

An approach to research that combines creative and academic research practices, and supports the development of knowledge and innovation through artistic expression, scholarly investigation, and experimentation. The creation process is situated within the research activity and produces critically informed work in a variety of media (art forms).

Research-

conventional works of technological development, or work that focuses on the creation of curricula. The research-creation process and the resulting artistic work are judged according to $\infty=k\#$

Fields that may involve research-creation may include, but are not limited to: architecture, design, creative writing, visual arts (e.g., painting, drawing, sculpture, ceramics, textiles), performing arts (e.g., dance, music, theatre), film, video, performance art, interdisciplinary arts, media and electronic arts, and new artistic practices.

([Social Sciences and Humanities Research Council](#), accessed 2024)

Unlike Creative Arts PhD or MFA programs, Cultural Studies at Queen's does not provide studio space or production facilities. Limited support may be available through the Film and Media, Fine Art, and the Dan School of Drama and Music. Some funding for production elements may be available through the [Dean's Award for Project and Portfolio PhD Research & Research-Creation/Community-based Research for MA](#).