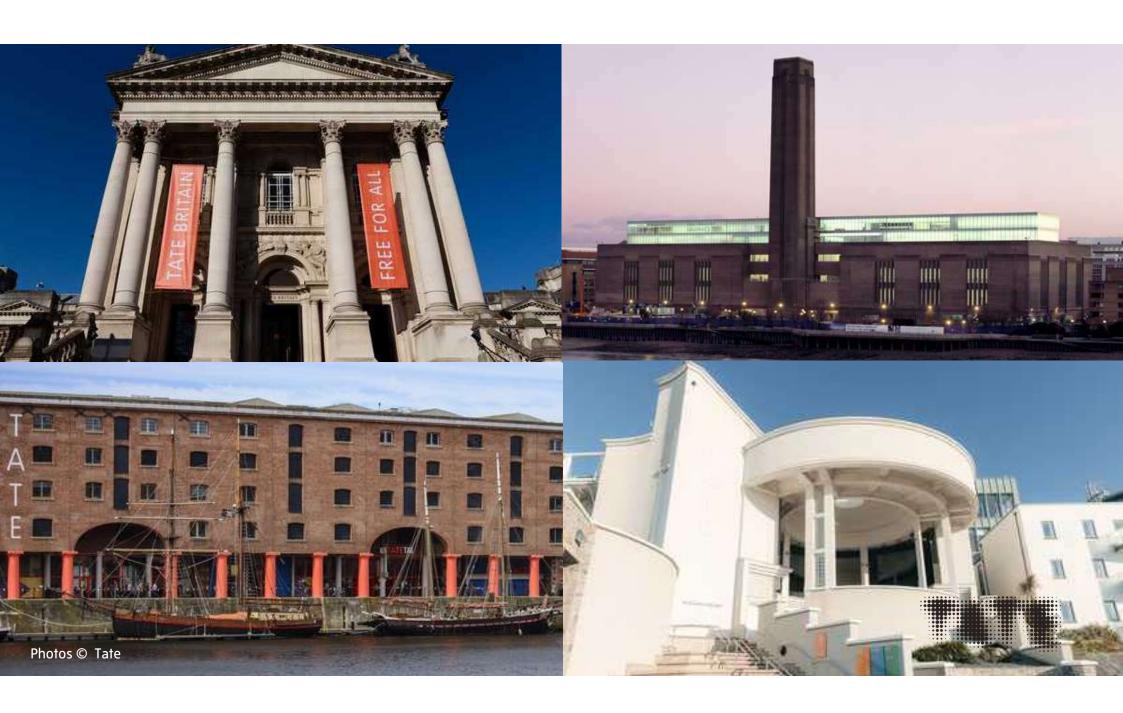
TATE AND AHRC EARLY CAREER FELLOWSHIPS IN CULTURAL AND HERITAGE INSTITUTIONS

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DIGITAL PRACTICES AND NEW TECHNOLOGIES

Cultural organisations' use of XR experiences as tools for engagement and learning, meeting audience appetite and expectations

Gaming platforms and engagement opportunities through gamification of Tate's collections, programmes and other activities and utilising external platforms such as Roblox

AI, Ethics and Trust, and how to transparently embed AI into internal and/or audience-facing work

Safeguarding slow/looking, low-fi experiences of art within a bold innovative 21st century art gallery







Photo © Tate Jo Fernandes





In relation to Tate's international modernist collection, proposals which challenge the existing methodologies and dominant narratives of art histories of the early 20th century (1900-1950)

Sharing interconnected art histories, tracing transnational networks and circuits of exchange in the early part of the 20th century

A focus on works in Tate's international modernist collection which were acquired by Tate prior to 2000.
Research would support reinterpretation of this under-researched collection

Claude Cahun, *I Extend My Arms*, 1931 or 1932 © Tate

BRITISH ART CONNECTIONS AND NETWORKS

Drawing on the work of the British Art Network (BAN)

Emerging internationalism

Testing the outer limits of 'British' within British art

The impact of global perspectives on **British art**

A particular interest in key collections, spaces, activity and/or knowledge connected with British art in emerging economies

Surveying and interrogating the literature, exhibitions and artistic practice that are bringing non-Western perspectives to bear on British art

Yinka Shonibare, The British Library, 2014 © Yinka Shonibare CBE Photo © Tate, Oliver Cowling



