



**Universität
Zürich** ^{UZH}

Filmmaking Methodologies for Researchers



Program

Why make a research film?

Definitions

State of the field

Defining motivations

Challenges

Dissemination

Case study I (video)

Case study II (website)

Coffee break

Group discussion

Filmmaking methodologies

Examples of film approaches

Pre-production and equipment

Production and filming

Reviewing and selecting the
footage for editing

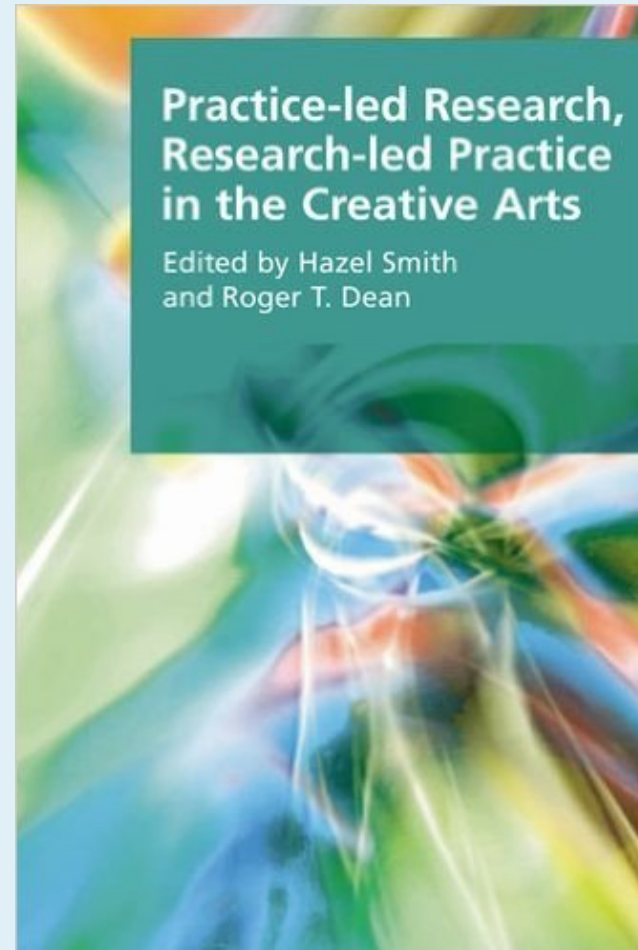
(Shifting) definitions...

Practice-led or research-led?

- Research-led film
- Research in film
- Film as research

Visual methodologies
“researching with visual materials” (Rose, 2016)

Creative methodologies
“a form of research”
“detectable research outputs”
(Smith & Dean, 2009)



Expansive scope...

“**outputs, by-products, records** of research undertaken, dissemination tools or **practice-based** research itself. They may include **reconstructions and enactments, animations, installations and gallery pieces, games, interactive storytelling** or co-produced work including collaborations with community groups, and may take the form of **documentaries, visual essays or broadcast programs**”

(Arts and Humanities Research Council [AHRC], 2016)

Growing recognition...



“marked increase in the number of films being used ... to both **disseminate and engage audiences with research**’ in recent years. In 2005, only 20 researchers listed film or animation as an **‘artistic or creative output**’ By 2013 ... that number had jumped to 149.”

(Reisz, 2016)

Public engagement in the “Big Tent” ...

Digital Humanities is not a unified field but an array of convergent practices that explore a universe in which: a) **print is no longer the exclusive or the normative medium** in which knowledge is produced and/or disseminated; instead, print finds itself absorbed into **new, multimedia configurations**; and b) digital tools, techniques, and media have altered the **production and dissemination** of knowledge in the arts, human and social sciences.

(Presner & Schnapp, 2009: 2; cited by Porsdam, 2013)

Advantages

- Access a wide, non-specialist audience who would never read expensive monographs or journal articles

Challenges

- Availability doesn't guarantee viewing
- Scholars don't pitch well to non-scholarly audiences

Funding: Goals & audience

**Film for public
engagement?**

→ Institutions invested in societal “impact”, dissemination of specific cultural knowledge, practices

Film for teaching?

→ E-learning, Digital research and learning

Digitale Lehre und Forschung (UZH)

Fördermittel Digitale Lehre und Forschung:

“Gefördert werden Vorhaben im Bereich der **digitalen Lehre und Forschung** sowie Projekte, die sich durch einen **innovativen, lehrunterstützenden Charakter** auszeichnen.”

The screenshot shows the website for 'Digitale Lehre und Forschung (DLF)' at the University of Zurich (UZH). The page layout includes a header with the UZH logo and navigation links (Home, Kontakt, Sitemap). Below the header is the 'Philosophische Fakultät' section with a sub-menu (Studium, Forschung, Dienstleistungen, Fakultät, Intern). A left sidebar contains a navigation menu with items like 'Dekanat', 'Finanzielle Unterstützung', and 'Digitale Lehre und Forschung' (which is highlighted). The main content area features a banner for 'E-Assessment' with sub-headers like 'Zugangskontrolle', 'Statistiken', 'Automatische Auswertung', and 'Fragenpool'. Below the banner is a section titled 'Was haben Sie vor? Wobei können wir Sie unterstützen?' with a list of support options: 'Ich möchte meine Lehrveranstaltung evaluieren', 'Ich möchte in der Vorlesung eine Abstimmung durchführen', 'Ich möchte wissenschaftliches Schreiben fördern', 'Ich möchte meinen OLAT-Campuskurs «tunen»', and 'Ich möchte elektronisch prüfen'. On the right, there is a 'Kontakt' sidebar with contact information for the Philosophische Fakultät and a 'Letzte Beiträge im Blog Digitale Lehre und Forschung' section with a recent post from 06.02.2017.

<http://www.phil.uzh.ch/de/fakultaet/dlf.html>

Persistent challenges...



Candida Höfer, St Gallen, 2005

Resistance in academia

Lack of “gatekeepers”

- Is film as rigorous as a journal article?
- What about peer-review?

Sustainability

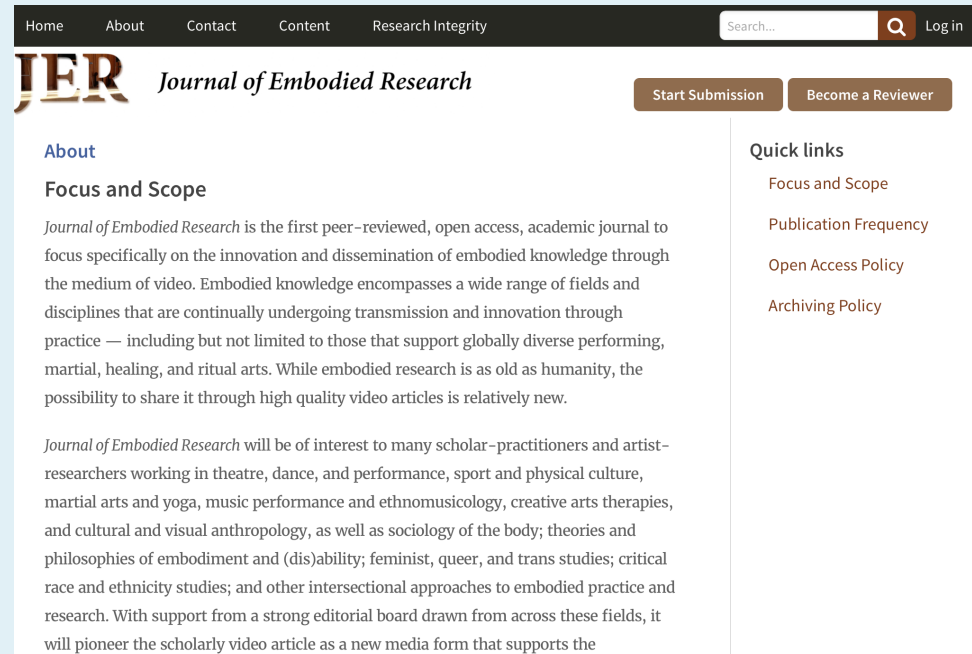
- Will it have an “afterlife” that enables people to find it online?

Film as a scholarly output

→ E-journals

e.g. *Journal of Embodied Research*

- First peer reviewed open access, academic journal for “video articles”
- Indexed
- Permanently archived
- +info: <http://jer.openlibhums.org>



The screenshot shows the homepage of the Journal of Embodied Research. The navigation bar includes links for Home, About, Contact, Content, and Research Integrity, along with a search bar and a Log in button. The main header features the JER logo and the journal title. Below the header, there are two buttons: Start Submission and Become a Reviewer. The main content area is divided into two columns. The left column is titled 'About' and contains a section 'Focus and Scope' with a paragraph describing the journal's focus on video-based research. The right column is titled 'Quick links' and lists four links: Focus and Scope, Publication Frequency, Open Access Policy, and Archiving Policy.

Home About Contact Content Research Integrity Search... Log in

JER *Journal of Embodied Research*

Start Submission Become a Reviewer

About

Focus and Scope

Journal of Embodied Research is the first peer-reviewed, open access, academic journal to focus specifically on the innovation and dissemination of embodied knowledge through the medium of video. Embodied knowledge encompasses a wide range of fields and disciplines that are continually undergoing transmission and innovation through practice — including but not limited to those that support globally diverse performing, martial, healing, and ritual arts. While embodied research is as old as humanity, the possibility to share it through high quality video articles is relatively new.

Journal of Embodied Research will be of interest to many scholar-practitioners and artist-researchers working in theatre, dance, and performance, sport and physical culture, martial arts and yoga, music performance and ethnomusicology, creative arts therapies, and cultural and visual anthropology, as well as sociology of the body; theories and philosophies of embodiment and (dis)ability; feminist, queer, and trans studies; critical race and ethnicity studies; and other intersectional approaches to embodied practice and research. With support from a strong editorial board drawn from across these fields, it will pioneer the scholarly video article as a new media form that supports the

Quick links

- Focus and Scope
- Publication Frequency
- Open Access Policy
- Archiving Policy

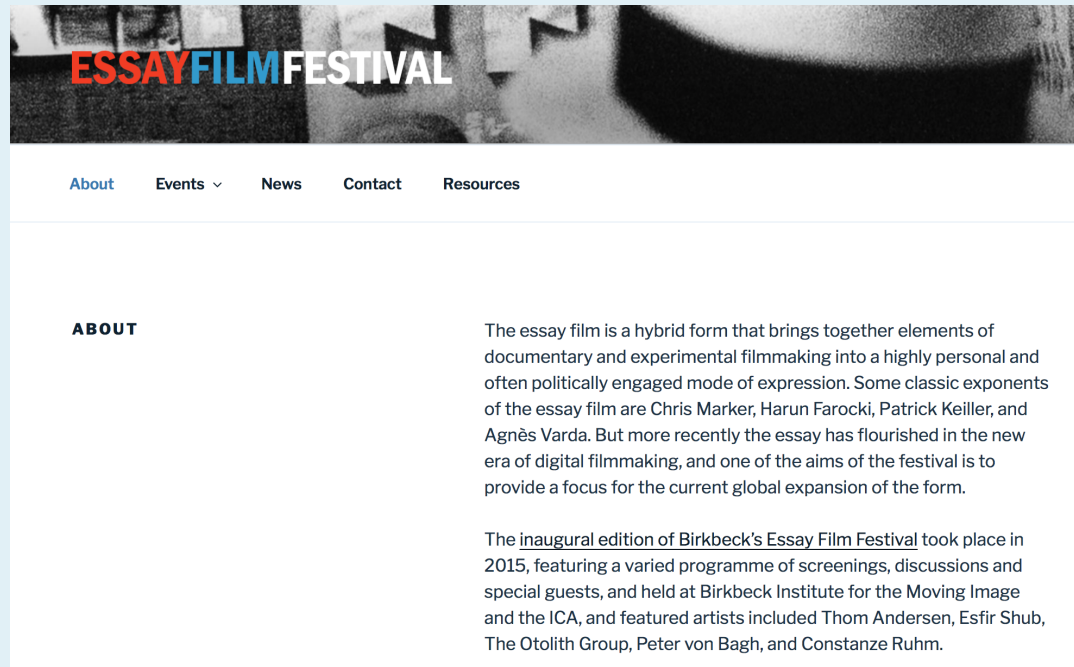
Film as a scholarly output

→ Festivals

- Format-specific
- Thematic
- By discipline
- By funder (e.g. AHRC)

→ Blogs

- Personal
- Institutional



Case Study: *The Many Lives of a Shield* (2016)



<https://vimeo.com/200369869>

Case Study: *The Many Lives of a Shield*

Collaboration with Derek Jarman Lab: <http://www.jarmanlab.org>

Purpose of filming:

1. “to explore the potential of film to elicit memories and stories of the indigenous peoples participating in the workshop about specific artefacts of Kew’s collection.”
2. “to tell the story of one of these artefacts in a way that she could convey cinematically the contrasting environments of the object’s life.” (Martins, 2016)

Case Study: Learning & Research website



<http://www.phil.uzh.ch/elearning/blog/despues-de-trujillo/>

Works cited

- Martins, Luciana. New film explores the link between Kew Gardens collections and the Amazon. Birkbeck College Research Blog. January 31, 2017. Available at: <http://blogs.bbk.ac.uk/research/2017/01/31/new-film-explores-the-link-between-kew-gardens-collections-and-the-amazon/>
- Martins, Luciana (Director), Bea Moyles (Producer, Editor). The Many Lives of a Shield (2016). Film. Available at: <https://vimeo.com/200369869>
- Porsdam, Helen. Digital Humanities: On Finding the Proper Balance between Qualitative and Quantitative Ways of Doing Research in the Humanities. Digital Humanities Quarterly, 7.3 (2013) Available at: <http://www.digitalhumanities.org/dhq/vol/7/3/000167/000167.html>
- Presner, Todd, and Jeffrey Schnapp. Digital Humanities Manifesto 2.0. Available at: http://www.humanitiesblast.com/manifesto/Manifesto_V2.pdf
- Reisz, Matthew. Is film a useful way to showcase research? Times Higher Education. November 10, 2016. Available at: <https://www.timeshighereducation.com/features/is-film-a-useful-way-to-showcase-research>
- Reisz, Matthew. Does film count as research - and can a journal publish it? Times Higher Education. March 5, 2017. Available at: <https://www.timeshighereducation.com/news/does-film-count-as-research-and-can-journal-publish-it>
- Smith, Hazel and Roger T. Dean. (2009). Practice-led Research and Research-led Practice in the Creative Arts. Edinburgh: University of Edinburg Press.