



Anglia Ruskin
University



Cultures of the Digital Economy

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<http://www.anglia.ac.uk/code>



Cultures of the Digital Economy Research Institute

The Cultures of the Digital Economy (CoDE) Research Institute is a multidisciplinary initiative at Anglia Ruskin University, Cambridge.

CoDE colleagues work in:

- media theory and network culture
- media archaeology
- digital music and video
- fine arts
- video games
- production and performance
- serious gaming and digital text

Along with scientific contributions from colleagues involved with design and technology, audio engineering and computer design and animation.



Cultures of the Digital Economy Research Institute

The Cultures of the Digital Economy (CoDE) Research Institute embeds research streams in artistic and cultural approaches to digital technologies.

CoDE has four emerging Research Streams:

- Social media and Network Politics
- Digital Performance and Production (inclusive of Digital Performance Lab and the emerging Digital Gallery)
- Digital Humanities - Archives, Interfaces, Tools
- Play and Serious Gaming



Cultures of the Digital Economy Research Institute

From gaming cultures and products, to cultures
of gaming and *homo ludens*



Cultures of the Digital Economy Research Institute

- on top of a wide range of relevant undergraduate degrees, emerging new MA and MSc in Games;
- crossdisciplinary expertise in research (social sciences, arts, humanities understanding of genres, users, trends)
- research close to business interests (from start-ups to established companies)
- Digital Performance Lab
- Digital Gallery
- possibilities for joint projects, and collaboration – research and skills training in industry environment (knowledge exchange)





