



OLSCOIL NA
GAILLIMHE
UNIVERSITY
OF GALWAY

Ionad do Theicneolaíochtaí
Cruthaitheacha
Centre for Creative
Technologies

Annual *Report*

2025

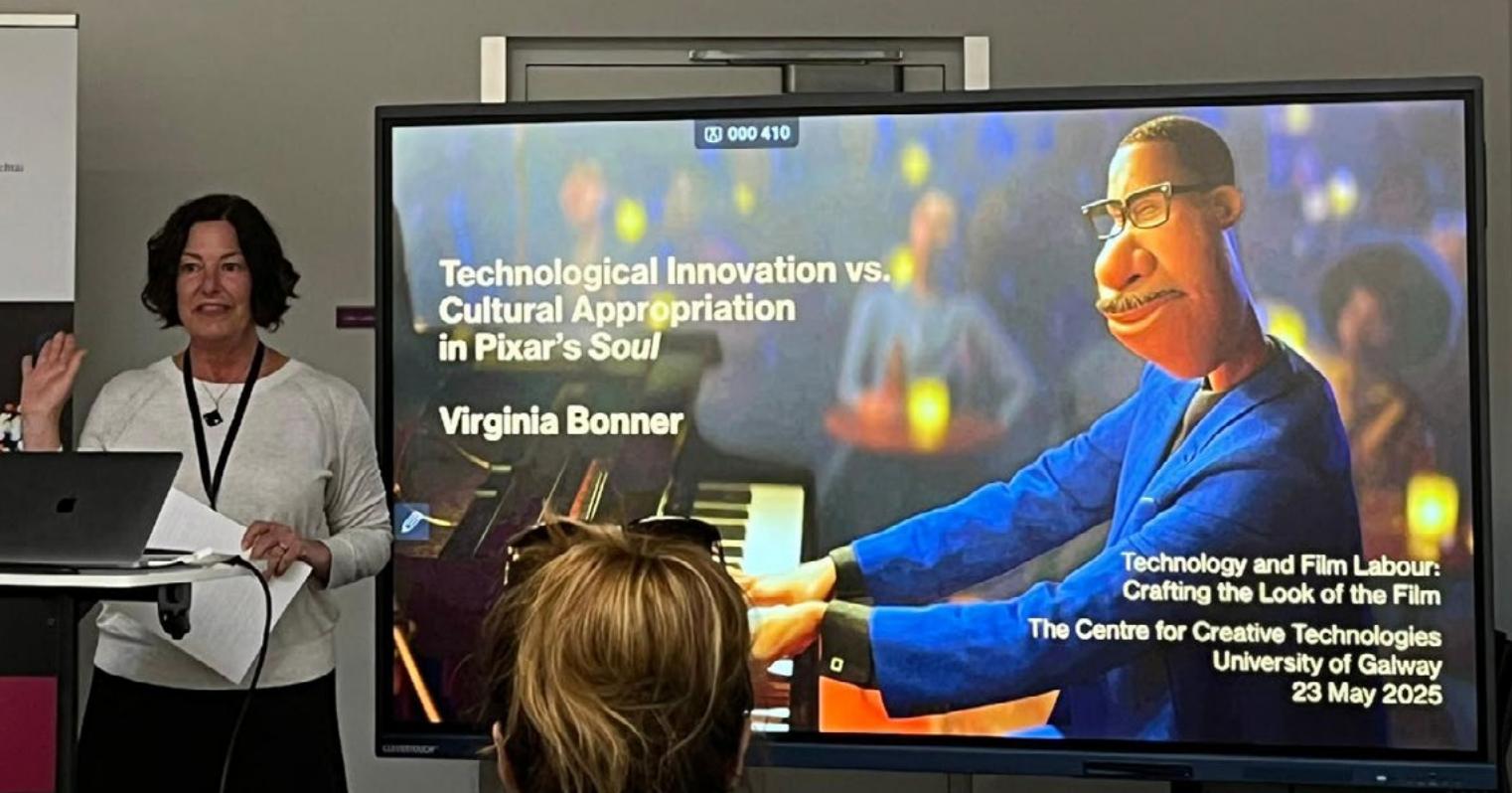
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Image from Jane Cassidy's masterclass:
"Accessibility & Multi-Sensory Installations", March 2025

Virginia Bonner of Clayton State University presenting at the conference, "Technology & Film Labour: Crafting the Look of the Film", hosted by the Centre for Creative Technologies, May, 2025.



Introduction

2025 saw the Centre for Creative Technologies continue in its mission to develop and support research and teaching that explores the intersections between creative practice and technology, with a number of exciting new initiatives and partnerships launching over the year.

Highlights of the year include the appointment of our first Digital Artist in Residency in collaboration with the Arts Council, the inaugural Fleadh Immersive programme, led by the Centre as part of the Galway Film Fleadh, and the launch of the Springboard-funded Postgraduate Certificate in Creative Technologies and Emerging Media.

2025 saw the further consolidation and expansion of the Centre's PhD programme, with research emerging

from the Centre being presented at international conferences across the world and being published in top-ranked journals. With a number of European and national funding bids being submitted over the course of the year, the intention is to further develop graduate and postdoctoral research within the Centre across 2026.

As in previous years, the Centre supported activities from a diverse range of disciplines across 2025, from Medicine to Drama to Computer Science, whilst bringing a particular focus to questions of inclusion and access in the projects developed. We invite our colleagues across the University, as well as the broader creative and local communities, to draw on the Centre's infrastructure and expertise in the coming year.

Conn Holohan,
Director

Building Awareness & Community

We have continued to build awareness of the Centre and its activities both within the University, and with external communities operating in the research, creative, cultural and technology sectors.

Audience
across our social media profiles and
mailing list

↑ 37%
Increase in
People Connected

MASTERCLASS SERIES & CREATIVE WORKSHOPS

The Centre has now welcomed more than 30 national & international speakers through its Masterclasses Series

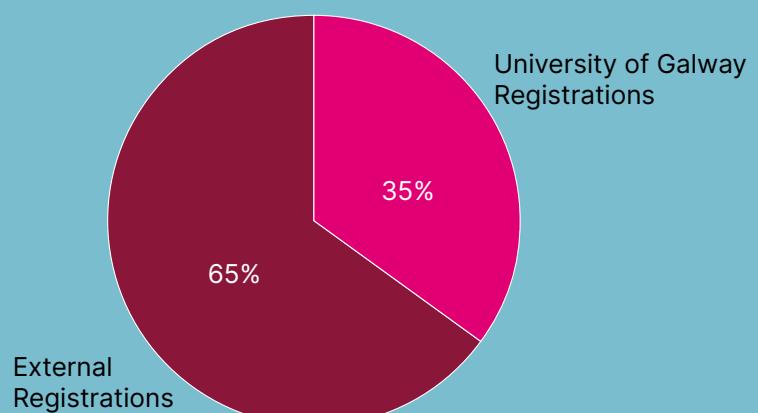
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Individuals attended events this year, from across academia, creative practice, cultural & creative industries, public sector and the technology sector

↑ 22%
Increase
in Event Registrations
of which 65% were from outside
University of Galway

Masterclass & Workshop Registration

University of Galway vs.
Non-University of Galway Participants



PhD Research Community

The PhD in Creative Technologies has expanded to 6 full-time and 1 part-time PhD researchers, including the inaugural recipient of the College of Arts, Social Sciences, and Celtic Studies' Creative Sector PhD Fee Waiver.

PhD projects address topics from proximity and intimacy in virtual space, to creativity and generative AI, to youth education in creative technologies, with many of the doctoral projects involving a creative practice component. All research students are co-supervised across multiple disciplines, including computer science, theatre and performance, education, geography, film and media studies, philosophy and political science.

Across 2025, our PhD students have presented their research at numerous national and international conferences, published their research in leading academic journals, seen their work receive awards at festivals, and have been the recipients of prestigious international scholarships and artist residencies. They have

also worked together to design and deliver a module as part of the University's Youth Academy along with a series of Science Week workshops on the theme of Sustainability and Artificial Intelligence.



Annual Christmas PhD coffee morning hosted by the Centre for students and their supervisors. Pictured (L-R): Alaz Okudan, Rocio Romero Grau, Lua Flannery, Hermano Luz Rodrigues, Conn Holohan, David Kelly, Jen Hesnan

Centre for Creative Technologies **PhD OPEN STUDIO**

Opening April 17 (1-4PM)
Visiting April 22-25 (12-4PM)
O'Donoghue Center - Studio 3



PhD Community Activities

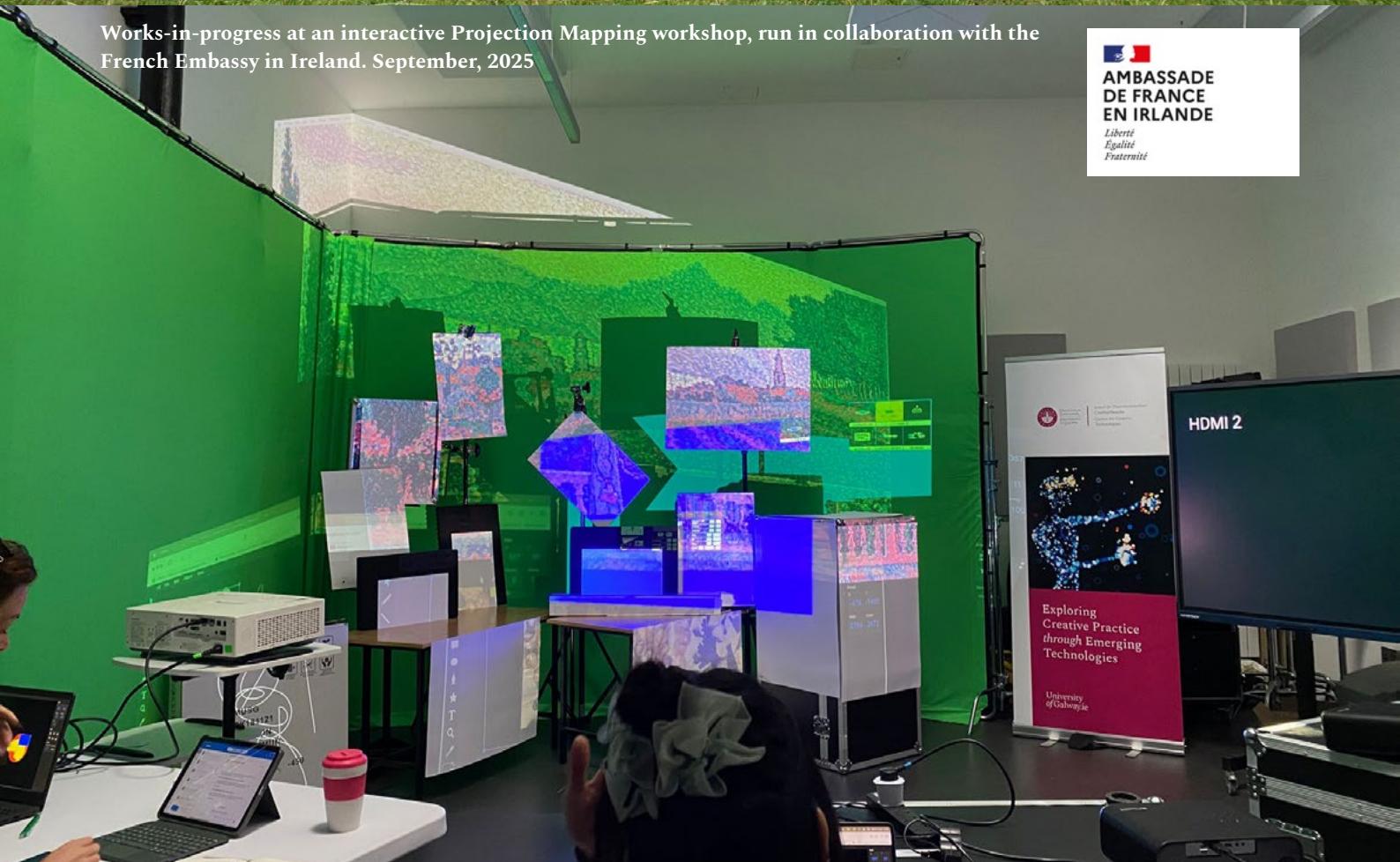
In April 2025, the centre's PhD researchers hosted a **PhD Open Studio**, offering visitors an opportunity to view and engage with the practice-based experiments that underpin their work. The Centre will host the second iteration of this event in **March 2026**.

In September, the centre held its first **PhD Research Morning**, where each of the researchers presented on their PhD projects to members of the Centre, academic staff, CASSCS Research Committee members, and the wider research community in the university.



Participants on the “Inclusivity by Design: Creative Technologies & Community Engagement” workshop, taking part in a session hosted at the Burren College of Art, November, 2025

Works-in-progress at an interactive Projection Mapping workshop, run in collaboration with the French Embassy in Ireland. September, 2025



Building Capacity

The Centre continued to build capacity in the use of creative technologies within the University and throughout the region via a number of initiatives in 2025.

Masterclasses & Workshops

The Centre's masterclass series continued its success throughout 2025. The series has now welcomed over 30 national and international speakers, featuring researchers, artists, technologists and students. Speakers offered perspectives on topics as diverse as inclusive design practices, robotics, mapping literary time & space, quantum computing, ecology and microplastics.

Maintaining its model of strong external participation, the series welcomed **65% of attendees from outside of the University** from a total of over **350 event registrations**. Geographic diversity and dissemination is further enhanced with all sessions now being streamed live, and recordings published online.

Inclusivity by Design: Creative Technologies and Community Engagement Workshop

In November 2025 the Centre ran a three-day workshop which brought together creative practitioners, researchers and community groups to explore co-creation in the community setting. Facilitated by Jo Mangan, director of the long-running *Space Programme* artist residency, the workshop invited participants to bring a focus on inclusion and access to creative technology design.

The workshop took place across the Burren College of Art, the University of Galway Ideas Lab, and the Centre for Creative Technologies Studio and was part-funded by the Fulbright Specialist Residency programme.

Teaching and Programme Development

We were delighted to launch the **Postgraduate Certificate in Creative Technologies and Emerging Media**



in September 2025. This Springboard-funded programme offers creative practitioners and media graduates the opportunity to enhance their work and practice with a variety of cutting-edge emerging technologies. This initial offering was over-subscribed. The course uses a blended-learning model, enabling participation of students from around Ireland.

In addition, Centre staff have contributed to programmes across the University including CELT's Postgraduate Certificate in Teaching & Learning.

Technology Access

Through access to its equipment, the Centre enabled research, teaching and learning, as well as innovative creative practice. Those making use of the equipment came from disciplines across the College of Arts, Social Sciences and Celtic Studies, UrbanLab, School of Computer Science, School of Medicine, as well as creative practitioners who participated in our variety of artist residencies and collaborations.

“

The organisers created a warm, inclusive atmosphere that stimulated creative collaboration. There were friendships made and new creative work generated that addressed social issues in a unique and innovative way.



“

I feel like I have learned so much by having fun and connecting with others and with my curiosity! It was truly satisfying to have the chance to play around with all the tech and have a prototype for our idea is just one day. ...I don't know if there's anything that I didn't like about the workshop. I even enjoyed how tired I was after the 3 days - it was intense but worth it!



“

[I liked] the collaboration between participants, the opportunity to work together and to discuss research and overlapping objectives. The dynamic was both productive and fun. The range of activities was stimulating and informative. The technology provided an excellent point of connection and opportunity for creative output.

External Recognition

For the first time, the Centre received nominations for awards run by the Galway Chamber and Regional Skills West. These nominations recognise the significant focus of the Centre on external engagement and capacity building within the research, creative and cultural sectors.

Galway Chamber Awards 2025



Culture & Creativity Category Nominee

Galway Chamber fosters business growth, innovation, and collaboration through advocacy, networking, and strategic support. Their awards celebrate the excellence, innovation, and ambition that define Galway's business community.

Pictured (L-R): **Conn Holahan**, Director, Centre for Creative Technologies; **Cait Noone**, President, Galway Chamber; **David Kelly**, Project Lead, Centre for Creative Technologies

Regional Skills West 2025 Awards

The West Regional Skills Forum supports businesses in its region to assess and develop skills for their employees. It also brings people together at local and regional level, to identify, investigate and validate skills needs.

From the Centre's award nomination:

"The Centre for Creative Technologies has put huge energy into bringing industry and academia together in meaningful ways."



Participants and their creations at the Centre's Augmented Reality and Creative AI workshop, during Galway Science and Technology Festival, November 2025.



Community & Sector Engagement

Key objectives of the Centre include the fostering of collaborations and partnerships across academic institutions, industry and society, as well as addressing issues of inclusivity and access in and through creative technologies. The Centre has furthered these objectives in 2025 through:

Policy development

Through engagement with research, industry and creative sector bodies, the Centre, via its Director, makes a direct contribution to national and international policy, including being a:

- Member of the Research Ireland / AHRC Creative Industries Scoping Group, developing the research support landscape for the sector across the UK and Ireland.
- Member of the Digital Creative Industries Roadmap Regional Development Group.

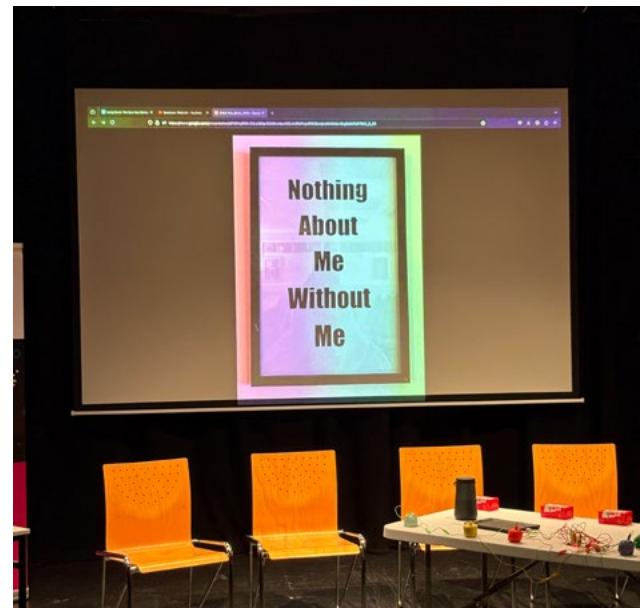


Image from Jane Cassidy's masterclass: "Accessibility & Multi-Sensory Installations", March 2025

Youth Engagement

The Centre for Creative Technologies launched a 6-week programme for secondary school students in 2025 as part of the **University of Galway Youth Academy**, entitled "*Intersections: Exploring the blending of art, artificial intelligence and the creative process.*" The programme invites young people to explore the evolving roles of humans and machines in art-making through fun, creative activities. The programme was designed and delivered by the Centre's PhD students and will continue to run as part of the Youth Academy programme through 2026 and beyond.

During the **Galway Science and Technology Festival** in November, the Centre hosted **60 primary and secondary school students** across 5 workshops (pictured, left) on Creativity using Generative AI and Augmented Reality. Children worked in groups with interactive AI tools to create imaginary creatures, which were animated and then brought to life in the real-world using Augmented Reality technologies.

As part of the festival, the Centre also hosted an open evening, where parents and children had the opportunity to try out a range of Virtual and Augmented Reality headsets.

“

During my three week Fulbright Specialist residency in Ireland I met with professors, professionals in creative industries, and researchers to establish new collaborations between the University of Galway and Virginia Tech.

The residency created significant opportunities for academic exchange, research development, and community engagement across multiple institutions.



Thomas Tucker

Fulbright Specialist,
Centre for Creative Technologies, 2025

Associate Professor, School of Visual Arts,
Virginia Tech

Creative Engagement

Throughout 2025 we continued our partnerships with local and international organisations to offer artist residencies to those interested in exploring the intersection of technology and creative practice.



Arts Council Digital Artist in Residence Programme

ARTS COUNCIL OF IRELAND

Late-2025 saw the launch of the inaugural Arts Council Digital Artist in Residence Programme at the Centre for Creative Technologies, University of Galway. The residency was established as part of the Arts Council's Digital Arts Policy with the aim of supporting artist practice and fostering engagement between creative practitioners and the academic and student community.

Following the selection process, the award was made to **Jane Cassidy**, who commences her 6-month residency at the Centre in January 2026.



Art-X Residency

INSTITUTE FOR CREATIVITY, ARTS, AND TECHNOLOGY AT VIRGINIA TECH

This on-going artist exchange between Galway and the US invites participating artists and researchers to explore new ways of engaging with digital technology in their creative practice. This year we welcomed Thomas Tucker from Virginia Tech, who visited under the Fulbright Specialist Programme. We also welcomed Meaghan Dee, Associate Professor in the School of Visual Arts at Virginia Tech, who visited to meet researchers, staff and students in advance of her Autumn 2026 residency.

Irish artist and researcher Dr Paul O'Neill of the Huston School of Film and Digital Media will visit the Institute for Creativity, Arts, and Technology at Virginia Tech, and Solas Nua Arts Festival in Washington, in Spring 2026.



The Air We Share – Digital Artist Residency

CREATIVE IRELAND

Artist Leon Butler was awarded a residency as part of *The Air We Share* project. Residencies responded to air pollution research, while engaging with creative, climate, and community-driven solutions to air pollution as part of this climate action project. Work created during his residency was featured in the end-of-project exhibition, presented at Galway Arts Centre in September 2025.



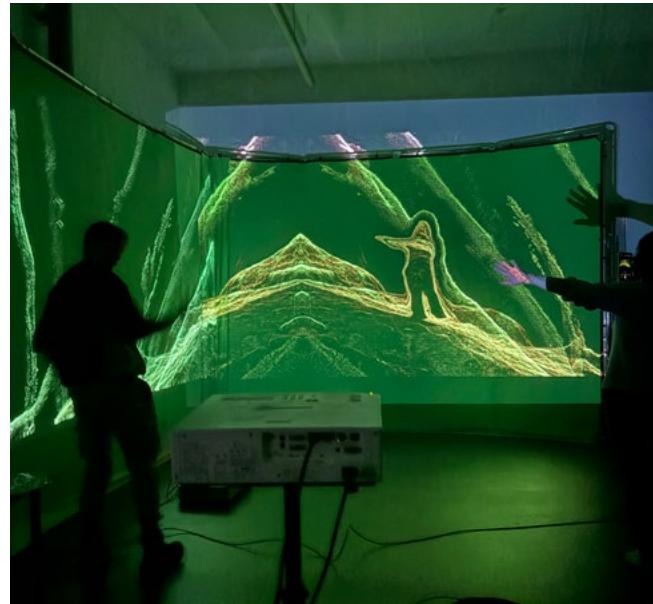
Top: Galway Film Fleadh Immersive Programme participants.
Bottom: Fleadh Film Fair panel on the European Immersive landscape.



Enabling Artistic Development

Through collaboration with artists, providing access to infrastructure, technology, and expertise, we continued our support of creative practitioners in the development of their work. Artists we were delighted to support this year included:

- Kat Austin – “*Not Breaking. This Wave Drowns Hate*”, Galway International Arts Festival.
- Conor Maloney & John Conneely – “*Funeral for Ashes*”, Galway International Arts Festival.
- Ruth Clinton and Niamh Moriarty, “*A Disentailing Deed*”, EVA International, Limerick.



Research & development for the *Funeral for Ashes* GIAF installation, Centre for Creative Technologies, June 2025

Community Engagement

The Centre continued to support and develop engagement between the University, Galway communities and creative practitioners across a number of projects and activities in 2025.

- As part of **Science Week 2025**, the Centre ran a series of Research Ireland-funded workshops to explore the use of AI in community settings to help imagine sustainable cities.
- The Centre’s work with **Galway Simon Community** to communicate the experience of homelessness through immersive media was presented at the International Social Housing Festival and the Social Care Ireland annual conference, whilst a research paper emerging from this project was published in a leading academic journal.
- “The Air We Share” project worked with **community participants from Galway’s Westside** to explore the issue of air pollution, and included a digital artist residency hosted by the Centre.
- The Centre supported the annual **Misleóir Festival of Nomadic Cultures**, by providing space for an interactive Virtual Reality screening during the festival.

Industry Engagement

In 2025, the Centre inaugurated the **Fleadh Immersive programme** as part of the Galway Film Fleadh, Ireland’s leading international film festival. This brought a selection of leading international and Irish immersive experiences to Galway audiences. Supported by the French Embassy in Ireland and Film Fund Luxembourg, Fleadh Immersive also brought award-winning VR producers to the Fleadh Film Fair, Ireland’s most important film industry forum, for a panel on the European immersive landscape.

The Centre and Galway Film Fleadh are currently seeking funding to develop an **annual Innovation Hub** as part of the Film Fair, to be hosted at the Centre and engage Irish film creatives with the latest in technological developments.

The Centre continues to engage with industry both through our Masterclass series and workshops, and in developing research agency and industry funded research and engagement projects.

Research Activity & Funding

In May 2025, the Centre hosted an international conference entitled **“Technology & Film Labour: Crafting the Look of the Film.”** Involving delegates from across Europe, the Americas and Asia, this conference was the first of its kind in exploring the impact of film technologies on the labour and craft of film workers.

The Centre led and supported funding applications to a number of **international and national calls** in 2025, including a Marie-Curie Doctoral Network Application, the Fulbright Specialist programme, the ENLIGHT Thematic Network Scheme, Research Ireland’s COALESCE, Science Week, Investigator, Postdoctoral and Doctoral schemes, and the Creative Ireland Creative Communities Fund.

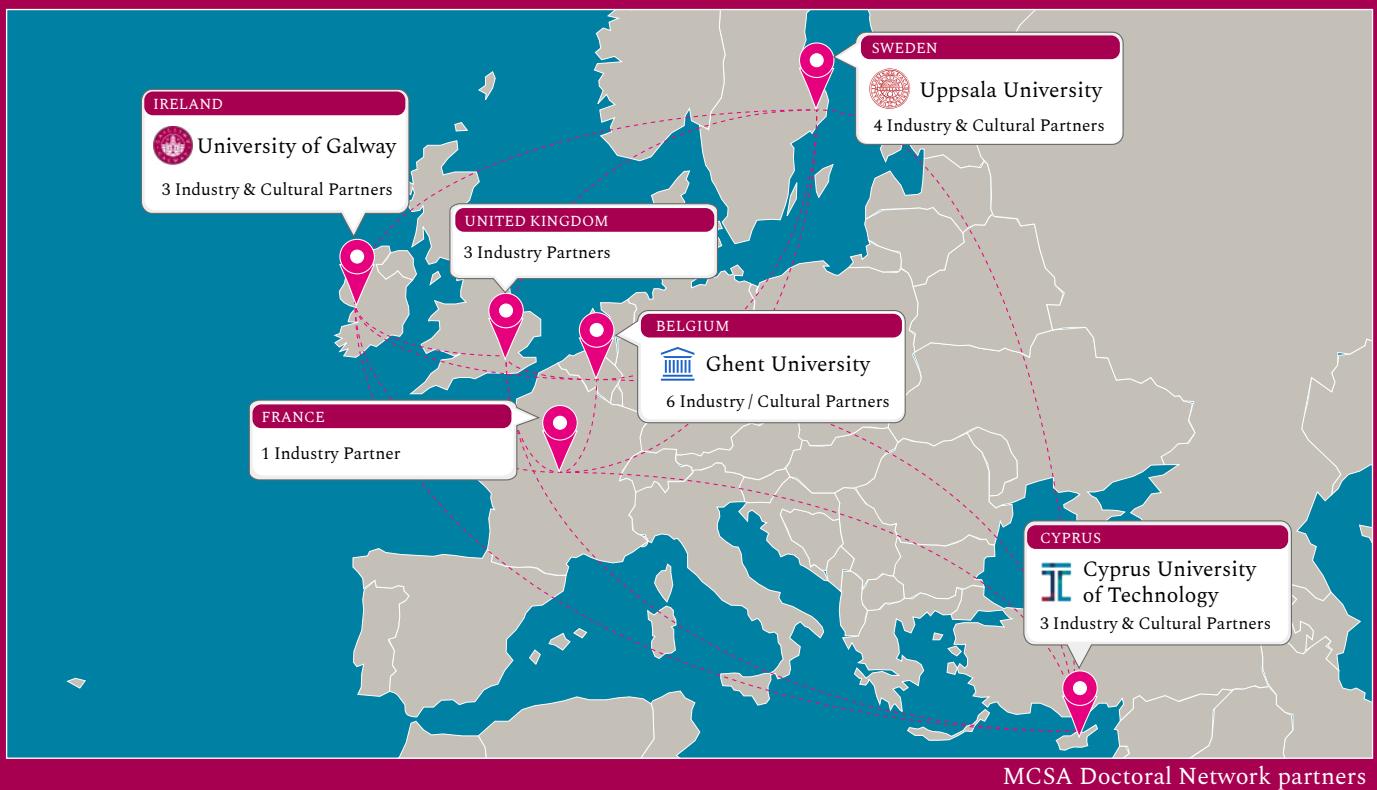
In 2025, successful funding applications supported:

- A COALESCE project to begin in 2026, involving the digital mapping of Galway mother and baby institutions.
- “Generating Futures: Using AI to Imagine Sustainable Places,” a series of community workshops across **Research Ireland’s Science Week** critically exploring the use of generative AI as a tool for sustainability.
- “**Inclusivity by Design**,” a 3-day workshop bringing together researchers, creative practitioners and community groups.
- “The Air We Share” digital artist residency, funded via the *Creative Climate Action fund*, an initiative from the **Creative Ireland Programme**.



Science Week Workshop, November 2025; Photo: Alaz Okudan

MCSA Doctoral Network



In 2025, the Centre co-ordinated a **Marie-Curie Doctoral Network** application involving 4 Universities (Galway, Ghent, Uppsala, Cyprus Institute of Technology) and 17 industry partners across multiple European countries. The theme of the application is “*Inclusivity by Design:*

Accessibility and Creative Technologies,” with a focus on doctoral projects that address both the uses of technologies to foster access to culture and creativity and accessible design challenges with those same technologies.

The Air We Share final exhibition, September, 2025; Photo: Ciarán MacChoncarraige





Centre Mailing List

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Scan the QR code to subscribe to our mailing list. You have the option to unsubscribe at any time.



Link: <http://eepurl.com/iHFKRY>

[Previous page](#)

Top: Prof David Burn, President of University of Galway with Rocio Romero Grau, PhD student at the Centre for Creative Technologies during a research showcase event, December 2025.

Bottom: Visting PhD student Francisco José Jiménez Alcarria, Universidad Carlos III de Madrid, with artist Niamh Moriarty during a 3D model scanning session at the Centre, May 2025.



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Technologies

Prepared by Conn Holohan & David Kelly
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Centre for Creative Technologies,
Institute for Creativity,
University of Galway

<http://universityofgalway.ie/creative-tech>
centrecreativetechnologies@universityofgalway.ie

Cover Image: Masterclass at the Centre by the artists Conor Maloney & John Conneely, presenting on their work “Funeral for Ashes”, which was exhibited at the Galway International Arts Festival in 2025.