(After Healey, 2005)

Students as participants in research

Focus on the outcomes of research

Students as participants, engaging more with the *outcomes* of artistic research

Examples might include:
- (Professional/student) composers undertaking 'laboratory' work with (professional/student) performers;
- Seminar-style discussions around ideas emerging from specific AR projects;
- Post-performance discussions, where the performance is an outcome of AR;
- Students testing the 'products' of an AR project (e.g. a new instrument or similar)

Students as participants, engaging more in the *methods* of artistic research

Examples might include:
- Student-led 'research Project' modules, with a specific AR approach
- Student composition and/or creative work, suitably contextualised
- Exploratory interdisciplinary working with other students, suitably contextualised

Students as learners, engaging more with the *outcomes* of artistic research

Examples might include:
- Student performer preparing a new or recent work for a first performance (where this is a product of AR)
- Student performer learning to play a new instrument (where this is a product of AR)
- Students learning about the outcomes of AR in a theory class (i.e. reading and learning about AR outcomes)

Students as learners, engaging more with the *methods* of artistic research

Examples might include:
- Specific AR classes or modules, introducing the methods of, and wider context for, AR
- Elements of 1-2-1 teaching, where these engage with AR

Focus on the methods of research

Students as learners