



# Bringing social sciences and businesses together

Research Centre for Social Sciences

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## University of York's Social Science Enterprise Scheme

### The funding

The Social Science Enterprise Scheme (SSES) is an initiative to support and develop collaborative activities between social scientists and business. The Research Centre for Social Sciences (ReCSS) at the University of York promoted the scheme, which was funded as part of the Economic Social Research Council's National Productivity Investment Fund for Accelerating Business Collaboration (ESRC NPIF ABC). Three projects were successful in securing the funding, addressing a variety of topics that are relevant to society.

# The projects



Kelli Kennedy, Social Policy and Social Work: Supermarket Corporate Social Responsibility Schemes: Working Towards Ethical Schemes Promoting Food Security.

This project aims to work with supermarkets on how to best formulate their corporate social responsibility (CSR) schemes which target those who cannot access or afford sufficient food. The researchers will partner with a supermarket to exchange knowledge and enhance their CSR scheme(s) to help facilitate food security. The project will create an evaluation report for the partner, synthesising relevant academic literature, providing an evaluation of their scheme(s), alongside policy recommendations.



Dr Anna Ozimek, Theatre, Film, Television and Interactive Media: Diversity and Inclusion in Informal Learning Spaces in the Videogame Industry

In the videogame industry, informal learning spaces (e.g., conferences, meet-ups and game jams) provide opportunities to develop new business connections, access training opportunities and exchange knowledge about game production, but the organisation and cultures of these spaces raise concerns about their inclusivity and accessibility to people of diverse backgrounds. In collaboration with videogame industry representatives (Ukie, Game Republic, Women in Games (WIG) Ambassador in Yorkshire), this project will develop knowledge about and guidance on organising inclusive informal learning spaces. The project aims to promote diversity and inclusivity in the videogame industry and develop stronger relationships with the videogame sector.



Alice Wilson, Sociology: OpHouse – An Exploration into a Tiny House Community in York

OpHouse is a clean growth accelerator for community-led self-build housing projects. The affordable housing crisis will become increasingly acute under the economic downturn following COVID19. Our tiny house development offers a radically affordable alternative to business-as-usual by foregrounding the needs of the local community and empowering resilient neighbourhoods through collaboration on the tiny house development. Moreover, a proportion of the tiny houses will be allocated to a local social housing authority, providing homes for some of the most vulnerable in our communities, while encouraging the sustainable growth of diverse and equitable urban neighbourhoods.



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