

The logo for the Faculty of Communication and Design at Ryerson University (FCAD) is positioned at the top center. It consists of the letters 'FCAD' in a bold, sans-serif font. The 'F' is purple, the 'C' is orange, the 'A' is teal, and the 'D' is red. The logo is set against a white rectangular background.

FCAD

The word 'RUBIX' is the central focus of the cover, rendered in a large, bold, yellow, sans-serif font. It is superimposed over a background of a complex, geometric metal lattice structure, likely part of a building's interior or exterior framework, which is tinted in shades of blue and grey.

RUBIX

SHOWCASING SCHOLARLY
RESEARCH & CREATIVE
INNOVATION

From the Faculty of Communication and
Design at Ryerson University

FALL 2018



FEATURED AT RUBIX

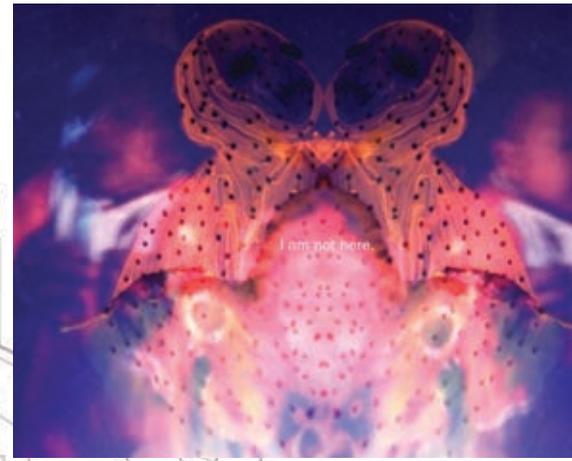
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The Catalyst's mission is to house, promote, and support potential, and ongoing SRC projects for FCAD centres, labs, faculty members, and their collaborators.

The Catalyst, on the 2nd floor of the Rogers Communications Centre is already home to over 20 FCAD labs and centres. It represents a major commitment to our research activities and celebrates the impact of FCAD's talent on the creative industries in Canada and Internationally.

The Catalyst will also house FCAD's 'CoLab', a resource centre that will help develop and integrate digital technologies into SRC projects.

www.ryerson.ca/the-catalyst



MESSAGES



CHARLES FALZON

Dean - Faculty of Communication and Design (FCAD)

Welcome to RUBIX, FCAD's fourth annual exposition of scholarly, research, and creative (SRC) activities.

Every year, RUBIX brings together brilliant minds from across the creative industries to explore, innovate, and impact the world we live in. The diversity of FCAD's SRC output is like no other at Ryerson, and our faculty is proud to house this incredible hub of creative, disruptive, and engaging thought leadership.

It is especially fitting that this year's RUBIX will be held in conjunction with the launch of The Catalyst - the first large-scale space solely dedicated to scholarly, research, and creative activities within the faculty. The Catalyst's five-thousand square foot space is already home to 21 FCAD labs and centres, and is set to promote and support a wide array of innovative, scholarly research and creative projects.

Congratulations to all who are leading the projects at this year's RUBIX. Thank you for your time, creativity, passion, curiosity, and innovation. You truly are the talent for the creative era.



CHARLES DAVIS

Associate Dean - Scholarly Research and Creative (SRC)

Welcome to RUBIX, the Faculty of Communication & Design's annual exposition of Scholarly Research and Creative Activity. FCAD's mission is to provide talent for the creative era. This is our fourth RUBIX, and once again RUBIX is bigger and better than ever, part of the impressive growth of SRC in FCAD. Our SRC encompasses an impressive range and variety of outputs, including books, articles, films, television programs, reports, reviews, photography, new media, designs, performances, exhibits, editorials, technical analyses and standards, news articles, installations, software, production methods, and creative writing. RUBIX provides a unique opportunity to see FCAD's Creative Innovation in action. The Catalyst, FCAD's new 5000 sq ft open SRC facility, is where you can find many creative collisions happening in real time. A big congratulations to all FCAD creators, makers, inventors, researchers, and innovators who are showing their impressive work at RUBIX 2018.

RICHARD ADAMS

School of Graphic Communications
Management

OPEN EDUCATIONAL RESOURCE EBOOKS

Open-Source, eBooks, digital, web with
Ryerson Library

A grant from the Ontario government helped GCM's Rich Adams and the DMZ's Ahmed Sagarwala to update and upload their research on digital media for the Ryerson Library's open-source eBooks program, ensuring increased accessibility for students and faculty alike. Two eBooks were produced using this grant, the *Web Design Primer* and *Digital Photography for Graphic Communications* (co-authored by GCM's Rich Adams, Reem El Asaleh, Martin Habekost, Jason Lisi, and Art Seto).

The Ryerson Library has installed the Pressbooks authoring platform for eBooks and encourages faculty members to write eBook textbooks for their classes. According to the Library, students like eBooks because they are free, can be accessed without going to the stacks or bookstore, and are highly portable since they can be accessed on the internet or read on a tablet or laptop. "Open-source" means that other instructors can "adopt" or "adapt" the work royalty-free. That is, they can select chapters from the original work, delete chapters irrelevant to their courses, or add supplemental material. In this way, the eBook contains only material relevant to the course, which can be an efficiency booster for today's busy students.

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ALEXANDER ALTER

School of Image Arts

PAST & FUTURE

Interpretive, documentary, photography

Based on a re-discovered family photo album, *Past & Future* is an evolving body of photographic work that Alexander Atler uses to explore matters of family, history, memory, war, and loss.

This object held memories of Alexander's past. It was also his first connection to the photographic image. Upon discovery, the album was empty of photographs and only the photographic corners remained. Each page had a fly sheet to protect the photographs once held there. Alexander spent time viewing the childhood images that once filled the album. These rare family photos were the only reference to family Alexander had seen, since all others had perished in WW2.

Alexander first documented the album. He then decided to collage the pages separately using the fly sheets to represent a shroud over the memories of a family gone. Alexander also photographed the photos once placed within the album, face down. The memories are a representation of thousands of families that perished as the result of war crimes then and now, as history tends to repeat itself.

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JONATHON ANDERSON

School of Interior Design

ROBOTIC 3D PRINTING

Robot, 3D printing, technology, digital, scripting

Jonathon Anderson's project presents a series of studies that test robot limitations, programming work flows, and end effector capabilities.

On a global scale, cross-disciplinary research to leverage the full potential of digital fabrication and applications of robotics are at the forefront of design. Design researchers and creative scholars are increasingly investigating integrated design and robotic control methods for applications in on-site digital fabrication and bespoke digital prefabrication, to reimagine the possibilities of interiors, architecture, and design. Robotic fabrication strategically operates by deploying minimal material for maximal geometric definition and as a medium, allows for the timely creation of precise and intricately crafted complex interior and exterior environments, as well as objects and surfaces. Building on the principles of computational craft, robotic fabrication seeks to build on recent advancements by examining the ways in which robotic arms have come to be seen as transcending their traditional role as performers of the monotonous tasks of mass manufacturing pipelines and instead be viewed as part of the toolset available for the production of crafted and unique work. These factors combined challenge analogue and low-tech design conventions to reconsider the entire design-to-production process, where the realities of innovative processes and solutions only seem to expand.

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Robotic fabrication strategically operates by deploying minimal material for maximal geometric definition...



TAYMOORE BALBAA

School of Interior Design

DIWAN PAVILION @ THE AGA KHAN GARDEN ALBERTA

Architecture, interior design

The design of the Diwan is inspired by the principles and rich history of Islamic Moghul gardens, and is conceived as a modern interpretation of a pavilion in the Islamic garden of the 21st century. Situated along a principal axis of the Aga Khan Garden Alberta, the pavilion

responds to its rich settings as an integrated destination for the overall garden experience, and establishes views back to the key garden elements— at ground level as well as from an elevated roof terrace— that offers elevated views of the extended Botanic Gardens. As a year-round facility, it will welcome visitors with amenities for a variety of social, cultural, and educational gatherings.

DESIGN TEAM: The design team (A2K) is a collaboration with 3 firms: AXIA Design Associates, ARRIZ+CO, and Kasian Architecture.

PROJECT CREDITS:

Design Architect: AXIA Design Associates, Toronto

Principal-in-Charge: Taymoore Balbaa

Executive Architect: Kasian Architecture Interior Design and Planning Ltd., Edmonton

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BEN BARRY & DANIEL DRAK

School of Fashion

THE FASHION HACKATHON: QUEER WORLDMAKING THROUGH FASHION

LGBTQ2S, queer, fashion, media, activism

The Fashion Hackathon explores how LGBTQ2S+ youth understand, experience and construct their intersectional gender and sexual identities through co-design and fashion activism. Through a partnership with the Canadian Centre for Gender & Sexual Diversity, Ben Barry and Daniel Drak facilitated a series of participatory workshops with LGBTQ2S+ grade 9 and 10 students across races, ethnicities, social classes, gender identities and disabilities in Toronto and Ottawa. During these workshops, the youth engaged in fashion hacking: they deconstructed and reconstructed existing fashion media, clothing and fashion shows to express their experiences, identities and desired futures. Ben and Daniel's research demonstrates that the hacking of fashion media, clothing, and fashion shows provide unique means through which LGBTQ2S+ youth can dismantle dominant ideologies. Engaging LGBTQ2S+ youth in fashion hacking workshops also fosters community and resilience, practical clothing design skills, and intersectional understandings of gender and sexuality that can be mobilized beyond these settings to affirm their identities and transform prevailing discourses.

Funding: FCAD Small Grant in Cultural Policy and Strategy

Publication: The role of fashion in intersectional queer and trans liberation: Youth resistance against right-wing populism through fashion hacking, *Fashion Theory* (forthcoming).

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MICHAEL F BERGMANN

School of Performance

THEATAR: AR BASED PRE-VISUALIZATION FOR THEATRICAL SPACES

AR, design, theatre, visualization, technology

Michael F Bergmann's project aims to explore the use of augmented reality (AR) systems to create a pre-visualization system for theatrical set, lighting, and projection designs.

Currently, theatrical designs are completed using Computer Assisted Drafting (CAD) software, specifically the application Vectorworks. This allows creative teams to plan, create, and iterate on the design before construction begins. CAD is also used to show the design to directors and choreographers, typically only in a 2-dimensional representation, or a 3-dimensional rendering on a screen. To better showcase the design in relation to the environment, sometimes scale models are built. Both of these approaches do not fully communicate the end result well, as they do not consider or communicate the actual scale and environment of the performance venue.

Michael's work proposes another approach: to utilize the existing workflow that designers are already using, and develop an AR experience for a director or choreographer to better visualize the potential design in the actual space that it will be performed in.

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To better showcase the design in relation to the environment, sometimes scale models are built.

PAVLO BOSYY

School of Performance

CURATING THE EXHIBITION OF YOUNG CANADIAN THEATRE DESIGNERS FOR TBILISI BIENNALE OF STAGE DESIGN

Theatre, stage design, costume, lighting, projection

Pavlo Bosyy's video presentation focuses on the diverse design projects exhibited by young Canadian theatre designers for the Tbilisi Biennale of Stage Design in October, 2018.

The design projects showcased a variety of venues - from university theatres to professional and independent companies - and areas of expertise, such as set, costume, lighting, and projection design. Since most of the participants are trained in and practiced a variety of design disciplines, the video presentation reflects mutual influence of different areas of design.

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ROBERT CLAPPERTON

School of Professional Communication

THE PRESENT ABSENT AUTHOR PROJECT

Artificial Intelligence, algorithms, knowledge mobilization

The Present Absent Author is a research project that explores the application of artificially intelligent natural language understanding algorithms to knowledge mobilization.

In phase one of the project, the team will develop a digital platform that creates a virtual academic conference where users are able to ask questions to an academic paper's author. The "absent" author is "present" as an artificially intelligent bot capable of answering, as well as asking questions. *The Present Absent Author* bot will begin with a level of knowledge and understanding that will grow as more users interact with it.

Phase two of the project focuses on researching the knowledge mobilization effects of the *Present Absent Author* bot and participants. The platform will generate data on user interaction with the concepts and theses of papers that will be used to visually map mobilization of knowledge. The project seeks to determine if a natural language understanding application of artificial intelligence has an effect on the transfer of knowledge between author and reader of academic papers.

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GREG ELMER

School of Professional Communication

DOCUMENTING SOCIAL MOVEMENTS

Documentary film, social movements, social media

Greg Elmer's media exhibit showcases trailers and teasers from two recently produced documentary feature films. Both films seek to incorporate and reflect upon the affordances and pitfalls integrating 'user generated content' for documenting the histories and contemporary goals of social movements.

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DAVID GAUNTLETT

School of Creative Industries

CREATIVITY EVERYTHING LAB

Creativity, making, digital, diversity

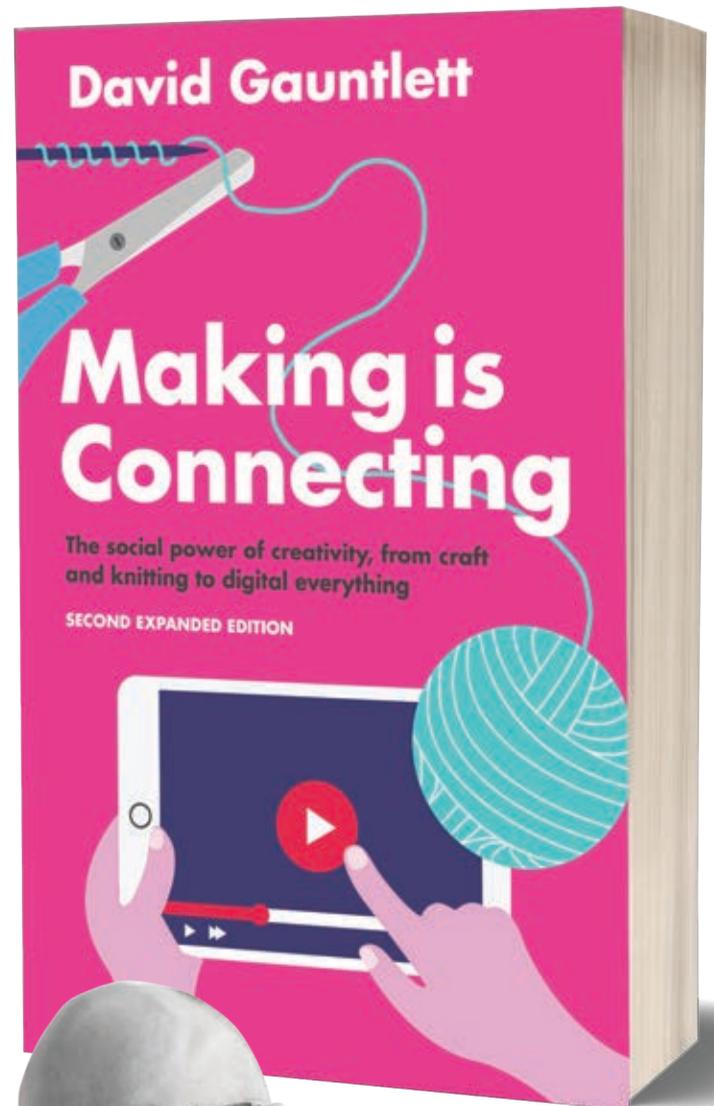
The Creativity Everything lab, founded by FCAD's new Tier I Canada Research Chair, David Gauntlett, takes a deliberately broad and inclusive approach to creativity, connecting ideas from a range of disciplines, and seeking to embrace a diverse range of creators and creative practices.

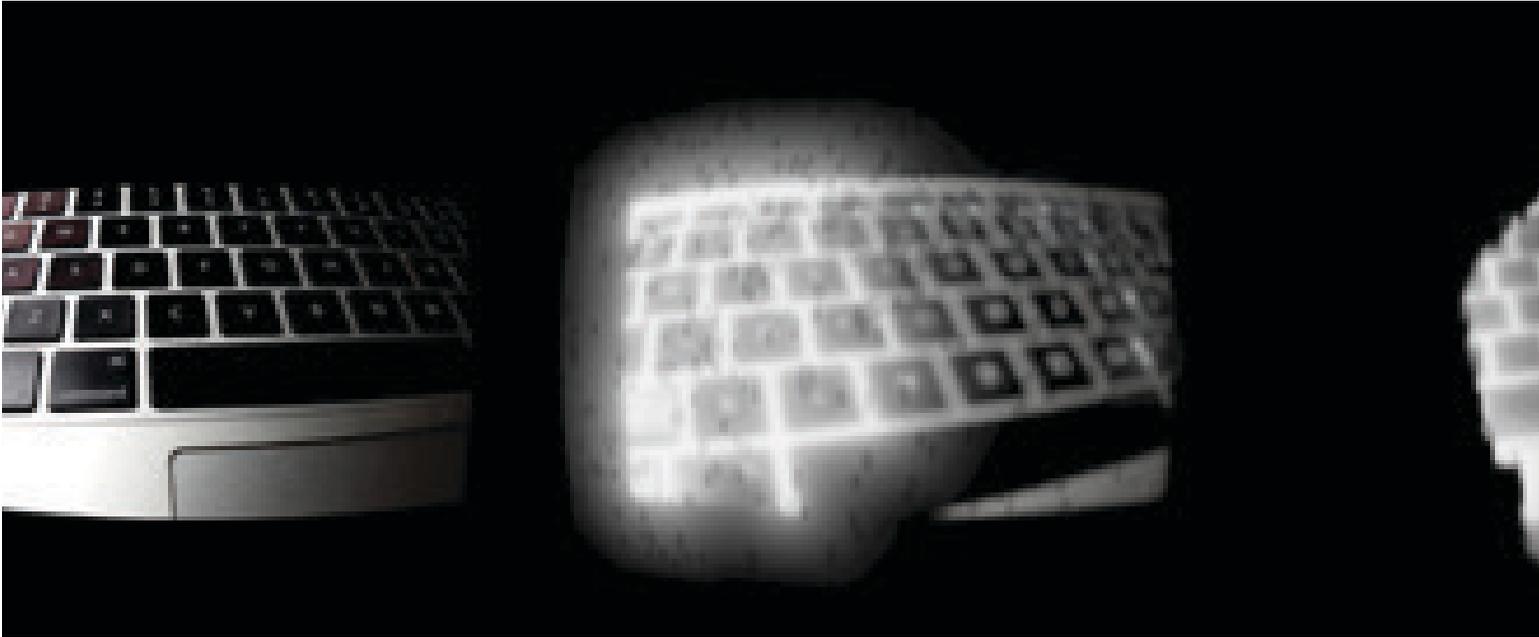
Creativity Everything has three core themes:

- (1) Platforms for creativity – to explore how to support the development and exchange of ideas and innovation;
- (2) Creative identities and leadership – to research new and diverse models of leadership and inspiration;
- (3) Public understanding of creative practice – to develop new ways of engaging wider audiences with these issues.

In recent months, Creativity Everything has produced: a book, *Making is Connecting - Second Edition* (Polity, 2018); four videos; a drawing project; a report on social entrepreneurs for Ashoka and the LEGO Foundation; talks and workshops at the Power Plant, Maker Festival, Toronto libraries, and Montreal Maker Faire; a manifesto; and a collaboration with Artscape.

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ANIKA KOZLOWSKI

School of Fashion

RE:DESIGN FASHION

Sustainable fashion, design tools, design cards, sustainable business models, systems thinking

Anika Kozlowski's study looks at how designers, in particular small and medium sized enterprises (SMEs), can design holistically by thinking of fashion as a system.

Through qualitative interviews, Anika investigates how SME sustainable fashion designers function and provides a comparative analysis of current design tools. Anika has developed a set of sustainable fashion design cards (currently in production) and a canvas (finished - similar to the business model canvas) to visualize project findings and provide prompts for designers to consider in creating a sustainable fashion company and system.

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RICHARD LACHMAN

RTA School of Media

VIRTUAL REALITY PROJECTS

Augmented reality; simulation; serious games

Richard Lachman presents research that uses mixed and virtual reality techniques (XR/VR) to explore human experiences. In this project, his Experiential Media Institute engages with the emerging field of Empathic Computing to explore how software techniques influence shared understanding and empathy. Graduate student Assem Kroma uses real-time software filters to simulate some of the sensory impacts of Alzheimer's Disease. This approach can help users understand sensory states that may happen for them in the future, and can help caregivers gain some understanding of the lived-experience of those under their care.

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APRIL LINDGREN

School of Journalism

THE LOCAL NEWS MAP: CARTOGRAPHIC THEORY IN PRACTICE

Journalism, local news, maps, cartographic theory

April Lindgren's research project brings to light the ongoing debate about what – if anything – the Canadian government should do to address what many deem to be a crisis in local journalism. What all sides agree upon, however, is that policy making and informed public debate has been hampered by inadequate data and research. *The Local News Map*, a crowd-sourced tool that tracks changes to local news organizations across the country, is an example of scholarly praxis undertaken to generate the country's first community-level data on where local news operations are closing or cutting back and where new outlets are launched or services are increased. Her poster draws upon current cartographic theory to assess the map's contribution to knowledge creation and its capacity to inform public debate and policy making.

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GRAHAME LYNCH

School of Fashion

HERE AND THERE

Visuality, glitchart, photography, transit

Grahame's photos explore and share different ways of seeing chaotic themes of immediacy, delay, and agitation while travelling. In his recent body of photographic work, images were captured on trains, subways, buses, and in airports. Grahame Lynch is a multi-disciplinary artist whose work is entrenched in conditions of visual disability. Both time and place appear fragmented and compressed into frenetic compositions of shifting locations and people in transit. The photographic process exploits technological glitches that occur as a result of speed and motion. The resulting images depart from photographic traditions with a single frame of reference often appearing spatially compressed and optically imprecise.

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ASMAA MALIK

School of Journalism

THE FUTURE OF LOCAL NEWS

Journalism, local news, technology, media industry

The innovative scholarly publication, *The Future of Local News: Research and Reflections*, brings together cutting-edge research from journalism scholars in Canada and around the world. This peer-reviewed multimedia volume features interactive maps, videos, podcasts, as well as articles, and has been made open-access under a Creative Commons license.

Edited by Asmaa Malik (School of Journalism) and Jaigris Hodson (Royal Roads University), *The Future of Local News: Research and Reflections* is the result of a cross-Atlantic academic collaboration focused on the current and future states of local news around the world.

In addition to an interactive multimedia scholarship, this publication also features short documentaries produced by student journalists Steph Wechsler (RSJ MJ '17) and Spencer Turcotte (RSJ '19) who gathered first-hand stories of the struggles and successes of Ontario news organizations' in the face of disruption. It also features work from Ryerson Journalism professors April Lindgren, Joyce Smith, and Gavin Adamson, as well as Claus Rinner, professor and chair of Geography and Environmental Studies.

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Some text in accordance with the overall exhibit graphic presentation

DANIELLE MARTIN

School of Fashion

ATLASDRESS

Atlas, neomania, fashion, textile & creative process

Danielle's research explores the fashion industry today, and suggests consumers lack an awareness of garment value, origin, manufacturing conditions and environmental impact. The *atlasDress* exhibition, the third in an evolving series (UQUAM, OCADU-U, Ryerson University) incorporates participants into the creative process and was designed as a response to their work that highlights the burden of carrying the textiles and fashion world on one's back.

This burden may be due to the distance between the manufacturer and the consumer, a distance that has grown since the industrial revolution. At the *atlasDress* exhibit, visitors are invited to participate in a Greek antiquity-inspired showcase that creates the design of a dress by draping silk squares disposed around the model that add weight to the garment.

Starting from the premise that nostalgia is an emotion common to the human being, the project can affirm that this exhibit's evolving artworks and traditional textile techniques, such as draping, will stimulate participants' emotions with memory of anticipated nostalgia, while being mindful of fashion.

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ALISON MATTHEWS DAVID

School of Fashion

UNRAVELING CRIME: A FORENSIC HISTORY OF FASHION

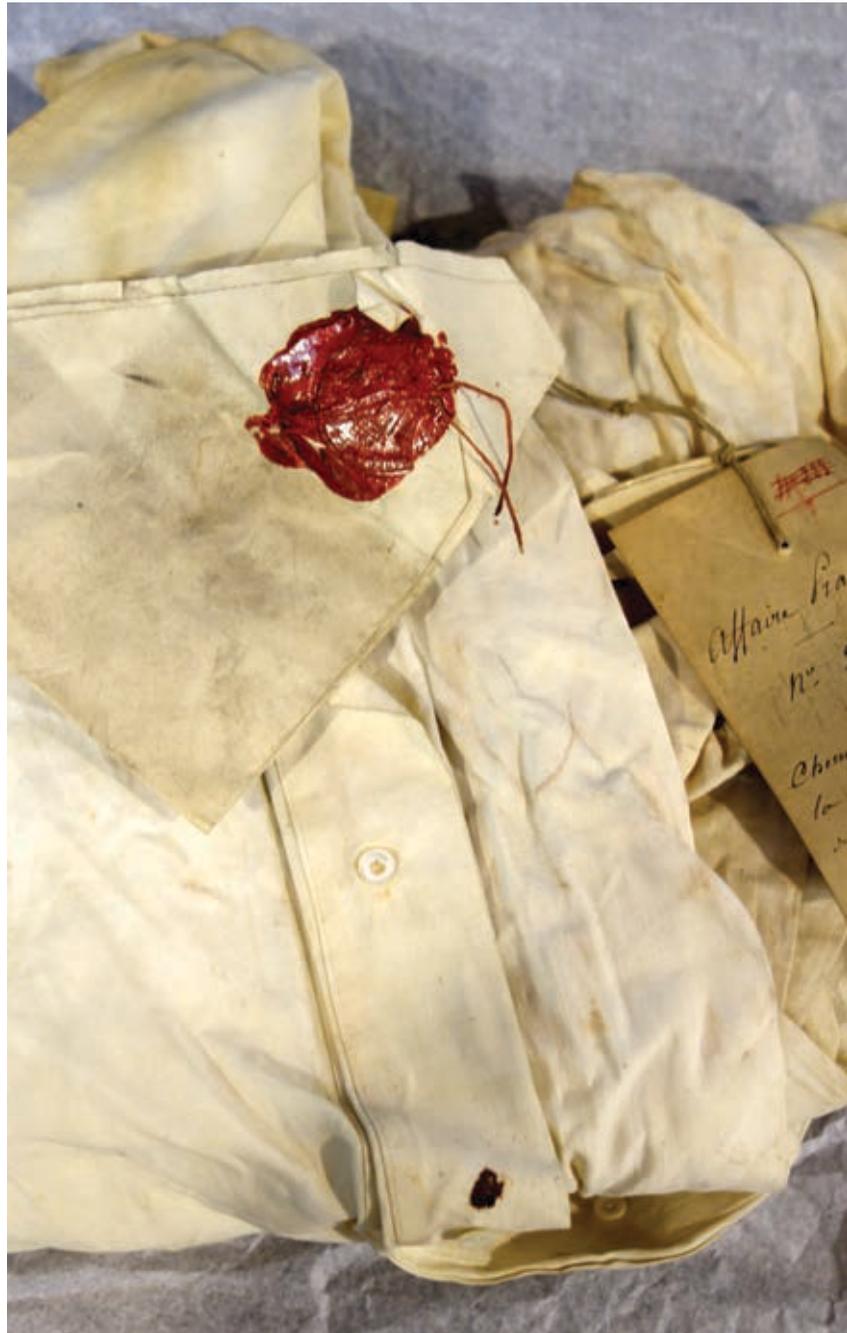
Dress, crime, history, clue, fashion

Alison Matthews David's project, *Unraveling Crime: A Forensic History of Fashion*, investigates the theme of crime and clothing as a weapon, evidence, and disguise in France, the UK and Australia from 1800-1930.

Adopting a material culture approach, *Unraveling Crime* reconsiders technological innovations in forensic science, policing and forms of state identification, and individual identity as they relate to clothing and fashion. This project uncovers forgotten textile scraps and bloodstained garments worn by perpetrators and victims preserved in police archives, examines stylish weapons like sword-canes and women's hat pins in fashion museums, and closely reads the dress and disguises worn in mugshots, including the remarkable full-length portraits in the Sydney Police and Justice Museum's "Specials" collection (1919-30).

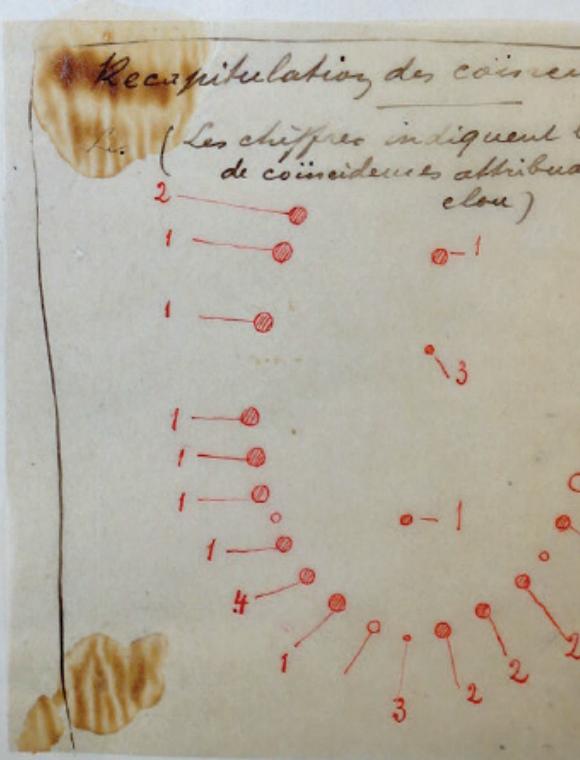
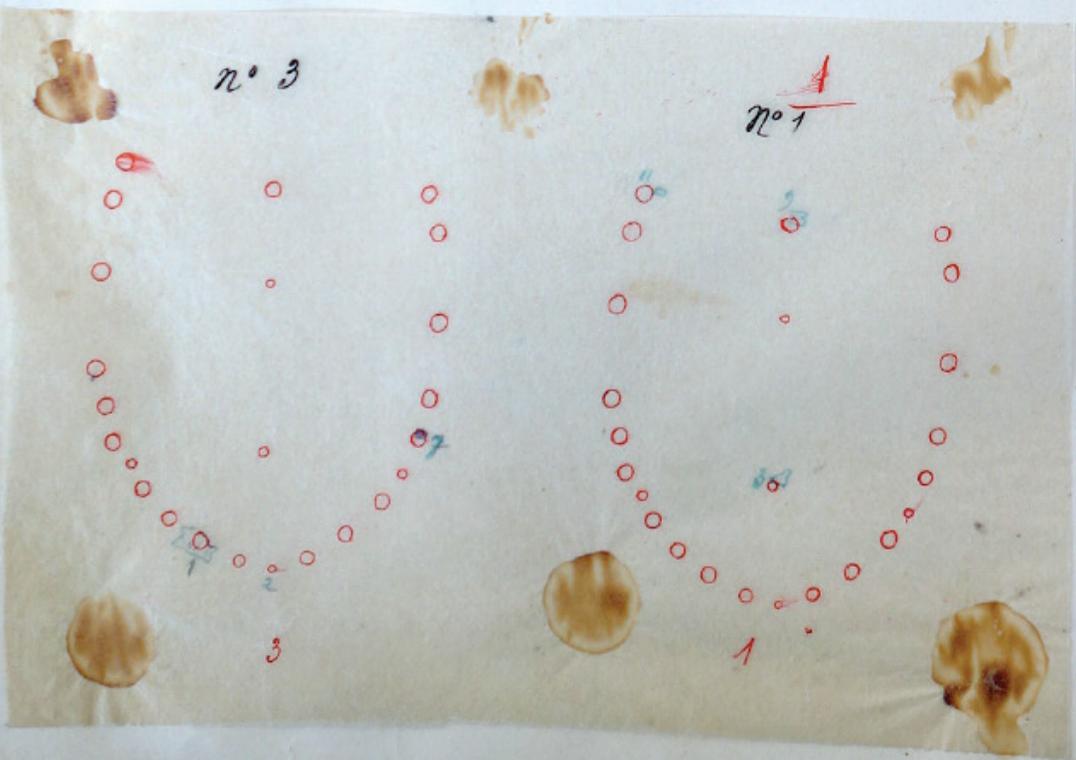
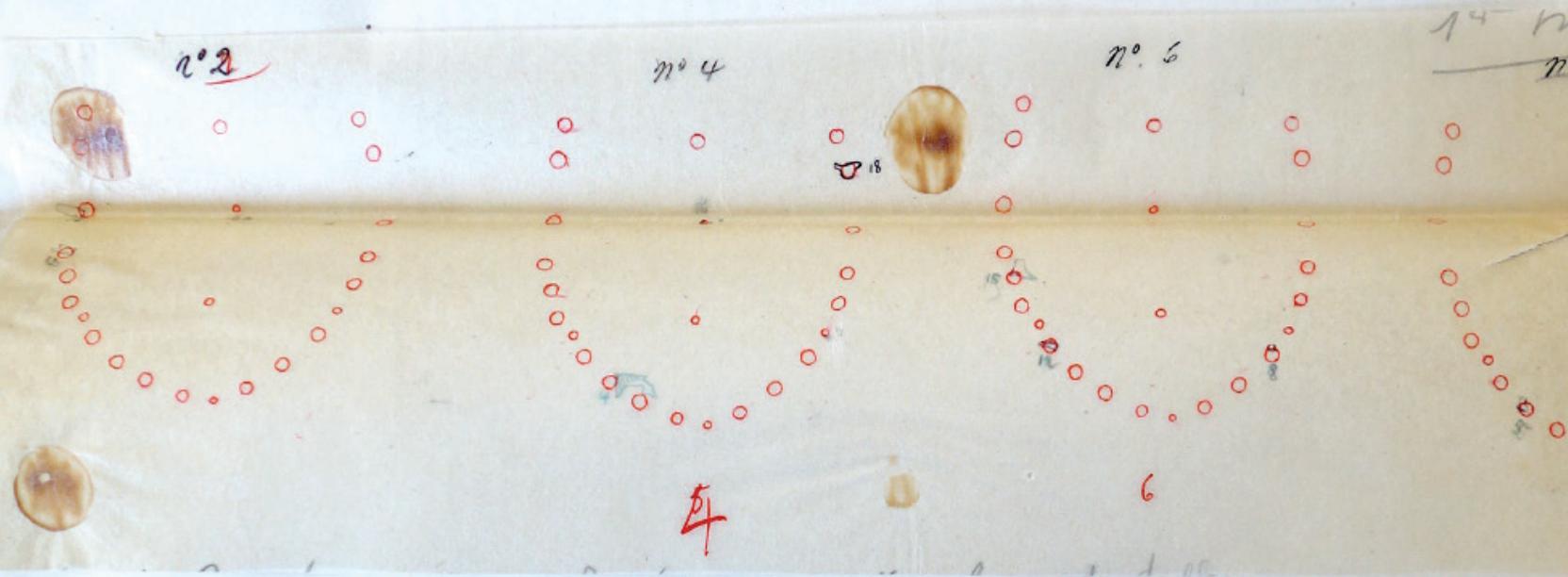
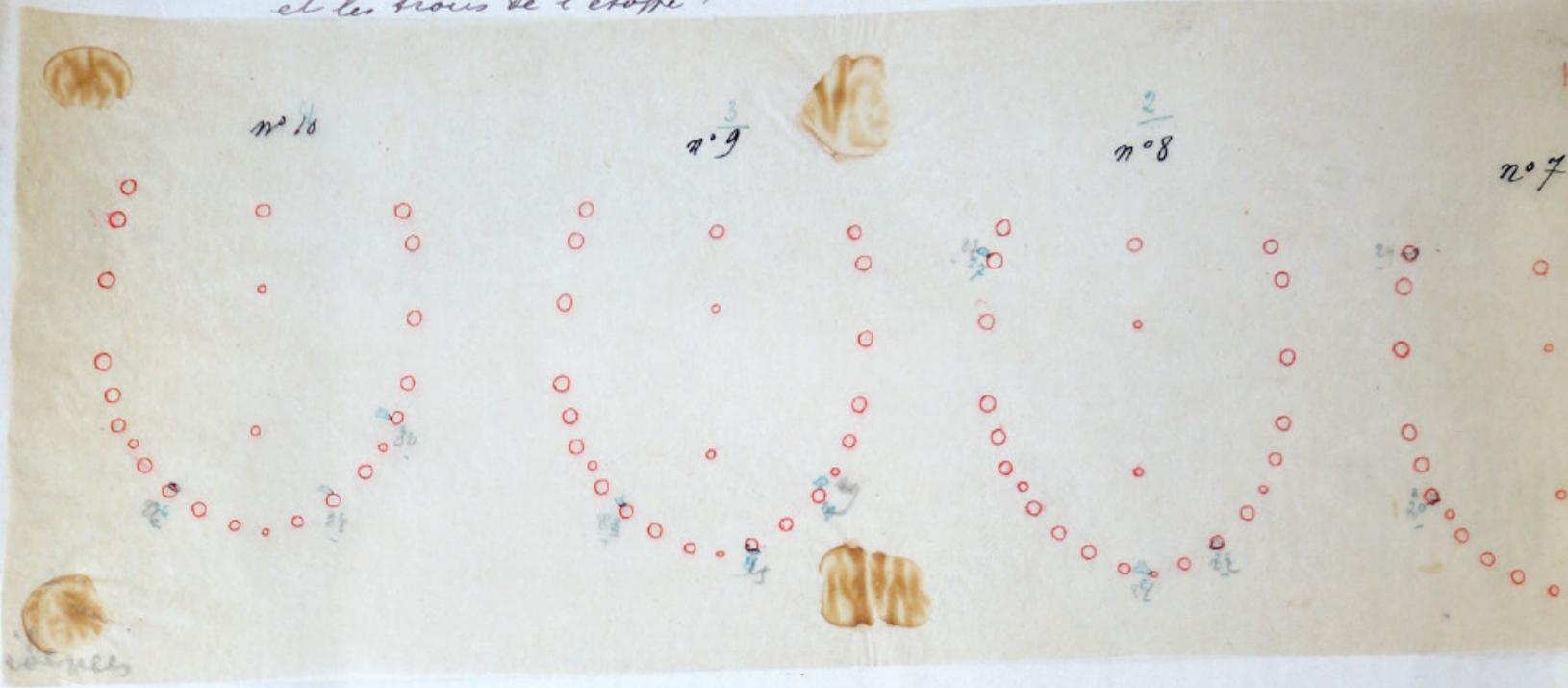
Unraveling Crime will result in a single-author book for Bloomsbury Academic, as well as a collaborative exhibition in 2020 on footwear and forensic evidence—entitled *Exhibit A*—co-curated with Elizabeth Semmelhack, Senior Curator of the Bata Shoe Museum. This research is funded by the Social Sciences and Humanities Research Council of Canada (SSHRC).

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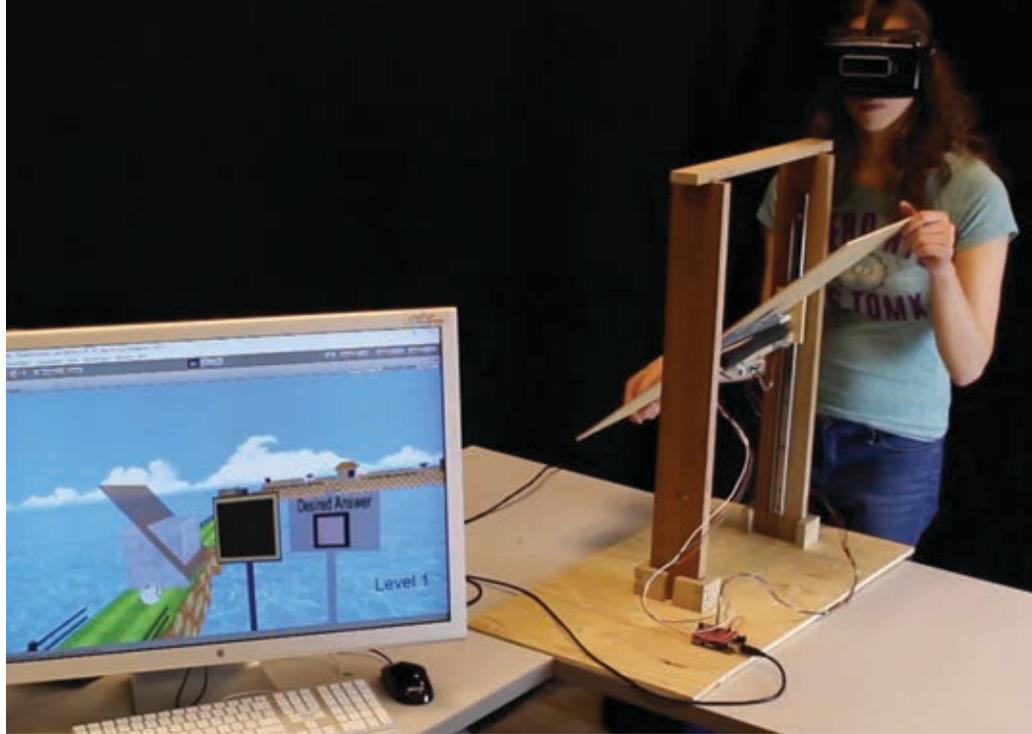
Recherche des coïncidences au moins triples pour autant exister
 entre les clous du talon droit (supposé dirigé dans le même sens)
 et les trous de l'étoffe

Fig



ALI MAZALEK

RTA School of Media



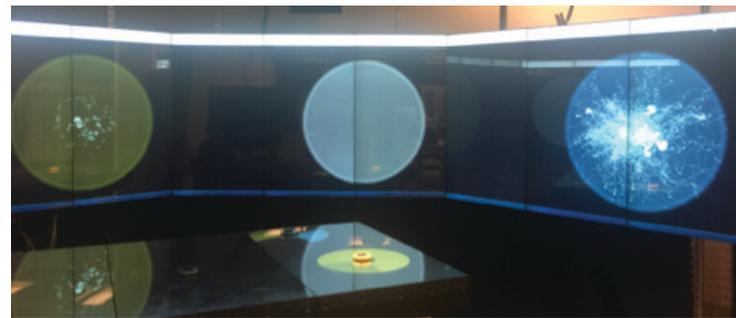
SYNAESTHETIC MEDIA LAB

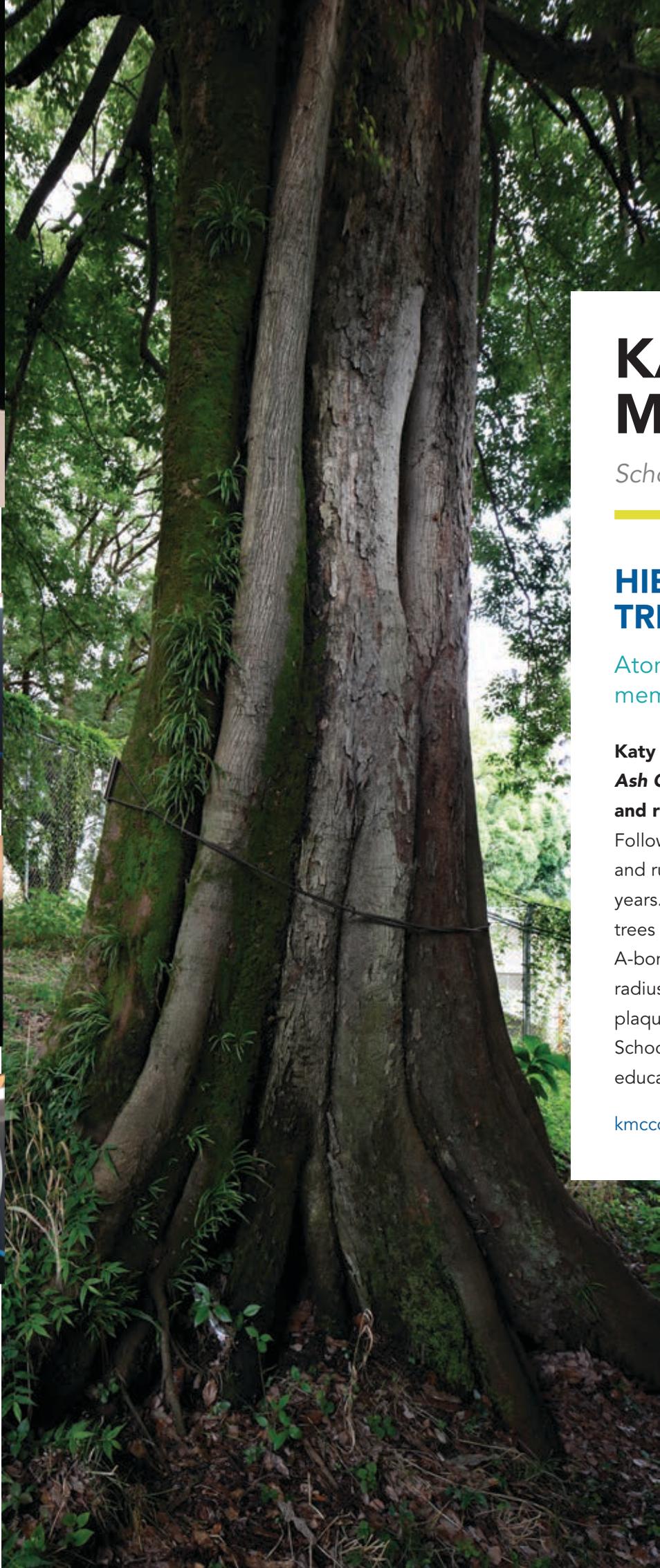
Tangible interaction, embodied interaction, digital media, creativity, discovery

This exhibit presents research from the Synaesthetic Media Lab that explores how tangible and embodied interactions can support and enhance creativity, discovery, and learning across the physical and digital worlds. We live in a world of data and computation. Coupled together, large data sets and computational techniques are transforming our interactions with each other and with information sources across society, gradually reinventing our decision-making, and knowledge building processes. Yet as physical beings, we still rely heavily on material and sensory ways of constructing knowledge in the world. A gradual shift in the cognitive sciences toward embodied paradigms of human cognition can inspire us to think about why and how computational media should engage our bodies and minds together. By supporting a close connection between our motor, perceptual and cognitive systems, emerging human-computer interaction techniques can offer powerful opportunities to re-think the way we engage with and construct knowledge in a cyberphysical world.

Synlab website: <http://synlab.ca/>

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KATY McCORMICK

School of Image Arts

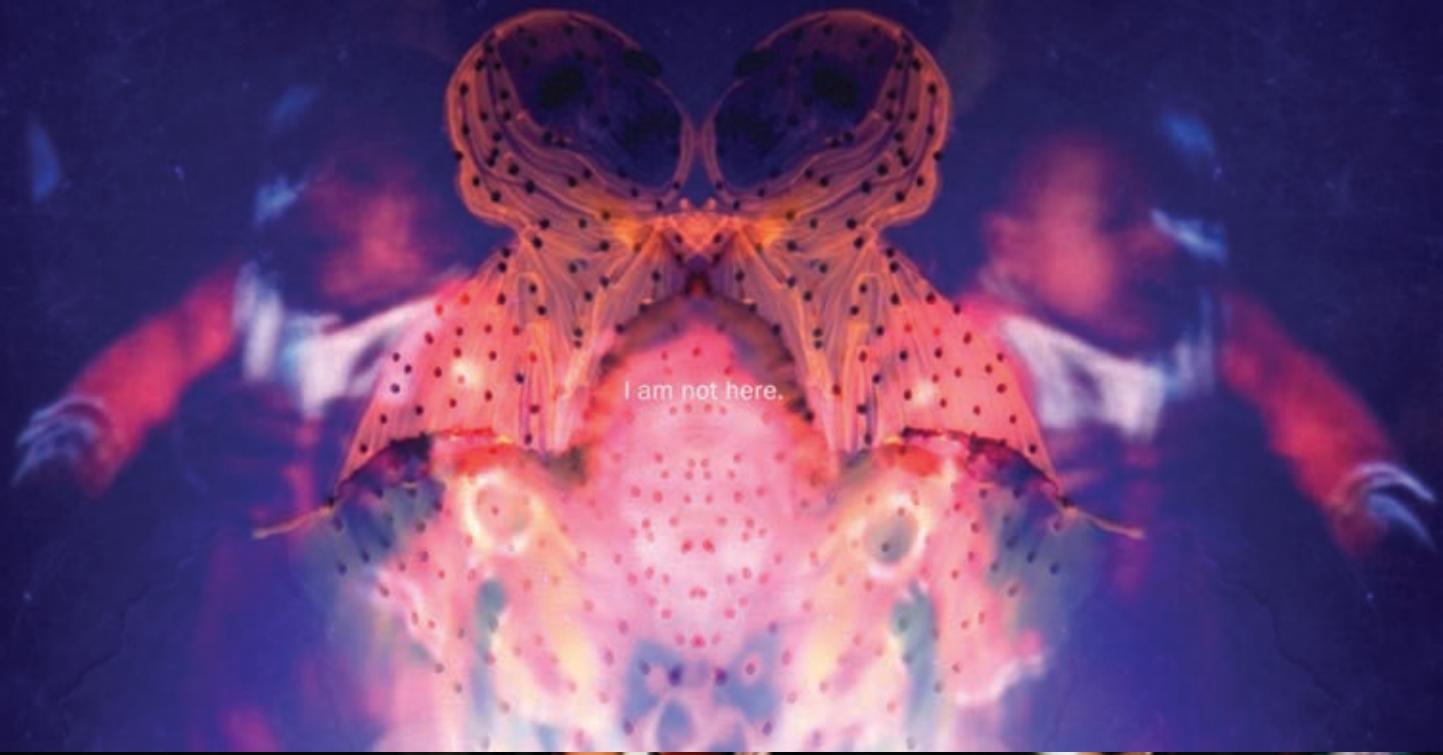
HIBAKU JIMOKU/A-BOMBED TREES

Atomic Bombs, World War II,
memorialization, commemoration, Peace

Katy McCormick's ongoing photographic project *The Ash Garden* represents spaces of memorialization and remembrance of the atomic bombings in Japan.

Following the bombings, a greyish ash covered the cities and rumours spread that nothing would grow for seventy years. When green shoots appeared on the A-bombed trees in spring 1946, survivors took great solace. Today, A-bombed trees or hibaku jumoku within a 2000-metre radius of ground zero are marked by individualized plaques, registered, monitored, and held dear by all. School children tend to the trees and learn peace education through the presence of these living witnesses.

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JOSEPH MEDAGLIA

School of Fashion

GHOSTS

Queer, experimental video, ghosts, monsters

Joseph Megdaglia's artistic and metaphorical visual project, *Ghosts*, is an experimental video that uses illustration and digitized 8mm film to explore concepts of queer childhood, Otherness, sexuality, cultural norms, subjectivity, time, loss, and death. Joseph's video fuses illustrations with childhood family footage to explore the relationship between past and future, innocence and sexuality, birth and death, linear time and repetition, humans and monsters, bodies and ghosts.

The project is supported by a Canada Council for the Arts grant to Film and Video Artists, and is inspired by John Wyndham's novel, *The Chrysalids*. This project draws and examines the relationships between subjectivity and cultural norms through embodied experiences and cultural expectations.

The illustrations are imagined monsters that are based on film stills from Joseph's childhood to present a monstrous vision of the past, in retrospect, a sort of imaging backwards. Queer children are often assumed heterosexual and it is only in retrospect that their lives are reviewed and connected to sexuality. The review involves a loss, a childhood that wasn't what was assumed, a child that had sexuality, a child that was hidden – and ultimately the death of an imagined child that continues to exist: ghosts.

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The illustrations are imagined monsters that are based on film stills from his childhood to present a monstrous vision of the past, in retrospect, a sort of imaging backwards.

MICHAEL MURPHY & MAX COTTER

RTA School of Media

REIMAGINING THE ROBB WAVE ORGAN

Electronic music, pipe organ, research-creation, sampling, Canadian Entrepreneurs

Michael Murphy and Max Cotter's project explores the field of electronic musical instruments, deriving from Canadian (Frank) Morse Robb of Bellville Ontario's electronic organ in 1927. Fewer than 20 instruments were built in this era, and until 2010 it was believed that no complete organs survived, with only some original workshop prototypes and parts existing at the National Museum of Science and Technology in Ottawa.

This project exhibits historical restoration, as the organs produce a midi-operable sample set, bringing the sound of the instrument back to life and out of obscurity. The exhibit features a playable sample set as well as audio comparisons between the Wave organ and the pipe organs it attempted to reproduce.

This research credits Morse Robb as the inventor of an early form of electro-mechanical sampling, and gives the modern audience a chance to experience what this technology can and could create artistically. Through the combination of historical research with technological prototyping, and the creation of a physical and playable working Robb wave organ, the restored and recreated organ will be used by the team and other musicians to, "reimagine" the impact the instrument might have had on musical works from its invention in 1927 to the present day.

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HENRY NAVARRO DELGADO

School of Fashion

PROTOTYPE OF READY-TO-WEAR FASHION APPAREL FOR MEN OF MODEST HEIGHT

Experimental, sizing, menswear, height inclusive, apparel

Henry Navarro Delgado's series of staple menswear garments (solid jeans and long sleeve shirts) is the proof of concept for a Prototype Ready-to-Wear Sizing Range for Men of Modest Height (5' 8" or under).

Henry's creative project addresses the pervasiveness of heightism in society that puts men at a social and economic disadvantage.

The Prototype Ready-to-Wear Fashion Apparel for Men of Modest Height draws from data collected from an ongoing apparel sizing study conducted by the researchers, Associate Professors of Fashion Osmud Rahman and Henry Navarro Delgado. During the design process, Henry tested actual consumers to assure wearability and fit. The garments prove the feasibility of expanding the apparel sizing system to be inclusive of men of modest height.

Preliminary findings of this project are already being implemented in the marketplace by the menswear start-up company 7Heads + Half. Currently hosted in the Fashion Zone, 7 Heads + Half are launching a collection of jeans and long sleeve shirts serving men up to 5'7" of height. They promise style and fit for men of modest height.

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HENRY NAVARRO DELGADO

School of Fashion

THE JUNCTION COLLECTION: A SITE-SPECIFIC FASHION PROJECT

Indigenous Knowledge, fashion, participatory,
site-specific

Henry Navarro Delgado's fashion-based creative research project looks at the integration of Indigenous materials and knowledge with contemporary fashion design methods and practices.

Part of this year's Junction Art Residency (JAR) program, Henry was integrated into the daily life of the Haines Junction Village, Yukon and its surroundings over the course of a three-month residency. There, he explored the practical application of Indigenous culture through a fashion design process.



Gaining a practical understanding of how aboriginal principles and values shape their creative process, the researcher created a series of garments and accessories that interprets this.

Titled, *The Junction Collection*, each piece incorporated locally available fabrics, furs, and other materials. The collection interprets Haines Junction's culture while integrating Indigenous philosophical principles with contemporary aesthetics and functions.

In addition to spending several weeks exploring the Haines Junction area, Henry provided a series of workshops for local artists, designers and creative industry professionals. These workshops provided locals with assistance on the professional, technical, and entrepreneurial principles of running a creative business.

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CAROLINE O'BRIEN

School of Performance

IN THIS BODY

Costume design, performance, music,
Canadian song

Caroline's project explores how costume can become an intimate part of a performance's storytelling, when pieces are added or removed during transitions into new songs, so that the characters' transformations are brought to life not only through gesture and song, but also through costume.

In This Body, is a performance that examines the wilderness of a woman's heart, which is voiced through Canadian song and danced to the edge. Fides Krucker – one of Canada's most original vocalists – and her ensemble are joined by three extraordinary dancers: Peggy Baker, Laurence Lemieux and Heidi Strauss. Together, they brave the landscape of Canada's great song, and display an emotional cartographer's dream.

The conception had been to select silhouettes from early-mid decades of the twentieth century, garments that feel loved and used, suggesting the ages of woman, all the while facilitating movement.

The project was multifaceted through its stages of development, and was presented as a work in progress in the summer of 2017 in a retreat setting in Caledon, north of Toronto. An excerpt of the work was performed at the Huronia Cultural Campus in Orillia in November 2017. The full program has gained recognition and been added to The Huronia Festival Season in 2019.

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ROBERT OTT

School of Fashion

TOOLED HANDS

Ethnography, fashion, craftsmanship
embodiment, materiality

Robert Ott creates a photo essay of seven images highlighting an ethnography of bespoke craftship. The images focus on hands and their relationship with tools and materials in the making of fashion artefacts. Each image is accompanied by a caption to draw in the viewer to contemplate the action depicted beyond a casual glance.

robert.ott@ryerson.ca



The images focus on hands and their relationship with tools and materials in the making of fashion artefacts.

LAURIE PETROU

RTA School of Media

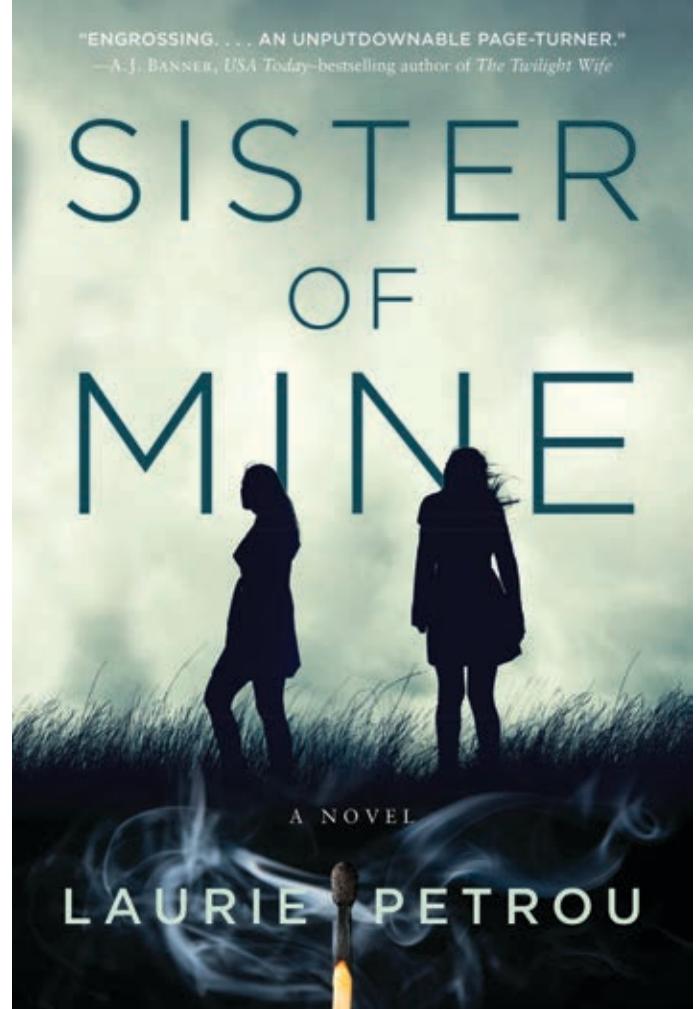
NOVEL: SISTER OF MINE

Fiction, novel, female

Sister of Mine is a suspense, family drama, award-winning domestic thriller by author and RTA associate professor Laurie Petrou.

Penny and Hattie are sisters in a small town, bound tight to the point of knots. They share a secret they cannot escape, even while it pulls them apart. One night, a match is lit, and Penny's terrible husband is killed – a marriage going up in flames, and offering the potential of a new life. The sisters retreat into their family home – a house of secrets and memories – and try to live in the shadow of what they put in motion. But Penny's husband is not the only thing they are hiding, from the outside world and from each other. Under a cloud of long-held resentments, sibling rivalry, and debts unpaid, the bonds of sisterhood begin to crack. How long will Penny and Hattie demand the unthinkable of each other? How often will they say, "You owe me," and when will it ever be enough?

lpetrou@ryerson.ca



Sister of Mine is a suspense, family drama, award-winning domestic thriller...



HOSSEIN RAHNAMA

RTA School of Media

AUGMENTED ETERNITY - THE CONVERGENCE OF HUMAN AND DIGITAL EVOLUTION

Digital media, society, technology, artificial intelligence

Hossein Rahnama's research project, *Augmented Eternity*, explores how digital technology impacts human existence — both in life and beyond. The evolution of digital technology has mimicked the evolution of human civilization, beginning with the simplest forms of communication and progressing to contemplate some of life's most complex concepts, such as the afterlife. Society is now entering a monumental phase of human history where technology and civilization is converging and people are becoming "half-humans", as digital data and capabilities are inextricably linked to how people live and function, including what happens after death. It is now possible to live on digitally forever in augmented eternity. This research project focuses on how people are now able to live - digitally - years after they are gone, and explores what this will mean for the future of society.

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This research project focuses on how people are now able to live - digitally - years after they are gone...



The Creative Technology Network (CTN) brings together high-impact researchers and projects pushing the boundaries of digital technology and creative exploration. Acting as a fulcrum for cutting-edge research and creativity, the CTN connects facilities such as the Synlab (Canada Research Chair Ali Mazalek), the Paradox (Hossein Rahnama), and the Creative Technology Lab (an innovative mixed-reality lab supporting advanced robotics, fabrication, and performance).

The Creative Technology Network also supports large-scale digital projects and collaborations across the entire faculty, and engages in earlier-stage pilot/prototyping through the CoLab.

Richard Lachman is the Director of The Creative Technology Network.

JOE RECUPERO

RTA School of Media

THE SPORT PROJECT VOLUME ONE: STUDENTS

Culture, equity, diversity, inclusion, sport

The Sport Project is a creative film project envisioned as a series of future volumes. It documents how sport intersects with current issues such as culture, identity, equity, diversity, and inclusion. The current Volume One is dialogue with students in RTA Sport Media around many of these issues. This sport themed project was inspired by *The Black List*, a series of documentaries chronicling racism in America, and *The Laramie Project*, a theatrical play and later HBO dramatic film that looked at homophobia in the United States through the lens of the hate crime murder of Matthew Shepherd in Laramie, Wyoming.

In *The Sport Project Volume One: Students*, the film is divided into three main Acts where the students have a collection and mosaic of perspectives and positions around family, relationship to sports, equity, diversity, inclusion, sexism, homophobia, dis/ability, and identity.

The Sport Project would like to acknowledge the support of the FCAD Small SRC Project Grant.

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COLLEEN SCHINDLER-LYNCH

School of Fashion

ALL YOUR LABELS ARE BY CHOICE

Photography, portraiture, narrative, identity

Colleen Schindler-Lynch's photography explores narratives that evolve from issues of identity, memory, and shared experiences.

In *All your labels are by choice*, three people are photographed in a rigid, stiff presentation - reminiscent of banal passport photos. The appearance and format of these images recall forms of government-sanctioned identity - official documents of physical attributes and facial recognition, which lends legitimacy to the image. The scale of the portraits invites closer inspection, and a detailed reading of the images implies a deeper understanding of the individuals pictured. The inclusion of coloured symbols (stripes and dots) plays on language and idiom such as 'you cannot change your spots', and speaks to the core of an individual beyond the usual means of summation. The camouflage speaks to what we choose to reveal to others. It isn't just crafting identity online but how we choose to camouflage the experiences and emotions of our daily lives. It's amazing what you can hide behind a smile.

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...students have a collection and mosaic of perspectives and positions around family, relationship to sports, equity, diversity, inclusion, sexism, homophobia, dis/ability, and identity.



JEREMY SHTERN

School of Creative Industries

GLOBAL COMMUNICATION GOVERNANCE LAB

Social media; advertising; monetization; internet governance; influencers

The Global Communication Governance Lab's (GCGL) projects pose pertinent questions about social media, policy and politics, and include an upcoming report on the public hearings held with Facebook, and the lab's ongoing CreaTO speaker series. These projects are co-led by PhD students Steph Hill and Olivia Dziwak.

Policing the Platform: Governmental Policy Priorities in the Global Facebook Hearings reports on the global hearings held with Facebook after revelations about the activities of Cambridge Analytica. Researchers at GCGL used transcripts of the hearings to assess the thorny relationship between national governments and transnational social media services. This report asked: What do the hearings reveal about the concerns national and regional governments hold about social media? How does Facebook respond to government pressure? What kind of policy tools and politics are implicated in these hearings and how might they impact global internet governance?

The **CreaTO** speaker series brings communication scholars to Ryerson to speak to key questions, new developments, and policy challenges in the evolution of the communication industries. It has featured, among others, talks by Nicole Cohen, on labour in journalism; Marc Raboy, on Marconi and the beginnings of a networked world; and Stefania Milan, Evan Light, and Arne Hintz on data justice.

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CHRISTOPHER SMYTH

School of Graphic Communications Management

MATERIAL TESTING FOR PRODUCTION INKJET PRINTING

Production inkjet printing, material, testing, paper, colour

Christopher Smyth's research dives into the world of production inkjet printing and the technical advances in the industry. The project explores printing head technology, new formulations of inks (pigments and carriers), and wider arrays of stock options from paper mills that have increased the capabilities of projection inkjet.

Originally available with limited colour and image resolution quality, and with limited paper options, the technology has steadily improved. Technical advances in printing head technology is expected to compete with conventional sheetfed lithography in terms of final colour gamut and quality, usability, as well as cost efficiencies.

With support from Inkjet Insights, QEA Instruments, and the EDSF (Electronic Document Scholarship Foundation), research findings will support practitioners in their decision-making processes and improve their efficiencies and time to market. This research will also provide knowledge and expertise in identifying and applying a standard testing methodology to a variety of 'sample prints' from different combinations of production inkjet hardware and software, on a variety of paper stocks.

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JOHN TARVER

School of Image Arts

THE ARCHIVIST: AN AR/VR FILM EXPERIENCE

Virtual reality, augmented reality, film

John Tarver's interactive narrative in three modalities, invites viewers to participate in an experience that features a dystopian future in three distinct but complementary forms of media: Augmented Reality (AR), Virtual Reality (VR) and narrative film. The VR experience was authored in Epic Games Unreal Engine 4. The AR experience was authored in Unity game engine, and the live action video elements were filmed over two days - one day in studio and one day on-location using professional actors and a crew comprised almost entirely of Ryerson Image Arts students. AR and VR authoring by Trent Rand, Ryerson Computing Science student and Research Assistant.



In the narrative, a young mother come to know as, "E49" experiences the drowning of her young son. She awakes to find herself in a sealed underground bunker accompanied only by a mysterious holographic figure who calls himself the Archivist. The interactive elements required by both AR and VR experiences required a story concept based on the player/user having to make a series of choices. The choices had significant consequences, and directly informed the narrative structure of the story, to create a linear story and interactive experience.

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MATTHEW TIESSEN

School of Professional Communication

GOING GREEN IN THE CITY

Nature, city, digital technology, well-being, ecologies

Matthew Tiessen's project explores three facets of *Going Green in the City*— from problem, to solution, to impact.

THE PROBLEM

Studies show that urban Canadians are stressed out, and growing medical research reveals that recreational activities in natural settings— even urban ones— contribute to health and well-being. Urban Canadians are increasingly using mobile technologies to connect meaningfully with natural urban environments and greenspaces. This SSHRC funded project focuses on Toronto's Don Valley as a site for understanding how technology can help us connect with natural urban environments.

THE SOLUTION

Using emerging technologies such as virtual and augmented realities, *Going Green in the City* examines the ways technology can enhance our connection with natural urban environments. Combining what we know of digital technologies with insights offered by research on the role of nature for city dwellers, we can begin to develop urban spaces that are both digitally layered and ecologically rich.

THE IMPACT

Going Green in the City explores the ways in which technology can help city dwellers become more connected with nature. Emerging technologies such as virtual and augmented reality, immersive video and sound, and motion detectors are used to juxtapose natural and urban settings, compelling users to ask questions about the relationship between nature, connectivity, mental health, and well-being.

This research is funded by the Social Sciences and Humanities Research Council of Canada (SSHRC).

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SANDRA TULLIO-POW

School of Fashion

AN EXPLORATION OF TRANSGENDER FIT CHALLENGES AND DRESSING STRATEGIES

Clothing, transgender, user needs

Sandra's research explores the fit issues and dressing strategies of two trans women, and a trans man who experienced pregnancy, to gain a better understanding of this niche market, to inform designers, product developers, and retailers.

Clothing is part of our material culture (Miller, 2005) and allows individuals to portray their self-image (Davis, 1992; Entwistle & Wilson, 2001). A few researchers have examined the LGBTQ+ experience with reference to body image, clothing and shopping (McGuire, Doty, et al., 2016; Morris, Teti, et al., 2017; Reddy-Best & Pederson, 2015), but the umbrella term LGBTQ+ includes a number of diverse groups whose needs are different, and the clothing experiences of trans men have not been examined. While fit issues in ready-to-wear are common, wardrobe building for transgender people undergoing hormone replacement therapy (HRT) presents a unique set of design challenges. A convenience sample (n=3) was recruited using snowball methods. Her inquiry aimed to foster a "progressive journey of empathy and learning" (Battarbee, Fulton Suri, et al., 2014, p.8) using a qualitative, human-centred approach, utilizing at home wardrobe interviews (Martin & Hanington, 2012; Woodward, 2007) with participants. Key outfits were photographed, providing insights regarding clothing assortment, fit criteria, as well as desirable/problematic design details and styling tips used to achieve the desired aesthetic/identity. Emergent themes derived from our data analysis centred on anatomy, clothing choices, styling strategies and how the right clothing made participants feel. The findings of this study offer empowering strategies to support wardrobe choices for transgender people.



SANDRA TULLIO-POW

School of Fashion

NEIGHBOURHOOD POLICING: DESIGNING UNIFORMS THAT WORK

Bicycle uniform, clothing probes, FEA model, precedent analysis

Sandra lead the team investigating the symbolic meaning of law enforcement uniforms as a distinct clothing category and a communicative tool that play a critical role in community policing. Sandra's research successfully responds to a request for proposals issued by the Toronto Police Services.

Officers participating in the study were advised to wear their uniforms and bring their old uniforms as well as any other items they had purchased (i.e., base layers, shoes). These clothing items served as probes, stimulating discussion, a method adapted from the use of, "cultural probes." Officers' concerns were focused in three distinct areas— health/safety, performance/comfort, and image/identity— and categorized according to themes related to functionality, fabric, safety, and image. The design criteria was incorporated into proposed designs, and works towards uniforms that work and influence public perception.

stullio@ryerson.ca



Officers' concerns were focused in three distinct areas— health/safety, performance/comfort, and image/identity...

JONGHUN (JAY) PARK

Graphic Communications Management

TRENDS IN ENVIRONMENTAL SUSTAINABILITY OF CONSUMER PACKAGING: 1971-2018

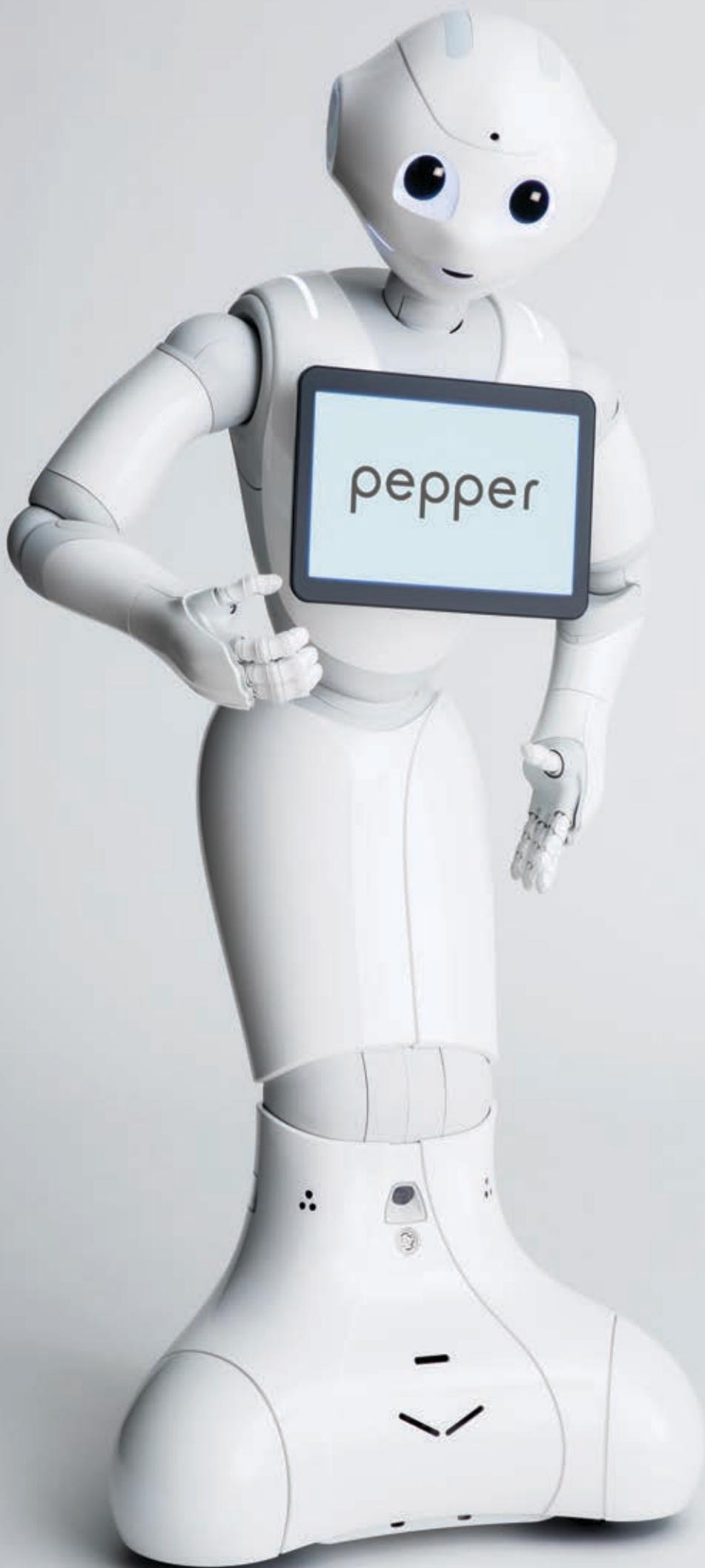
Sustainable packaging, consumer
packaging, Life Cycle Assessment

Jay Park's research project investigates trends in environmental sustainability of consumer packaging from 1971 to 2018 by comparing current and previously used packaging for 23 products. By doing so, the study seeks to understand whether consumer packaging trends have been affected by the increasing concerns for the environment and awareness of the need for packaging sustainability during the past few decades. This information will help to forecast future shifts in the industry.

Both wood fibre (i.e. paperboard) and non-wood based (i.e., glass, metal, and rigid plastic) packages were examined and compared in the study. A Life Cycle Assessment (LCA) methodology was employed. The scope of the LCA in this study includes the manufacturing, conversion, and the end-of-life phases of the primary packaging. Five life-cycle impact indicators were examined: fossil fuel consumption, water consumption, biotic resource consumption, mineral resource consumption, and greenhouse gas emissions.

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pepper

FRAUKE ZELLER

School of Professional Communication

AI AND ROBOTICS FOR HEALTHCARE COMMUNICATION

Health communications, socially assistive robotics, artificial intelligence, behavioural change, dermatology

A collaboration between Ryerson University's Frauke Zeller, and David Harris Smith and Hermenio Lima of McMaster University, Frauke's latest project in human-robot interaction involves placing Pepper, a Japanese-made humanoid robot, into a dermatology clinic to interact with patients. The goal of the study will be to increase patient knowledge on skin cancer prevention and influence patient adoption of those behaviours, such as using sunscreen. Pepper will use IBM Watson along with its own natural language speech processing engine, physical gestures, and facial expressions to interact with patients.

Pepper is a creation of Softbank Robotics and can "recognize" emotion and customize its conversations with patients according to their mood and personality. It will interact with patients both in person and between clinic visits through a mobile app. This multi-year healthcare communication project will involve researchers from the fields of Communication and Computational Linguistics, Medicine, Multimedia and Engineering.

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Frauke's latest project in human-robot interaction involves placing Pepper, a Japanese-made humanoid robot, into a dermatology clinic to interact with patients.





LINDA ZHANG

School of Interior Design

BETA-REAL: THE MATERIALITY OF LOSS

Contested memory, commemoration, ceramics, casting, loss

Linda Zhang’s Beta-Real: The Materiality of Loss, is an ongoing and evolving installation which offers itself as a series of relays —between the tangible and the intangible, and between what remains and what is left behind, between what is remembered and what is forgotten, between what is cast and the mold from which it is cast. It is in these relays—these spaces in-between— that Linda hopes to expose the Real as the *Beta-Real*.

The design research uses slipcasting—a technique commonly employed in the mass production of ceramics—to develop an iterative, “thinking by making” protocol. As such, the site became, for the researchers, a testing ground to explore how memory and identity shape and are shaped by interior architecture, by place, and by the experience of those interiors and places.

Confronting the limits of affirmative commemorative practice, the design research discovered remembrance without affirming and speech without words, where one remembers that remembrance is forgetting. Grappling with the contested narratives of the Erie Canal Monument in Syracuse New York, *Beta-Real* enacted acts of deterioration on the mold over time, exploring how multiple contradictory narratives could be held in productive contradiction through relay and through time.

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The design research uses slipcasting—a technique commonly employed in the mass production of ceramics...

GRADUATE STUDENTS

This year, we are proud to highlight the creative innovation of several of FCAD's Graduate Students. Projects from all six graduate programs within FCAD display the diversity of research and creative work produced by our talent for the creative era.



Women's Work

ALYSIA

Women's Work:

A photographic series that focuses on the hands of local women and non-binary femme skilled trade workers in Toronto, Ontario.

CHANTE BARNWELL

Queen of the Bands (Carnival and "Monarchy" in the (416)):

A multimedia gallery installation, examines the Queenliness of four women who participate in Peeks Toronto Caribbean Carnival's 2017 King and Queen competition.

PRERANA DAS

Movement and Stillness:

A photographic series in collaboration with Obiri Edwards, which aims to comment on a shifting sense of self and deals with the ways that one interacts with a metaphorical and physical space.

SINA DOLATI

Lily's Day: A Virtual Reality Film:

In combination with the accompanying thesis paper, the project establishes a set of guidelines to help future content creators.

ERIKA ELLSWORTH

Generic Escape:

A fashion book about reframing poetic consciousness through deconstruction and new media.

TALIA EYLON

No maybe yes: we know that we know consent:

A multi-channel video installation exploring the depiction of inter-personal behaviours, customs and conceptions related to consensual and non-consensual activities.

CONOR DEVRIES

The Right to Learn:

The Right to Learn is a Documentary Film that investigates the drastic increase in higher education costs in Canada over the past few decades.

TARA HAKIM

Teta, Opi & Me:

A short film, documenting the intricacies of the artist's playful process in capturing her grandparents' enduring romance through social, political and racial adversity.



Bill in the Sky

BILL HERTHA

Denk Ich an Sonneberg:

A paper for an exhibition that explores the themes of migration, set in the Canadian milieu, and the emergent tensions for both the immigrant and the adopted community

KATE LATIMER

Bill in the Sky:

This documentary is a portrait of the artist/explorer William Lishman.

*Integrating Cinema:
Uncovering the
Film Librarianship
of William J. Sloan
at The New York
Public Library*



TANYA MARSHALL

**The Picture Press in Archives:
Facing the Institutional Challenges
of Newspaper Photo Collections:**

This paper explores the major challenges faced by museums, archives, and libraries acquiring large scale press archives through two case studies carried out in 2018.

ROMANA MIRZA

**Emerging Market Opportunity:
Modest Swimwear:**

This study identifies a market opportunity for meeting consumer demand in the swimwear sector of the fashion industry.

ROMANA MIRZA

**Advancing Research in Modest
Fashion Through Arts-based
Methods:**

Understanding how clothing influences the construction of Muslim women's identity, the embodiment of who they are, and how they choose to present themselves to the world.

TANYA A POBUDA

McLuhan's Maelstrom:

An open-access learning game based on the teachings of the legendary Canadian media theorist Marshall McLuhan (1911-1980).



Movement and Stillness

ISAAC PRUSKY

[Integrating Cinema: Uncovering the Film Librarianship of William J. Sloan at The New York Public Library:](#)

A visual display showcasing Sloan's career at The New York Public Library, including the various projects and initiatives he was responsible for.

PETER WATSON

[In The Periphery:](#)

This photographic project explores the space that has been developed alongside the edges of the 828 kilometers of Highway 401, the busiest highway in North America.

CENTRES & LABS

SAAGAJIWE

is an incubator for Indigenous art, storytelling and research creation, and a place to mentor Indigenous students and researchers.

RYERSON JOURNALISM RESEARCH CENTRE

examines changes and trends in journalism and investigates what they mean for society and the news business.

www.ryersonjournalism.ca

FUTURE OF LIVE ENTERTAINMENT LAB

is working with Cirque du Soleil on integrating technology into human performance, live audience analytics, and generating insights into the paradigms shaping live entertainment.

PRINT MEDIA RESEARCH CENTRE

works with industry partners to advance the areas of premedia, printing and finishing on an international scale.

www.ryersonpmrc.com

EXPERIENTIAL MEDIA INSTITUTE (XMI)

explores opportunities offered by the convergence of media practices in content creation, audience relationships and emergent business models.



Faculty of Commun

CENTRE FOR FREE EXPRESSION

undertakes education, research and advocacy in relation to free expression and those rights for which freedom of expression is the foundation, such as freedom of the press, speech, association, assembly and belief.

www.cfe.ryerson.ca

CREATIVITY EVERYTHING LAB

is a broad and inclusive approach to creativity, connecting ideas from a range of disciplines, and seeking to embrace a diverse range of creators and creative practices.

DOCUMENTARY MEDIA RESEARCH CENTRE

develops new scholarship, research and production methodologies in all forms of contemporary documentary practice

www.imagearts.ryerson.ca/docmediacentre

MEDIA INNOVATION RESEARCH LAB

conducts research on media product innovation.

www.mediainnovationresearch.ca

THE PARADOX

focuses on innovating creative products by applying artificially intelligent data science.

THE GLOBAL EXPERIENTIAL SPORT LAB

connects academics with the shifting digital landscape of the sport media industry, to develop and commercialize digital media in sports.

FCAD DESIGN NETWORK

promotes a critically-informed research agenda that fosters the integration of design tools, methods and knowledge to advance humanities, social sciences and creative research.

RC4

brings together industry partners, researchers and start-ups to develop and apply cloud and context aware technologies to drive productivity and global competitiveness across industry sectors.

www.rc4.ryerson.ca

SYNLAB

is a research playground where physical materials, analogue sensors and digital media come together in novel ways to support creativity and expression.

www.synlab.ca

CREATIVE TECHNOLOGY NETWORK

brings together high-impact researchers and projects pushing the boundaries of digital technology and creative exploration.

STUDIO FOR MEDIA ACTIVISM & CRITICAL THOUGHT

works to blur the boundaries between media artmaking, activism and theoretical/ scholarly investigation in the areas of media studies, critical theory, cultural studies, activism, Aboriginal, critical race, feminist and queer studies and social justice.

www.studioformediaactivism.com

INFOSCAPE RESEARCH LAB

hosts research projects that focus on the cultural and political impact of digital code, particularly social media.

www.infoscapelab.ca

GLOBAL COMMUNICATION GOVERNANCE LAB

supports academic research on key questions related to the structure and governance of communication industries.

www.gcgl.ryersoncreative.ca

CENTRE FOR FASHION DIVERSITY & SOCIAL CHANGE

explores fashion's power to foster diversity, equity and inclusion and lead social change through active research and creative approaches.

www.refashioningmasculinity.com

CENTRE FOR COMMUNICATING KNOWLEDGE

reconceptualises knowledge mobilization as the ongoing development of active learning opportunities.

www.ryerson.ca/cck

AUDIENCE LAB

aims to understand contemporary media consumption and user/audience experiences, in emerging areas of digital communication and human-computer interactions.

www.ryerson.ca/audiencelab

AD

Communication and Design

FCAD

Faculty of Communication and Design

RUBIX celebrates the Scholarly, Research and Creative (SRC) activity within FCAD, Ryerson's Faculty of Communication and Design. FCAD is at the heart of the evolution of cultural industries. Groundbreaking work both nationally and internationally takes on all forms through research, experimentation, collaboration and making.

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Management // Image Arts // Interior Design //
Journalism // Performance // Professional Communication //
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FOR THE
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