Comparing arts-based research, arts-informed inquiry, and a/r/tography

arts-based research	arts-informed inquiry	a/r/tography
--research that employs the premises, procedures, and principles of the arts	--research influenced by, but not based in, the arts --researcher is inspired by an art form, an artist, or a body of artistic work to create innovative research processes	--action research for artist-educators --artist/teachers inquire into issues or curiosities through their art forms and practices and use the inquiry to guide change in practice
--about the social world	--about the human condition --researcher is not necessarily the focus or subject of study	--about artists teaching and learning --A/r/tographers hold that who they are is embedded in what they know and do. -- A/r/tography is necessarily about self
--aesthetic qualities (or design elements) within both the inquiry process and the research text	--research processes draw from artistic processes characteristic of how an artist works	--artistic forms of engagement help A/r/tographers to create, interpret, and/ or represent new forms of knowledge --Knowing, doing, and making are folded together
		Relations are key—between self-identities, e.g. artist, researcher, teacher and relations with others
--those who regard research as exclusively scientific may dismiss	--reflects an explicit challenge to logical positivism and technical rationality as the only way to explain human behavior and understanding. --situated in sound understandings of qualitative research approaches	--*Not* about solving specific research problems
--employs a variety of art forms in representation of the social phenomena under study e.g. novel, poetry, theater, photography, video, painting, dance, music, etc.	--representation of the research relies heavily on art forms --work is presented to diverse audiences through artistic means	--Living inquiry is an embodied encounter constituted through artistic and textual understandings and experiences that may or may not include representations

arts-based research	arts-informed inquiry	a/r/tography
Goals --To make use of the capacity of the arts to reveal alternative meanings; to enable viewers to a) perceive what might otherwise go unnoticed b) see the same phenomena in different ways	*Goals* -- to connect the academy with communities through research that is accessible, evocative, embodied, empathic, and provocative --to enhance understanding through alternative (to conventional) processes and representational forms of inquiry	*Goals* --to experience and question the world from different perspectives and to slow down and notice --to allow insight yet ambiguity of meaning
--*not* about securing "objective" or "subjective" truth, but rather questioning/ disrupting presuppositions about the social world	--an attempt to acknowledge individuals in societies as knowledge makers engaged in the act of knowledge advancement	--challenging practices of learning to perceive differently
e.g.: Fictionalized stories and analyses of teacher-student interactions	e.g.: "thesis-as-suitcase" explores "how to foster organizational spaces where collaborative activities can be undertaken." It is filled with artifacts and text that use metaphorical, tactile, audio and visual means to express meaning.	e.g.: In a photograph, one can blur the environment to see it anew
Research design: --researchers configure their "data" into an aesthetic form to promote re-visioning -- repositioned within an "aesthetic remove," readers can be enticed into reconsidering meaning	*Research design:* --creative expressions of qualitative research traditions: infusing with the languages, processes, and forms of literary, visual, and performing arts -- e.g. arts-informed life history study, arts-informed life history inquiry, phenomenological inquiry, narrative inquiry, ethnography, etc. …enhancing the possibilities of information gathering and representation	*Research design:* --ongoing inquiry committed to continuously asking questions, enacting interventions, gathering information, and analyzing that information then starting the process again -- can use any method commonly used by qualitative researchers of collecting data

arts-based research	arts-informed inquiry	a/r/tography
How do you know if it's good? --it furthers its own inquiry purpose --it can persuade its audience 1) it creates a virtual world that is not literally true but plausible, credible, and possible 2) it is compelling—must lure the reader in with artistic technique 3) it must be analogous/ relevant to the reader's own world (a certain sort of "generalizability,")… causing readers to interrogate their own worlds	*How do you know if it's good?* a) it enhances understanding through alternative processes and representational forms of inquiry b) it reaches multiple audiences by being accessible --must be more than good stories, images, or performances: must provide opportunities for transformation, revelation, or some other intellectual or moral shift	*How do you know if it's working?* --When it renders experiences understandable…allows insight yet ambiguity of meaning --when it creates *Openings* into what is and is not seen and known… opening up conversations and creating spaces --when a/r/tographers can create to become, examine fears and desires, renegotiate the everyday