

You are being invited to take part in a research project that is being carried out by Glasgow School of Art's Archives & Collections. Before you decide to participate, it is important for you to understand why the research is being carried out and what it will involve. Please take time to read the following information carefully and discuss it with others if you wish. Please ask if there is anything that is not clear or if you would like more information.

### **Who will conduct the research?**

The research project,

*Mac(k)cessibility: exploring digital display & digital loans of Glasgow School of Art's Mackintosh collection through a pilot study focussed on Mackintosh Furniture items*

will be conducted by Polly Christie from Archives & Collections; Shona Noble from the School of Simulation and Visualisation, The Glasgow School of Art; and Natalie Lorimer from Glasgow University. This research is funded by Museums Galleries Scotland, through their Museum Development Fund.

### **What is the project about?**

Recent events at The Glasgow School of Art have severely affected our Mackintosh Collection. The iconic Library, filled with Mackintosh pieces, was destroyed by fire in 2014 and a significant proportion of the Mackintosh Furniture Collection, which was stored above the Library, was lost. Alongside the physical loss, GSA's role as key custodian of all things Mackintosh, and its ability to loan works for exhibition around the world, has been dramatically reduced. Using Augmented Reality (AR), which is a technology that superimposes virtual images or objects onto the user's real world view, this project will explore the digital display and digital loan of Mackintosh furniture. This research will enable GSA to investigate if this approach could be adopted in order to reposition itself as a key custodian of Mackintosh heritage, while exploring and addressing contemporary issues that are of potential use to the broader museum sector.

### **What is the aim of the research?**

The "Mac(k)cessibility" project aims to:

- explore the potential capabilities of high end digital technologies to document, record, reconstruct, render and display artefacts and present them effectively in gallery settings;
- the viability of using this same technology to recreate 'lost' pieces;
- the potential of rolling out such technologies and concepts to facilitate 'digital loans' which could have economic, environmental and collection care benefits.

### **What does participation in the research involve?**

Involvement in this research project is entirely voluntary. If you do choose to participate it will mean the following:

- Attending a zoom session;
- Experiencing an Augmented Reality App and thinking about what is successful about it and what is not successful, both in terms of the App itself and the concept of 'digital loans';
- Giving feedback by participating in a zoom discussion and providing feedback using a Google Form.

*Please note: you can download the App onto your own device, or watch a video of the App experience through the zoom screen share function. If you download the App to your smart device, you do so at your own risk, but please note it has passed the safety and security measures required by the Apple and Google Play stores. No data from the App's use will be interrogated or shared as part of this project.*

### **What are the benefits and risks of this research?**

The benefits are to participate in the creative process of producing an AR experience, and to contribute to an in-depth understanding of user needs. There are minimal risks that arise directly from participation. There are no cables involved that participants might trip over, participants can use the AR app in surroundings that they are familiar with, in their home or workplace, or simply watch the AR experience online.

### **What happens if I do not want to take part or if I change my mind?**

It is up to you to decide whether or not to take part. If you do decide to take part, your anonymous feedback will be gathered through the questionnaire. If you do not want to take part you can leave the session at any time, or if you choose not to give feedback via the questionnaire, you can still attend the session and try out the App.

### **What happens to the data collected and how is confidentiality maintained?**

The data generated will be saved and used for an evaluation of the design and development of the AR application in terms of its performance and usability, and the viability of the concept of digital loans. The user feedback generated will contain no personal information. It will also be cited in Natalie Lorimer's PG dissertation in Museum Studies at The University of Glasgow.

You will not be identified by name, only pseudonyms will be used. Any quotes will be attributed by anonymised IDs.

The Zoom session will not be recorded and you can choose to turn off your camera if you so wish.

### **Contact for further information**

For further information, the contact details of the researchers are:

Polly Christie, Archives & Collections [p.christie@gsa.ac.uk](mailto:p.christie@gsa.ac.uk)

Shona Noble, School of Simulation and Visualisation [s.noble1@student.gsa.ac.uk](mailto:s.noble1@student.gsa.ac.uk)

Natalie Lorimer, The University of Glasgow [2134479L@student.gla.ac.uk](mailto:2134479L@student.gla.ac.uk)

Should you have any concerns about the conduct of the research project, please contact the Research and Enterprise Office, Glasgow School of Art, [research@gsa.ac.uk](mailto:research@gsa.ac.uk).

We very much hope that you will be interested in taking part in this research project.

Yours,

Polly Christie

Shona Noble

Natalie Lorimer