Noslēguma ziņojuma vērtējums

Modernisma mākslas kodu veicināta IKT produktu inovācija

1.1.1.2/VIAA/1/16/106

| Excellence | STRENGTHS:
The project aims to form a new methodology of ICT products' creation using knowledge of the Theory of Modern Art (TMA) and its subsequent postmodernity expression, paving the way for a novel approach to culturally based digital production. The research has a transparent methodological background.
The proposal's objectives have been achieved by integrating research in the fields of ICT and modern art as one of its main activities was research into digital gaming and contemporary aesthetics to find new ideas to benefit ICT.
The project's main outcome is the prototype of a serious game, Art Space, a sandbox-style first-person game that lets the user play with different art codes and artistic ideas in the context of modern art. Specifically, the player can use the aesthetic tools of digital art and create his environment in nine rooms with different art codes, which have been selected through interviews with digital artists. The prototype Art Space embodies an innovative approach to filling the gap in modern gaming. The game is well-designed, coherent with the methodological objectives of the proposal. It has been disseminated more than adequately, and it may represent an important example for future serious games in the context of art education. The submitted activity report is clear, complete, and well written. Many documents and deliverables support the project's outcomes, and the website showcasing the developed game, Art Space. Output indicators were achieved.
The research partner was initially chosen, the digital agency Cube, demonstrated to be not satisfactory. However, the researcher established very fruitful cooperation with two new media artists, Kristaps Biters, and Ieva Viksne, who actively contributed to the game design and the scientific dissemination.
WEAKNESSES:
Three journal articles of the post-doctoral researcher (two published in 2020 and one in 2018) are not in journals indexed in WEB of Science (Q1, Q2, or Q3). The one article mentioned as indexed in the Web of Science Core Collection is a conference paper.
RECOMMENDATIONS FOR IMPROVEMENT:
The post-doctoral researcher is encouraged to publish her results of the research in prestigious journals.
The post-doctoral researcher should consider declaring more ambitious "Value to be achieved during the follow-up period," mainly for the indicator 'Number of scientific articles and publications, that currently is,' and the indicator 'Number of enterprises cooperating with research institutions, that currently is 0.
As part of the project's follow-up, it would be interesting to collect and analyze data on the users' interaction with the Art Space game. | 80 % |
| Impact | STRENGTHS:
The potential impact of the proposal's results is scientifically relevant. The major output of the project, the Art Space serious game, is a new demonstration tool for the translation of art codes into ICT products, taking into account that the ICT and TMA are independent, unconnected fields. Therefore today's interdisciplinary scientific approach demands their crosscutting. The product created from this project can reduce the existing social segregation and open up the cultural cache of modern art and thereby transfer its capital of knowledge. It will also help capture specific knowledge that is difficult to transfer to the general public and create new knowledge about the art of the future.
The results of the post-doctoral researcher have the potential to contribute to the development of the Information and Communication Technologies Innovation and research as a Strategic priority or area of smart specialization.
This game has the potential to be inspirational for other studies and researches. The developed game might also have commercialization potential, | 95 % |

even though its main goal is to demonstrate the educational value of the chosen approach.

The dissemination actions cover the relevant stakeholders, including the general public, reached during Future Scientists Forum 2017 and Night of Scientists 2021 and by press releases in popular gaming portals. The project websites, well designed and enriched by interesting videos and demos, are a successful dissemination tool for art students and the general public.

The impact on the scientific career of the applicant and her professional development is also positive: the position of the post-doctoral researcher will be active at the applicant institution, Vidzeme University of Applied, for at least five years after the end of the project.

To ensure the sustainability of the post-doctoral project, two project applications were submitted at the National and European levels to explore further the potential of serious gaming in contemporary art and cultural artifacts and exploit the Art Space platform.

WEAKNESSES:

The new competencies and skills obtained during the implementation of the research application that will make the post-doctoral researcher more successful in his long-term career are not clearly described.

RECOMMENDATIONS FOR IMPROVEMENT:

The post-doctoral researcher is encouraged to improve the relationship between the Art Space prototype that serves as a pilot project for digital products and the social and economic impact of the performed research.

The post-doctoral researcher should also consider evaluating the possibility of a commercial impact of the game prototype, establishing contacts with relevant companies.

Capacity	STRENGTHS: The work plan was strictly followed, and the post-doctoral researcher realized the activities. The infrastructure, logistics, facilities, and equipment offered served for the good implementation of the research project. The work plan progress was coherent with the proposal objectives. The amendments accepted after the interim report to better reflect the direction of the ongoing research (WP4 and WP5 after the initial conceptual phase has been explicitly focused on game design) have been successfully implemented. All work packages have been completed, and the deliverables were submitted as planned. The quality of the deliverables is very good. The final objective of the project has been fulfilled. The infrastructure, logistics, facilities, and equipment offered served for the good implementation of the research project. The use of the resource is appropriate and coherent with the objectives of the project. The researcher has demonstrated a good attitude in scientific dissemination and the capacity to react to changes and solve problems. WEAKNESSES: No relevant weaknesses.	100 %
Overall		**90 %**