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Andrew Taylor is a researcher and senior lecturer in the School of Art, Design, and Architecture, University of Huddersfield. Andrew has an industrial design and manufacturing background in both Textiles and Plastics. Within both professional and academic realms; the main focus in his research evolves through practice-led and practice-based research in 3D Design. He has contributed to interdisciplinary, interactive innovations; and through praxis and collaboration has enhanced traditional design processes integrating creative methodologies, digital and physical artefacts, prototypes and virtual environments to encourage and catalyse innovative students to bring their ideas to reality.

Hybrid practices with (or without) digital or interactive technologies can transport us to unexpected new spaces and places; On our nomadic practitioner journeys we transform: move, change and co-evolve through thinking and experimenting with tools, creating objects, artefacts, experiences, new ways or methods, languages, and production paradigms.

Recently I collaborated on various phases of practice led/based trans disciplinary experimental immersive archaeological research concerned with understanding ritual praxis of Neolithic makers of Stonehenge. The data and research we sourced, developed and artefacts created together navigated and maps a unique journey through space and time. During the progressive phases of practice led/based trans disciplinary research we gained a deeper understanding into how people and technologies can make a human contribution to dissolving of physical and disciplinary boundaries. And how encouraging creative approaches of this nature can positively transform and transcend us as practitioners and the disciplines themselves now and in the future.
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