The CAMEo Research Institute for Cultural and Media Economies seeks to facilitate research on the cultural industries, the ‘creative economy’, arts, media and cultural policy, consumer culture dynamics, and the mediation and representation of cultural and economic life. To support research in this area, the institute offers funding for a limited number of small, targeted research activities.

Academic staff (including teaching-focused and research staff) from across the University are invited to submit bids for up to £1,500. Bids will be evaluated against the following criteria:

- Bids should initiate or bring to fruition a particular research project. Both new and continuing projects will be considered for funding, as well as impact-building activities for existing projects.
- Bids may include external partners, but must involve at least one University of Leicester academic staff.
- Bids must be for activities leading to clearly defined research outputs.
- Bids can request funding for a variety of purposes (e.g. research expenses associated with data collection, transcription, analysis) but may not request funding for buying out teaching/administrative duties or purchasing equipment solely for personal use.
- All funding awarded must be spent by 31 July 2018.
- Funding requested should not exceed £1,500 per bid. If additional funds have been applied for/secured in relation to the proposed activity, please make this clear in the application.

Please note that:

- CAMEo can offer office, meeting and event space (subject to availability) and applicants are encouraged to propose activities that draw on these spaces.
- While there will be limits to how much international activity these small awards can fund, we encourage bids that have an international aspect, e.g. in their topic, contributors or activities.
- All funds awarded will be administered by CAMEo; funding will not be transferred to the Department/School budgets of the respective applicants.
- If successful, applicants will be expected to contribute to a post-award workshop, updating on the outcomes of their award and progress of the research.

Process

Applications (maximum two sides of A4, size 12 font) must address the following headings:

- Applicant(s) – include contact email and School/Departmental affiliation
- Title of project
- Rationale – what the project aims to achieve
- Thematic fit – how the project relates to the CAMEo research remit (see page 2 below)
- Budget – a breakdown of proposed spending, to a maximum of £1,500
- Outputs – be as specific as possible (e.g. include journal names for publications)
- Timescale – a short timetable, including when the project will be completed. Note that allocated funding must be spent by 31 July 2018; funding cannot be rolled over into the next financial year.

Completed applications must be submitted to cameo@le.ac.uk by 5pm on Monday 20 November 2017.

Applications will be reviewed by the CAMEo Management Board and applicants informed of the outcome by 11 December 2017. Informal enquiries should be directed to CAMEo strand leader Dr Jennifer Smith Maguire (jbs7@le.ac.uk).
The CAMEo research remit

CAMEo uses the term ‘cultural and media economies’ inclusively, to capture the whole range of productive dynamics that characterise these various industries and activities.

We understand ‘culture’ in a broad sense, encompassing the arts and established media, such as film, television and music, but also emerging cultural spaces like social media and computer gaming. Our interests also include what some would consider peripheral cultural industries, such as fashion, food and drink: industries that depend on, and reproduce both economic and cultural relations, material commodities and signification.

We understand ‘economy’ in a similarly broad sense. ‘Economy’ draws attention to the material, political, financial and regulatory contexts and outcomes of cultural production but also to the hierarchical processes of valuation and ordering that take place within cultural policy, production and consumption: processes that value some forms of culture as intrinsic goods, as ‘high’ or ‘low’, or mark out social classes through their cultural knowledge and practice.

Our third concern is with ‘media’: the materials and processes of mediation, from the screens that mediate forms of everyday communication and cultural consumption, to the processes through which cultural capital can mediate careers. Here we are particularly interested in the ways that the economics of specific media influence the cultural content of their outputs.

These understandings combine into the following assumptions about cultural and media economies:

- Cultural and media economies involve both provisioning and meaning; they generate, distribute and accumulate different kinds of goods, incomes, and resources, as well as provide contexts for human identity, difference, community and division.
- There are tensions between the ‘economic’ values of instrumentality, measure and calculation and the ‘cultural’ values of aesthetics, ethics and politics. These tensions might appear hostile or antagonistic but can also be enabling and productive.
- Cultural and media economies are sites of contestation and competition for wealth, power, prestige and opportunity. While this competition can aid social mobility, it can also reinforce established social divisions and even generate new inequalities.
- Cultural and media economies exhibit distinctive materialities and textures; they create and circulate objects that help mediate new social relations of cultural production and consumption.
- While cultural and media economies are material, they are also mediated, represented and imaginatively-made; rendering them both objective and subjectively-constructed through discourse, ideology and fantasy.
- Cultural and media economies are affective and emotional as much as they are rationally conceived and consciously planned. Their effects are embodied and felt as well as calculated and abstracted into signs and symbols.

For more information on CAMEo please visit www.le.ac.uk/cameo.