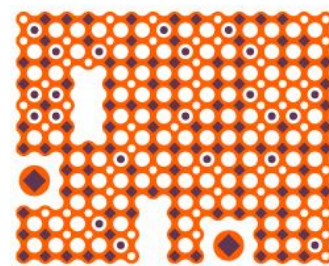# Sussex Digital Humanities Lab call for proposals for 2024-25 (seed funding)

Sussex Digital Humanities Lab (SHL Digital) is an interdisciplinary Centre of Excellence at the University of Sussex that investigates the interactions between computational technology, culture, society, and the environment toward more sustainable and just futures for all.

Applications are open to support the **development of teams or** networks to work on innovative research questions, methodologies, ideas, and approaches which broadly relate to our remit: critical digital humanities and archives; AI, computational society, and culture; experimental ecologies; and creative computing and play[i].

> **The thematic approach for this year's call is Data Justice.**
>
> **Priority will be given to projects around this theme.**

Multidisciplinary teams are particularly encouraged. Proposed projects should work towards preparing the groundwork for a proposal to be submitted for external funding in the medium to long term. This is a key criterion. Successful applicants will be linked with the Centre's support team and wider networks to enable this central aim.

**What are we looking for?**

Our objective is to nurture cross-university multidisciplinary teams who will develop future medium to large scale proposals to a variety of national and international funders and contribute to the Centre's thriving research environment and its future sustainability.

**Who is eligible?**

This call is open to University of Sussex researchers at any stage in their careers and across all disciplines. It is not necessary to be a current SHL member.

**What we offer**

Up to £2,000 to develop networks, ideas and approaches, pilots, or proof of concept activities. We are flexible on what you can use it for, but **it must lead to the development of a proposal for external funding**. You can use the funds for direct costs such as:

- Partner costs: reasonable travel & subsistence costs to bring colleagues to Sussex for in-person brainstorming/ bid drafting meetings (sustainable travel, and only when necessary)
- Event costs (venue hire, refreshments)
- Research Assistance
- Software developer time (e.g. to create a prototype as a proof of concept)
- Specialist software
- Consumables

Estates and Indirect costs, permanent staff time, hospitality / entertainment, conference attendance, and teaching replacement are **not eligible costs.**

**Expected outputs and commitments**

1- You will be asked to present your work during SHL research week (June 2025)
2- Submit a short report of how the funds have been spent, demonstrating / illustrating how it has helped further the work towards a proposal for external funding (by 31 July 2025)
3- A blog post for the SHL research blog to be submitted to shl@sussex.ac.uk (by 31 July 20245)
4- Grant submissions which arise from this engagement should be <u>flagged as an SHL bid.</u>

**How to apply**

Complete and submit your application form by email to shl@sussex.ac.uk with the following details on the email subject**:** *SHL Call 2024/25 < your surname >*

**Indicative timeline**

- Call opens: 1st October 2024
- Call closes: 30th November 2024
- Decisions: mid-December 2024
- Projects start: January 2025
- All funds allocated must be spent and all invoices / receipts received by mid-July 2025.

For any questions, please contact shl@sussex.ac.uk

---

- [i] **Critical digital humanities and archives:** The role of critical race theory in digital humanities and archives; the role/application of a feminist ethics of care to archiving, and/or digital cultural heritage work more broadly; collaborative approaches to digital archiving and digital cultural heritage.
- **AI, computational society, and culture:** Use of historical datasets in AI driven technologies; methods to develop ethical AI systems; understanding how AI is shaping society; cultures of AI and automation; techno-social AI imaginaries; pilots to apply AI in novel domains or innovative ways that bolster social and environmental justice; creative AI.
- **Experimental ecologies:** Role of digital technologies in understanding and healing human-environment relations and addressing environmental issues: the role of data and digital methods in surfacing and integrating different forms of knowledge; sustainability focused innovation and experimentation at the intersection of arts, data, and ecology; the sustainability of digital technologies and practices.
- **Creative computing and play:** Digital or computational arts, craft or design that sit within Digital Humanities enquiries, explorations, and innovations. Research areas include but are not limited to music technology, creative coding; improvisation and liveness including live coding, media archaeology, robot performance, aesthetic programming; creative data perceptualisation; game design and development; queer and/or critical game studies new instruments and social art practice. Outputs can be in the form of – naming a few - performance, art installation, exhibition, research methods, data or/and collection.

  For more details on our current research please visit our website.