London South Bank University

School of Arts and Creative Industries

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1. INTRODUCING LSBU

The University was Entrepreneurial University of the Year (2016) and Best UK Modern University for Graduating Salaries (*Sunday Times* League Table, 2017). LSBU is in the top 12 UK universities for starting salaries (*The Times* and *The Sunday Times* Good University Guide 2018) and University of the Year for Graduate Employment (*The Times* and *The Sunday Times* Good University Guide 2018).

2. AN HOLISTIC APPROACH

The University brings together teaching, applied research and enterprise to focus on solving real world challenges. We have a robotics laboratory on the Cambridge Technology Park and another at our campus in Southwark, south London. Other high-technology laboratories include one of the first Building Information Modelling (BIM) studios in higher education that experiments in new ways of capturing information for use in the construction industry.

3. THE SCHOOL OF ARTS AND CREATIVE INDUSTRIES

The *School of Arts and Creative Industries* is both old and new: together with the University of Westminster it has one of the oldest media courses in the UK. It is also new as the School was renamed to be the School of Arts and Creative Industries in 2015. Research in the School of Arts and Creative Industries ranges from games and visual effects (VFX), through photography and film, to performance.

4. WORKING TO SOLVE CREATIVE INDUSTRY CHALLENGES

The School has two Research Centres: The Centre for the Study of the Networked Image (CSNI) and Centre for Research into Digital Storymaking (CRDS). Both Centres have primary relationships with important cultural and creative institutions such as the Victoria and Albert Museum, the Serpentine Gallery, and the Photographer's Gallery. The School also has relationships with Shakespeare's Globe, The National Theatre, and The Royal Opera House. Through recent research collaborations we have extended our partnerships to include Pinewood Studios and Quartermaster Studios.

5. HIGH-LEVEL IMPACT

Researchers in the School of Arts and Creative Industries have influenced international policy at European level (on the governance of public service media). Our games research has international impact through interventions in the development of games curricula globally. We have award-winning film makers (the Toronto Film Festival Shorts, the London Film Festival). We have developed innovative new fields of research, such as 'war games' and in 'news games', working with Sony Entertainment Limited.

A strong strand of cultural research investigates the notion of diasporas, migration and agency. We examine societal issues through arts and cultural research, for example the idea of motherhood and the dispossessed. Our holistic approach extends to the blending of pure and applied research and we actively explore cross-sector research for example between the Schools of Engineering, The Built Environment and Architecture, The School of Business, and the Schools of Sport and Health.