

MIDAS ASW1 : Themes: How the digital is conceived

Definition	Role Research
<p>Different kinds of digital technologies are available and used in the sites, and these also feature differently (at different points of research) in the sites, are used and brought into the practices of the sites in particular ways, and they are talked about across the sites in particular ways (uses of specific terminologies), associated with ways of talking and working. Some key sub-themes include the experiences of the constraints and affordances of technologies, access to designers and the negative impact on methods and research process (e.g. designing a virtual environment for research experiments), the use of technology as a disruptive force, technology as a critique tool, technology as failing, technology as disappointing (e.g. limited materials re 3D printing), the histories/baggage of technologies, the place of digital technicians in research... Examples: “digital.mov”, “digital2.mov”</p>	
Body	Technology
Methods	