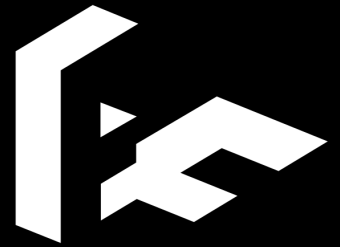


# research



**Fast Familiar** pioneer new approaches to research and public engagement.

We use the **bespoke digital tools** we've created to make experiences which will allow research or public engagement activities to take place. We draw on our expertise in **interdisciplinary collaboration** and ensure **excellent communication**, working closely with partners to ensure that the activity we're designing is suitable for the target audience.

We have worked on projects for organisations as diverse as Alzheimer's Research UK, the Scottish Government, the Wellcome/ EPSRC Centre for Interventional and Surgical Sciences and NESTA, as well as conducting our **homegrown research**, centring on the use of technology to support constructive human interaction.

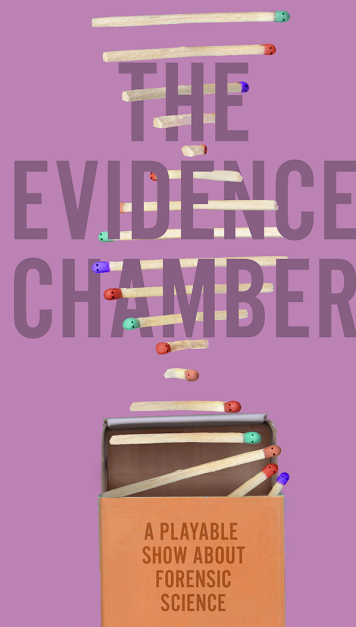
Our in-house team comprises expertise in **narrative**, **facilitation** and **technology** design. For all our projects, we develop these aspects concurrently to ensure a smooth user journey. We are mindful of the need for **ethics** approval and maintain the highest standards of **data-processing**. Below is information about a range of our projects; please contact [rachel@fastfamiliar.com](mailto:rachel@fastfamiliar.com) to discuss potential research collaborations.

In **The Evidence Chamber**, players make up a jury who must review documents and audio and video evidence on iPads to reach a verdict on a murder case which hinges on two types of forensic evidence: gait analysis and DNA.

The audience watches 'testimonies' from characters involved and expert witnesses. Their decision-making process is supported by explanatory materials about forensic evidence, produced by the Leverhulme Research Centre for Forensic Science. The experience is structured to measure the impact of these materials: the bespoke control system logs anonymised data on each juror's decision-making process. A post-verdict debrief allows audiences to deepen their understanding of forensic processes and criminal justice procedures.

**The Evidence Chamber** is commissioned by the Leverhulme Research Centre for Forensic Science (LRCFS) at the University of Dundee. It is simultaneously a public engagement tool and a way of doing research.

**The Evidence Chamber** was used as a training tool for High Sheriffs in England and LRCFS are developing curriculum resources to accompany the experience for undergraduate law and forensics students. LRCFS are also working on an analysis of the anonymised data collected during the first 30 performances of **The Evidence Chamber**.





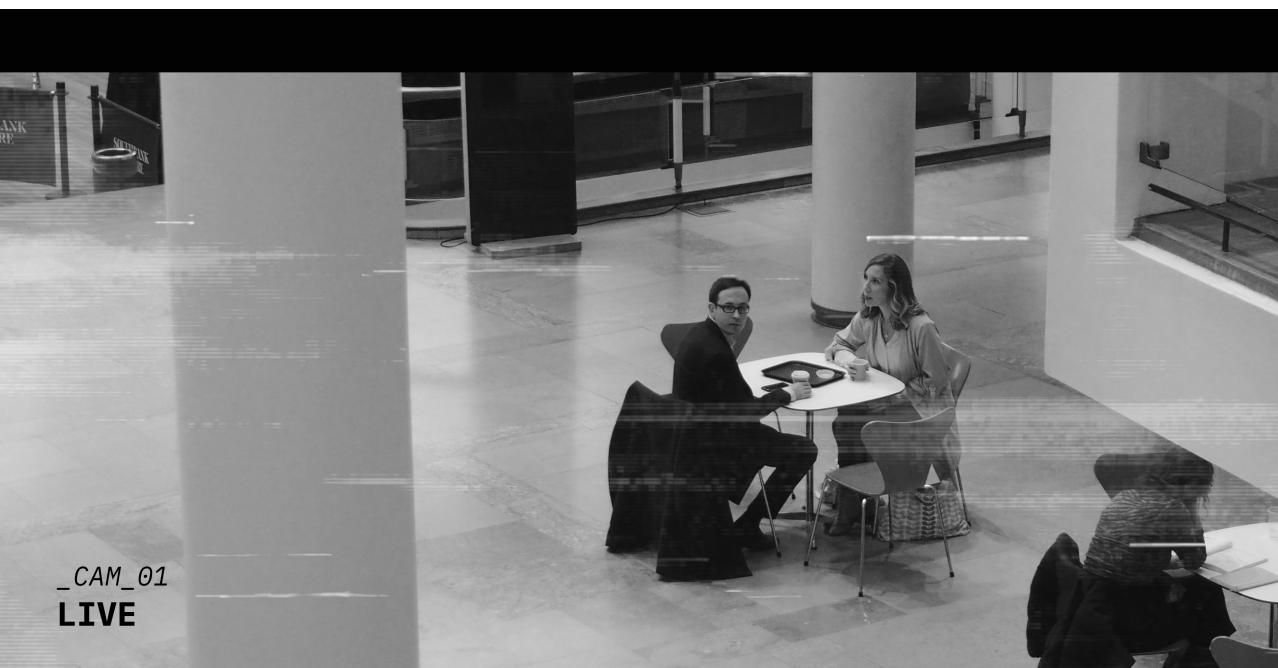
**Smoking Gun** is a thriller for a remote audience in a world of disinformation. It is played via a free bespoke app for iPhone/Android.

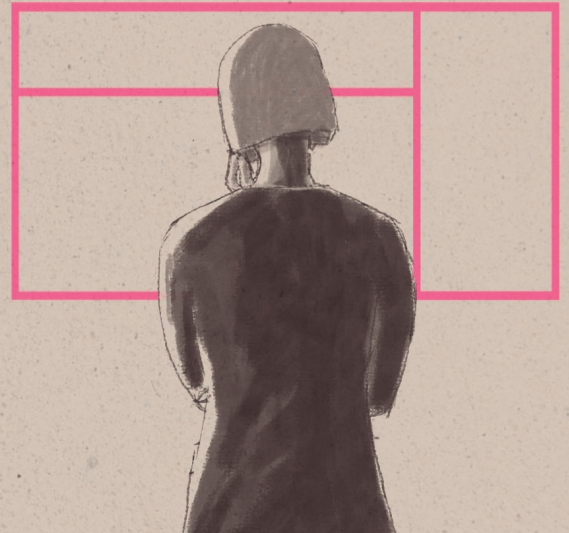
Over 5 days, players receive information on their phones - company accounts, UUID records, medical research reports - as well as newspaper articles and images. Players have a half hour window per day where message with a small group of other people who are playing, to compare theories and work together on deducing what is going on. At the end of the 5 days each group has to decide whether they go to the press with what you've found out.

The bespoke app logs anonymised data on which documents each player accesses and for how long. The chat transcript can also be analysed to see how each player and each group used and shared data in their deliberations.

**Smoking Gun** is a collaboration with Data Stories at the University of Southampton, developed with the support of the STARTS Residencies Project as part of the STARTS initiative of the European Commission. Data Stories aims to explore how people engage with data. They work on solutions that help make data more relevant, more interactive, and more easily shared.

The goals of Fast Familiar's collaboration with Data Stories were to explore how to use narrative and game mechanics to change the way the public engages with data. We have presented on **Smoking Gun** at various conferences and are currently analysing the data created by the three runs of the show in 2020.





**The Window** is an immersive audio experience blending story, music and spatial sound. Love and grief; memory and science. In the darkness, you find yourself at the heart of a story about the things families don't talk about. Spanning three generations and 40 years, it asks what we inherit from the past and what control we have over the future.

**The Window** is the recipient of one of Alzheimer's Research UK's inaugural Inspire Awards, selected for its innovative approach to public engagement.

It is Fast Familiar's second collaboration with Dr Sarah-Naomi James from the MRC Unit for Lifelong Health and Ageing at UCL. Sarah is currently working as an epidemiologist on the MRC National Survey of Health and Development Neuroimaging sub-study (Insight 46), in collaboration with colleagues at the Dementia Research Centre. Her research investigates life course predictors of cognitive ageing and neuroscience-related outcomes.

**The Window** aims to dispel popular misconceptions about Alzheimer's disease, and to spread hope about the research taking place in this field. It premiered as part of Alzheimer's Research UK's annual conference in 2021, with further outings planned. The Window is always accompanied by a post-show session with researchers, which allows members of the public to ask questions that the artistic experience has brought up for them.

