

HEInnovate for Social Innovation - fostering social Inclusion in education through knowledge exchange

Thursday 24 June 2021

Melanie Sarantou

University of Lapland

amass
acting on the margins. arts as social sculpture



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement n.º 870621.



AMASS aims

- ❑ AMASS is an arts-based action research project.
- ❑ Aims to create concrete opportunities for people to accompany artists as agents in creative projects and interpretations.
- ❑ It uses practical methods from the field of service design to harness the societal impact of the arts and further generate social impact through policy recommendations.
- ❑ AMASS explores existing and new experiments and case studies from the perspective and the physical positioning of European countries 'on the margins' in the underserved northern, southern, western and eastern regions.
- ❑ The project implements 35 artistic experiments that constitute the AMASS European Testbed.

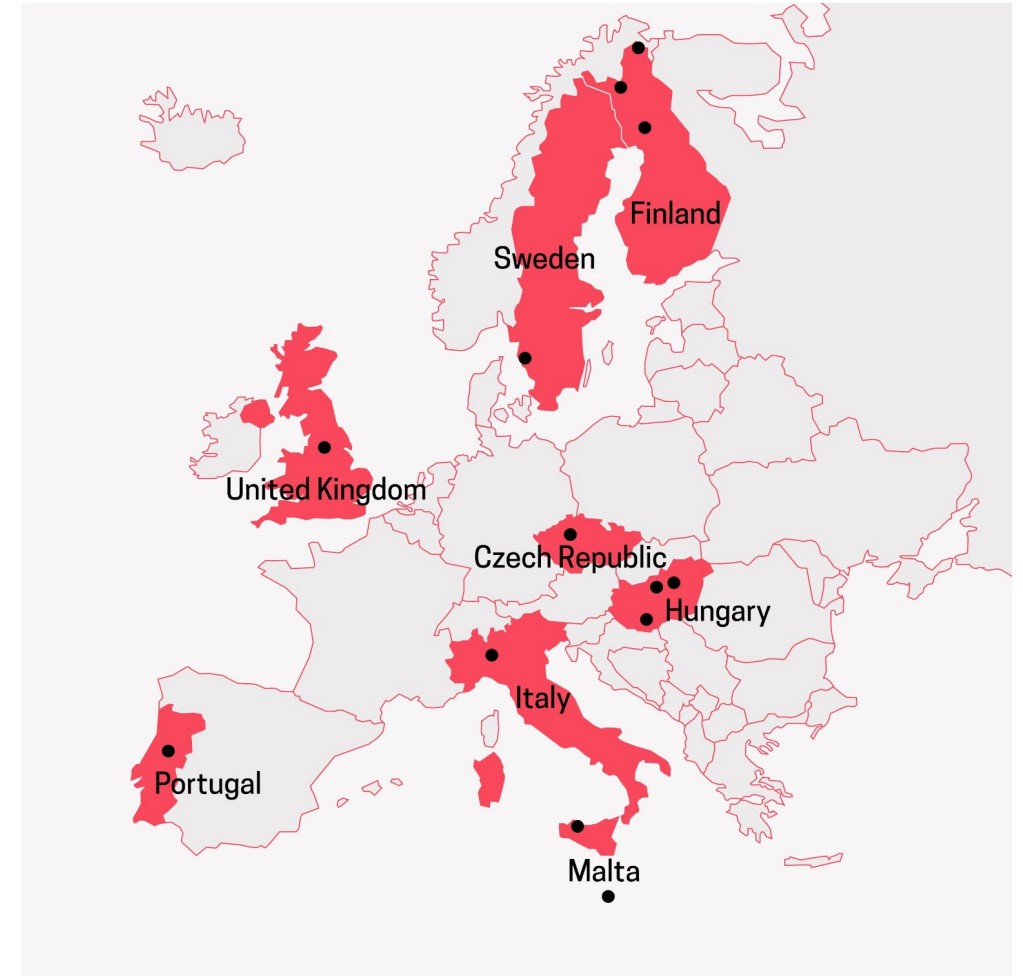


Diagram by APECV, 2021.



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Is an arts-based action research project which aims to address the lack of synthesis of the potential of the arts that can lead to generating alternative or unconventional solutions to societal challenges and policy development.

35 artistic experiments in 8 different European countries to tackle diverse challenges experienced by marginalised communities.

Service Design workshops for drafting regional policy roadmaps to harness the societal impact of the arts.

Training guidelines and a toolkit for policy roadmap making

Why experimentation?

Experimentation for:

- social inclusion
- creative expression by communities
- activism, artivism, craftivism
- communication
- policy making

“Art is not science; science is not art. They live alongside one another, with some overlapping areas, and numerous friction zones.” (Lapointe, 2015)

“Experimentation – or provocation – is necessary for innovation”
(Cellini & Cuccia, 2003)

Experiment 1

- Initially developed for online training with the AMASS partners (to better host stakeholder workshops and to have a similar approach across consortium for creating comparable data)
- Adapted into the stakeholder workshop that was hosted in a digital environment



WELCOME TO AMASS TRAINING SESSION

Creating a regional arts and cultural policy roadmap

AGENDA OF THE SESSION

- Creating a regional arts and cultural policy roadmapIntroduction (10 minutes)
- Icebreaker (10 minutes)
- Creating the Roadmap:
 - I Getting the first picture: Cultural Policy Overview (presentation) (20 minutes)
 - II Local strategy discussion (30 minutes)
 - Break (15 minutes)
 - III Needs & opportunities (30 minutes)
 - IV Good practice conversation (30 minutes)
 - V Final reflection (30 minutes)




INTRODUCTION

The good workshop starts with an introduction. Here, you introduce yourself, the aim of the workshop, the schedule and what will be produced as an outcome of the workshop. The main feelings is good to be "I'm an important person in this workshop!"

ACTIVITY STYLE: all together

WHAT YOU NEED: Power Point
-presentation (from Drive folder)

DURATION: 10 minutes



AN ICE BREAKER

Warm up your participants with an ice breaker! Decide your own way to do it. Good ice breaker includes short introductions of participants and laughs.

ACTIVITY STYLE: all together

WHAT YOU NEED: Just participants

DURATION: 10 minutes





Diagram by Mira Alhonsuo, 2021.

FINAL REFLECTION: GOOD PRACTICE CONVERSATION -TREE

Let's merge all together in the final reflections by using 'Good practice conversation' cards.

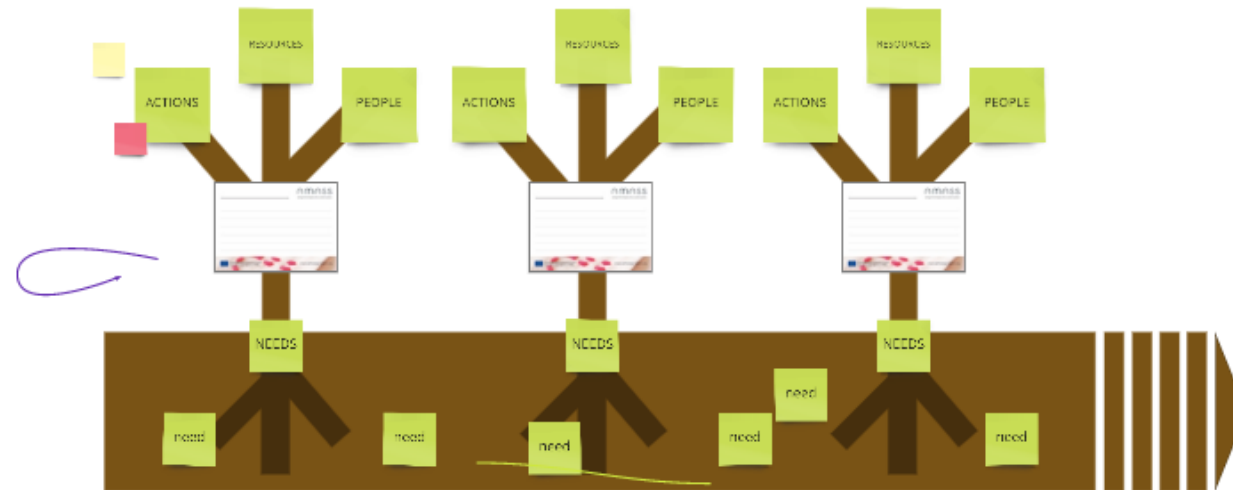
Use the "tree" tool to help you in organising the contents:

- the trunk is the good practice
- the roots are the needs
- the branches are the actions/resources/people needed to implement the good practice identified

ACTIVITY: in groups of 3-4

THINGS YOU NEED: post-its, pens, Good practice conversation cards (2 per person)

DURATION: 30 minutes



Experiment 2

- Stakeholder workshop that was hosted in a digital environment, focussed on open policy making
- Focus on the use of arts-based methods
- **ThinkARTank** (policy think tank)

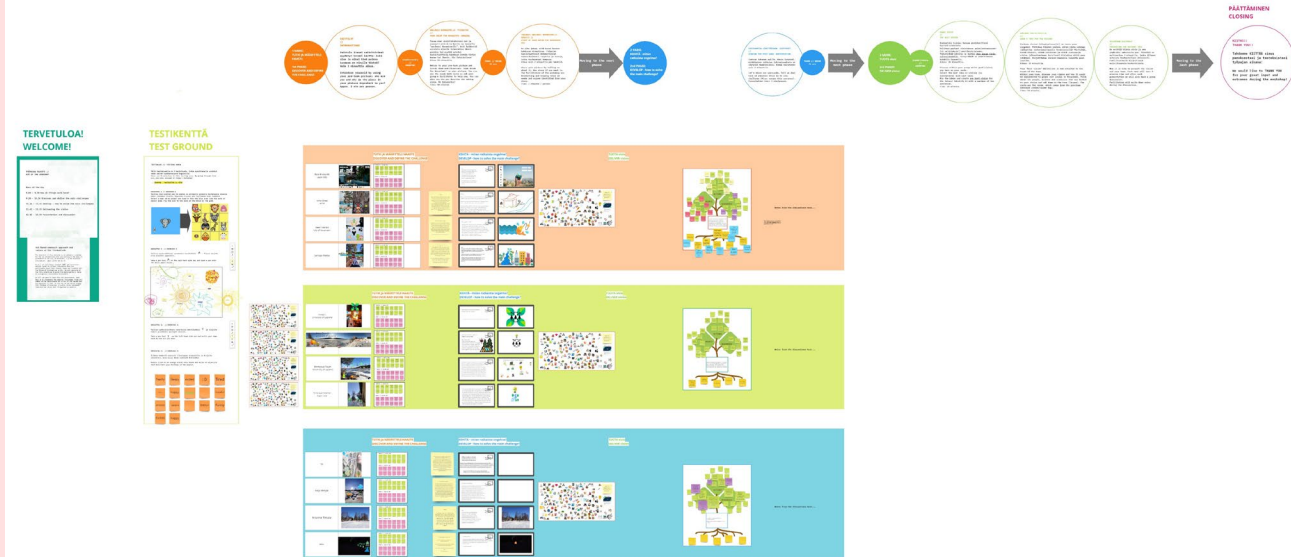


Diagram by Mira Alhonsuo, 2021.

1 VAIHE:
TUTKI JA MÄÄRITTELE
HAASTE

1st PHASE:
DISCOVER AND DEFINE
THE CHALLENGE

ESITTELYT
//
INTRODUCTIONS

Esittele itsesi esitettävässä pyydetyt kuvasi kautta: kuka olen ja miksi tämä paikka kuvassa on minulle tärkeä? Noin 2 minuuttia aikaa.

Introduce yourself by using your pre-task picture: who are you and why is the place in your picture important to you? Apprx. 2 min per person.

RYHMÄITYMINEN
//
GROUPING

UNELMASI ROVANIEMELLE -PIIRUSTUS
//
YOUR DREAM FOR ROVANIEMI -DRAWING

Palaa oman esitettäväkuvasi luo ja vapaasti piirrä ja kuvita se teemalla "unelmasi Rovaniemelle". Voit hyödyntää valmista sinulle toteutettua ikoni-pankkia tai pyytää ryhmäsi fasilitaattoria hakemaan jonkin tietyn kuvan tai ikonin. Ole futuristinen! Aikaa 10 minuuttia

Return to your pre-task picture and freely draw and illustrate 'your dream for Rovaniemi' on your picture. You can use the ready-made icons or ask your group's facilitator to help you. You can also use the pen function for making lines. Be futuristic! Time: 10 minutes

TAUKO // BREAK
10 min

TARINASI UNELMASI ROVANIEMELLE -KUVASTA //
STORY OF YOUR DREAM FOR ROVANIEMI -PIC

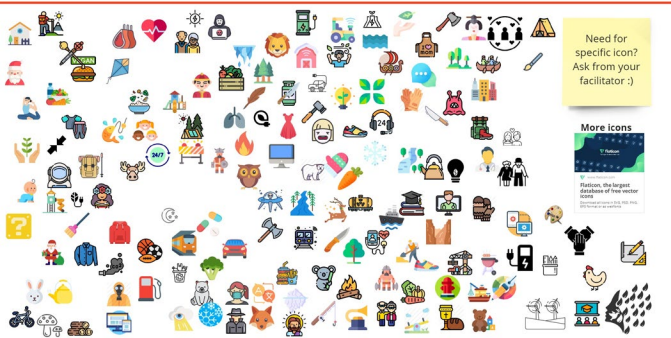
On aika jakaa, mitä kuvasi kertoo kahdessa minuutissa. Työpajan fasilitaattorit dokumentoivat samanaikaisesti tarpeita ja arvoja, joita tarinastasi kumpuaa. Aikaa noin 2 minuuttia per henkilö.

Share your picture by telling us about it. Use story if you want to. The facilitators of the workshop are documenting and keeping notes of needs and values identified from your story. Time: 2 minutes / person

Moving to the next phase

2 VAIHE:
KEHITÄ - miten ratkaista ongelma?

2nd PHASE:
DEVELOP - how to solve the main challenge?



TARPEET // NEEDS MAP

pandemic resolved	More built environment	Develop while retaining healthyful activities like fishing,hiking	build environments, sustainable	flying things	more development
	flying cars and space ships = technology		ecological innovation		gas station,ecology

ARVOT // VALUES MAP

innovative forms of transportation	sustainable development	sustainable science-fiction	Awareness of sustainable development	sustainable futures	connectedness
			contact with natural environments		

Diagram by Mira Alhonsuo, Emanuel Tauch, 2021.

POSTIKORTIN LÄHETTÄMINEN -ESITYKSET
//
SENDING YOU POST CARD -PRESENTATION

Jaetaan ideamme muille. Kerro lyhyesti, minkälainen ratkaisu tulevaisuudesta on löytynyt haasteellesi. Aikaa esitykseen noin 2 minuuttia.

Let's share our postcards. Tell us what kind of solution there is to your challenge (Mira: rename this sentence). Presentation time: 2 min/person.

TAUKO // BREAK
10 min

Moving to the next phase

3 VAIHE:
TUOTA visio

3rd PHASE:
DELIVER vision

RYHMÄYTYMINEN
//
GROUPING

PARAS VISIO
//
THE BEST VISION

Keskustele tiimisi kanssa postikorttiesi hyvistä visioista. Valitkaa parhaat visioidenne asiat/ominaisuudet (ei rajoituksia!) postikortteistanne. Yhdistelkää ideoita ja luokaa yksi paras visio tulevaisuudelle. Kiteyttäkää se maksimissaan kahdella lauseella. Aikaa: 20 minuuttia.

Discuss within your group which good visions you have on your cards. Select the best idea or visions (no limitations) from each card. Mix the ideas and create one best vision for the future! Identify it with a maximum of two sentences. Time: 20 minutes.

BETTER TO CREATE THAN TO PREDICT THE FUTURE!

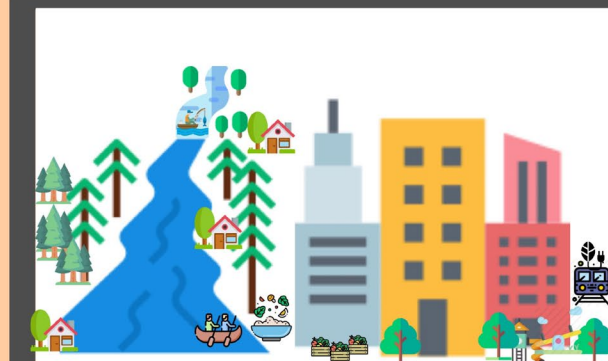
Dear future me,
I wish to see this place as welcoming as it was to me despite of the pandemic situation going on (2019-2021). I wish for it to stay as natural and preserve the beauty which I got to enjoy with my family!

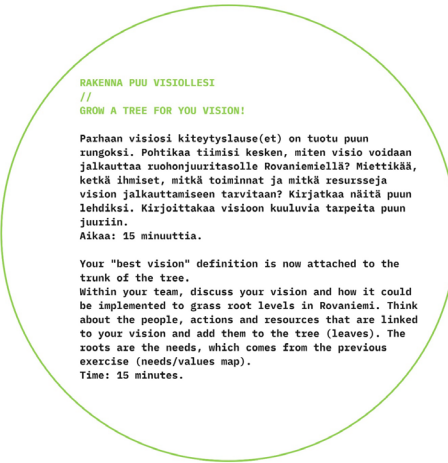


Moi!
NAUTISKELIIN JUURI KEMITÖEN RAHTITERASSILLA TODELLA MAUKKAAN KOREALAISTTAIH MAUSTETUI LOMIAHOKSEH. KEHUVAT PYÖSTÄNEENSÄ KOUKKUKOKAN ITSE RAUTTIESILLAH ALTA, SILTA ON MUUTEN NYT MAHTAVAN HÄKÖINEH, KUH ANKEA HAAMAA ON MUUTTUUT ROVANIEMEN BEÄNDIH VÄREIHII.

AJATTELIH SUUHIATA SEUBAAVAKSI SÄHKÖJETTIIH KOKTI KOTILAITURIA. SIELLÄ ELSI ON JO KUULEMMA LYÖNT KASVATTAMAMME PARAT GAILLIIH.

HUOMEMHIA STARTTAMME SITTEN REISSUIH KOKTI ETELÄN LÄMPÖH. VALITSIMME TÄLLÄ KEKTRA ALKUMATKAN VÄLIEEKSI JUHMI, KOSKA HELSTIKIUIH MATKUSTRA JO HELTÖSSÄ TUUNISSA. VIELÄ KUH SAATISIUIH VEDILLÄ TOIMIVAT LEITOKOBEET ILMAAN JA SUGRAT IHTEYDET ROVANIEMELTÄ YMPÄRI EUKOOPPAA...





**PÄÄTTÄMINEN
CLOSING**

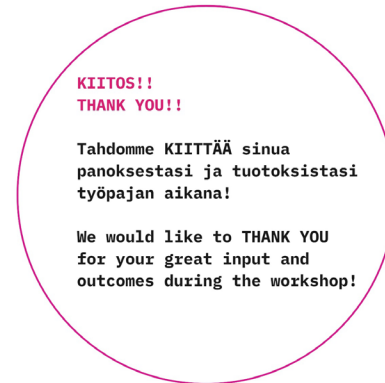
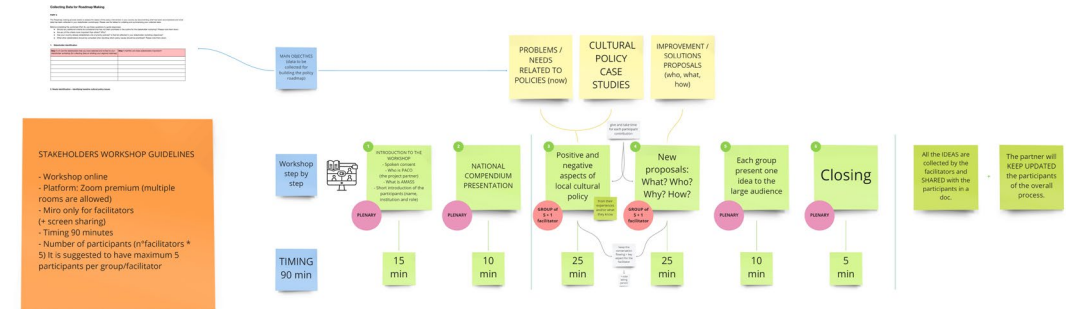


Diagram by Mira Alhonsuo, 2021.

Experiment 3

- Stakeholder workshop **sprint model**
- Stakeholder workshop that was hosted in a digital environment, focussed on a sprint model



Visualization of the online stakeholder workshop.

Collecting Data for Roadmap Making

PART A

The following reporting process needs to assess the status of the policy intervention in your country by documenting what has been accomplished and what data has been collected in your stakeholder workshops. Please use the table for collating and summarizing your collected data.

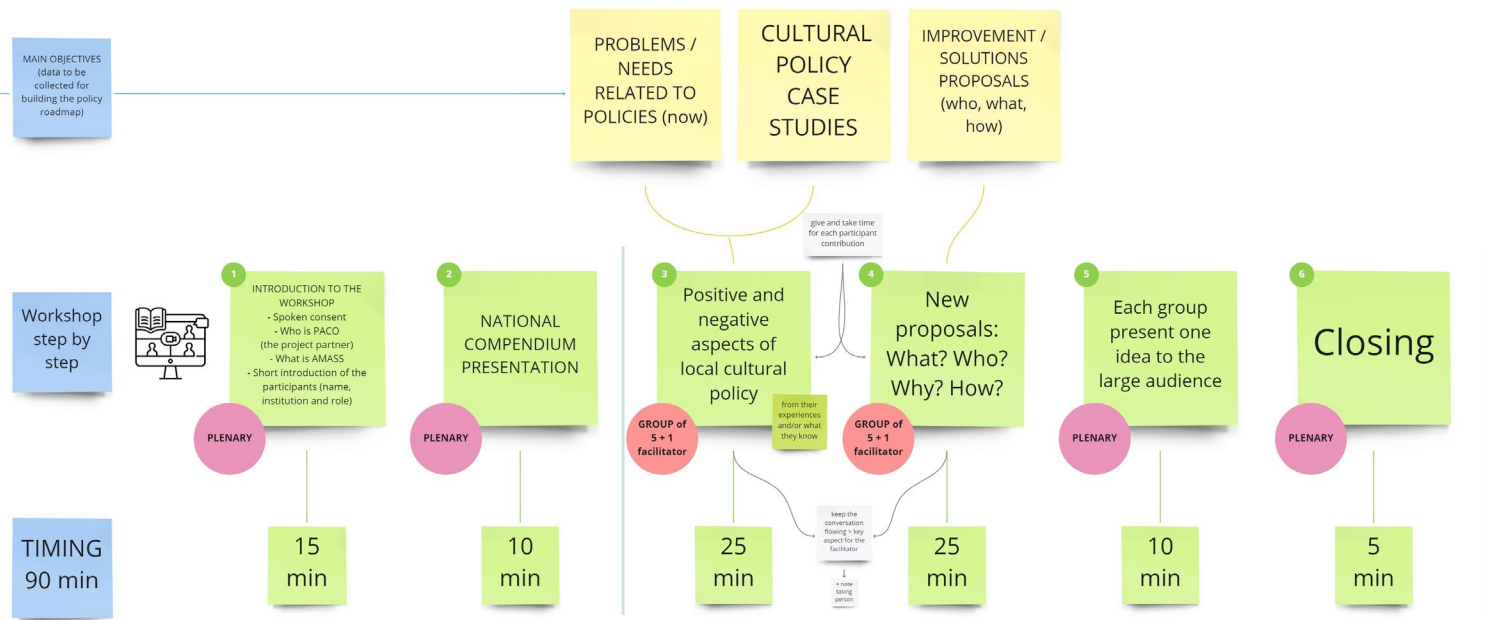
Before completing the worksheet Part A, ask these questions to guide responses:

- Should an additional column be considered that has not been provided in the outline for the stakeholder workshop? Please note them down.
- Are all of the steps now marked as "done" or "not"?
- Has your country already established a list of priority policies to be reflected in your stakeholder workshop objectives?
- Were other stakeholders consulted or considered when developing your policy issues listed in part B? Please note their views.

1. Stakeholder identification

Step 1.1.1 List the stakeholders that you have selected and invited to your stakeholder workshop (by collecting data on setting your regional context)	Step 1.1.2 Why are these stakeholders important?

2. Needs identification - identifying baseline cultural policy issues



All the IDEAS are collected by the facilitators and SHARED with the participants in a doc.

+ The partner will KEEP UPDATED the participants of the overall process.

STAKEHOLDERS WORKSHOP GUIDELINES

- Workshop online
- Platform: Zoom premium (multiple rooms are allowed)
- Miro only for facilitators (+ screen sharing)
- Timing 90 minutes
- Number of participants (n°facilitators * 5) It is suggested to have maximum 5 participants per group/facilitator

Diagram by Carolina Gutierrez Novoa and Silvia Remotti, 2021.

Findings

Findings:

- Potentials of the role of ABMs in stakeholder workshops (and policy making)
- The role (and value) of ABMs to stimulate engagement
- Open policy making
- Contribution to research on policy processes
- Experimentation as a key research strategy

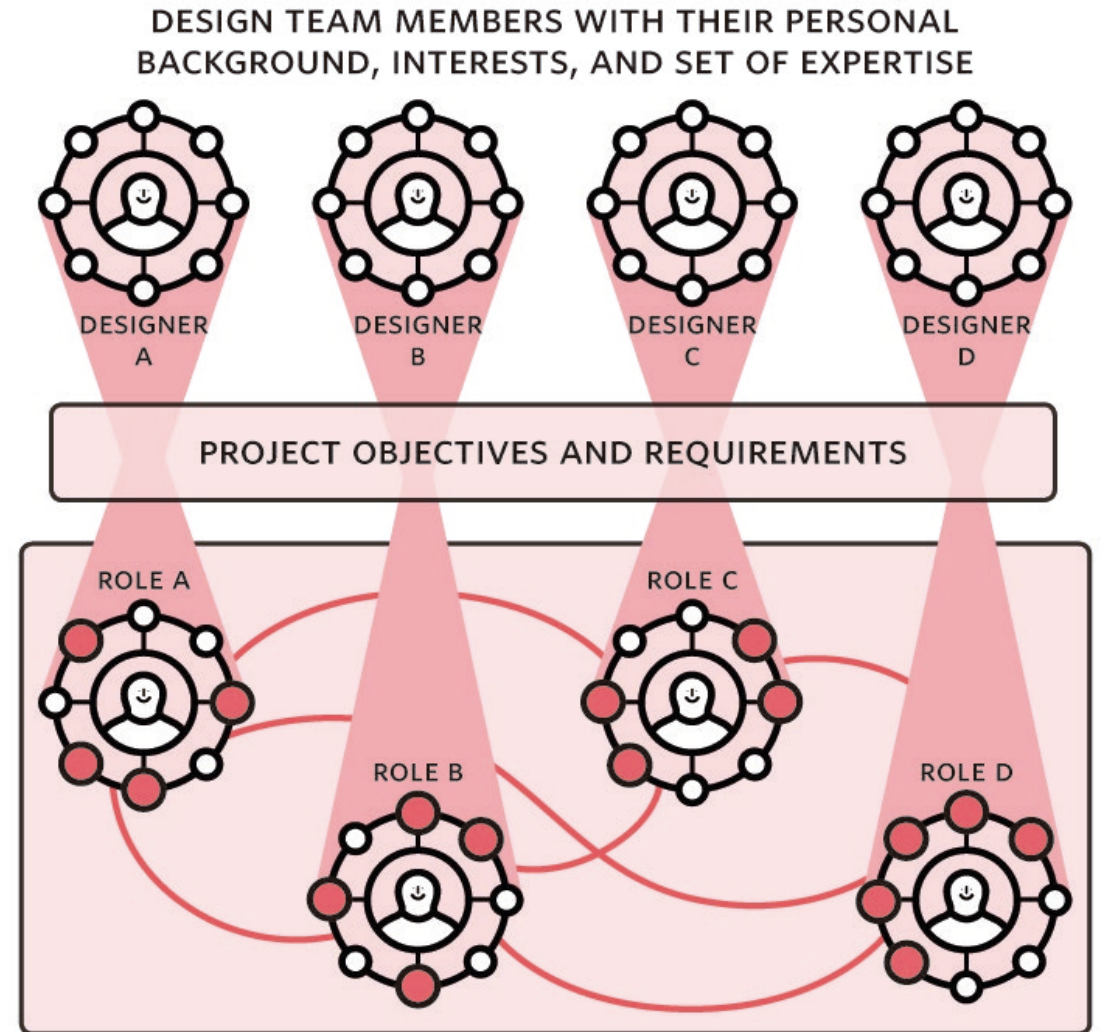


Diagram by Carolina Gutierrez Novoa, 2021.

References:

- Lapointe, F. J. (2015). On the role of experimentation in art (and science).
- Cellini, R., & Cuccia, T. (2003). Incomplete information and experimentation in the arts: A game theory approach. *Economia politica*, 20(1), 21-34.



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