The Creativity and Cognition Studios (CCS) are dedicated to research into *Innovation in Support of Creativity*: designing innovative strategies, methods and tools for enhancing creative experiences and fostering creative communities. Our approach is *Practice-Based Partnerships*: conducting practice-based research in partnership with stakeholders in the creative industries, from individual practitioners and communities of practice to museums, galleries and corporations.

Practice-based Research is a form of research that aims to advance knowledge partly by means of practice. The type of research is an original investigation undertaken in order to gain knowledge and understanding. It includes the invention of ideas, images, performances and artefacts including design, where these lead to new or substantially improved insights. Practice-based research (in particular for a PhD) is research where some of the resulting knowledge is embodied in an artefact. Whilst the significance and context of that knowledge is described in words, a full understanding of it can only be obtained with reference to the artefact itself. Artefacts in practice-based research can range from paintings and buildings to software and poems.

The Powerhouse Museum and CCS collaborated to create Beta_Space, a living laboratory where the public can engage with the latest research in art and technology. Beta_space shows interactive artworks in development by CCS researchers and collaborators. Engagement with the public can provide critical information for further iterations of the art work or of the research.

In this exhibition, two artist researchers from CCS show examples of their work. Both have developed their ideas with the help of Beta_Space. Both show a particular interest in audience engagement and interactions between the art system and the audience. Ernest Edmonds is the founder and Director of CCS. His current work is concerned with interaction over long periods of time: a process that he prefers to call ‘influence’. Brigid Costello has recently completed her PhD at CCS, supervised by Ernest Edmonds, in which she explored more immediate forms of interaction, ones that are closely related to notions of play.