design; audience studies; sensory ethnography (Pink); multimodal analysis; spatial analysis; ethnography; journalism; quantitative analysis; qualitative analysis; rapid prototyping; smell walks; questionnaires; taxonomies	controlled experimental tests; pre experiment tests; observation; visualisation (2D e.g. histograms, boxplots); comparative analysis; survey/questionnaires; statistical analysis; participant drawing	interactional analysis; observation; video based research; participant drawing; quai-experimental techniques (e.g. reverse design); ethnography; talk alouds; video analysis; video data capture methods; iterative design; experimental design (e.g. pre and post exploration); interviews; visual methods (e.g. visual maps, concept maps); GPS tracking prompts; psychological measures (e.g. emotion cards); quantitative analysis; qualitative analysis; multimodality	ethnomethodology; content analysis; multimodality; social interaction
Theories as defined by Groups	Douglas, Kristeva, Bolter and Grusin. Foucault - bio power; Performers - Stelarc, Rafael Lozano, Marceli Antunez. Toni Han (Peka Peka); Adorno; Mary Douglas – purity and danger; Post-humanism; Perception theories re 'brain – (magnetic brain scans - as part of lecture); Walter Benjamin; Post-modernism; Remediation; Philosophy (Deleuze, Merleau-Ponty);	Semiotics (Peirce); Queer theory (Butler); Simulation/simulacra (Cubit/Baurdillard); Embodiment/mind body relations (Descartes); Posthumanism (Orlan/Haraway/Turkle); Research as practice - Julia Gaimster; Social semiotics - Jonathan Bignell; Agency and identity – Manovich; Remediation - Bolter and Grusin; Material anthropology;	Cognitive Science (Gibson, Norman); Science and Computation; Evolution & Economics (Dawkins, Lloyd); History; Practice (Alexander, Fry, Igoe, Shiffman, Buxton); Bourdieu; Friedman; Multimodality (Kress & Leeuwen); Sensory Design (Malnar) & Sensory Aesthetics (Drobnick); Graphique Semiology (Bertin);	Standard tests related to psychological development theories; Allocentric / Egocentric knowledge of space / spatial strategies; Theories re short term memory and sequential memories; Spatial theories - Barbara Landau & James E. Hoffman "Spatial representation: from gene to mind"; Cognition of Geographic Space (Kitchin & Blades)	Multimodality; Embodied interaction; Embodied cognition; Erickson; Semiotics	

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	Aesthetics, Neuroesthetics; Empowerment; Avatars	Multimodality (Kress & Leeuwen); Avatars; Cyborg Theory				
Routine Use of Technologies	motion capture; programmable interactive 3D digital environments (Isadora); robotics; interactive wearables; audio programming environments (Max/MSP, PD); video; mobiles/app design; medical technologies/electrodes; sensor/actuator technologies; live coding and visual display; voice processing kits/audio patches/ultrasound; wireless bluetooth; contact mics	3D-printers (plaster, resin); body, hand and foot scanners; haptic arm; 3D CAD and rapid prototyping software and hardware; virtual garment prototyping; design features such as bitmap printing; bio-coutre technologies; interactive wearables; 3D software (Rhino, 3D Studio Max); fashion visualisation software (Optitex, Lectra); pattern manipulation software (Gerber); graphic design software (Photoshop, illustrator); TC2 software (i.e. 3D body scanning)	mobile and GIS, sensor/actuator technologies; 3D-printers (wax, resin, paper); electronics prototyping platforms (Arduino); single-board computers (Raspberry Pi); audiovisual programming languages (Processing); video; sensor/actuator technologies; motion sensing input devices (Kinect)	virtual reality sofwares (VIZARD, custom software); changing features – 2D maze, 3D maze with interactive features; statistical packages (SPSS); spreadsheet applications (Excel); statistical tests (ANOVA); visualisation of the data using technologies (SPSS, Excel); use of ppt to present findings to team and discuss; discussion with data output on screen (SPSS, Excel); log files from virtual environments (VIZARD, custom software); motion sensing input devices (Kinect)	tangible technologies; mobile and Geographical Information Systems; sensor/actuator technologies; video; spreadsheet applications (Excel)	video annotation software (Elan); video

CCDP: Centre for Contemporary and Digital Performance (Brunel University)
FDS: Fashion Digital Studio (University of the Arts London, London College of Fashion)
IED: Information Experience Design Programme (Royal College of Arts)
IOE: psych VL: Cognition, Genes & Developmental Variability Lab (CoGDeV Lab)
LKL: mode: Multimodal Methodologies
LKL: dig simul: Digital Simulation (e.g. Operating Theatre)