

Making Culture Count: rethinking measures of cultural vitality, wellbeing and citizenship

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DISCOVERERS WELCOME

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Young People and Arts Practice: Impact, Evaluation, and the Third Space. A Better Way Forward (ARC Linkage Project)

- Australia's most awarded participatory arts company
- partners with community to make **both quality art and social change**
- enables communities to tell their own stories
- works with three levels of government
- founded in 1992, 4,500 individuals, across 30 rural & remote communities

The logo for 'BIG 71 ART' features a central orange circular emblem with a white silhouette of a person's head and shoulders, surrounded by a textured, grainy orange border. Below the emblem, the words 'BIG 71 ART' are written in a bold, black, sans-serif font, with the number '71' in a smaller, lighter font between 'BIG' and 'ART'.

BIG 71 ART



Pilbara

- Cultural resource boom
- substance abuse
- Homelessness
- Restorative justice

Murray-Darling River Basin

- climate change and drought
- resilience
- suicide and self-harm
- gun related violence

Sydney

- public housing
- social inclusion
- public space violence prevention

Alice Springs and APY lands

- language preservation
- racial tension
- youth suicide
- domestic violence

Tasmania

- young fathers and juvenile justice
- teenage mothers & early childhood
- binge drinking
- autocide & road trauma

Three sites

- Phase 1 – retrospective
 - Temporal component
 - Four points of inflection/refraction
 - Those who participate in the work (participants)
 - Those who enable the work (arts workers)
 - Those who see the work (community)
 - Those who fund the work (Agencies)
 - Literature strengthened through grounded research
 - Refined through a project 'in action'

Complex system

- outcomes are achieved through non-linear feedback loops
- where outcomes are emergent
- This means that 'measures' cannot be determined in advance.
- Context:
 - History, place, socio-demographic profile, availability of resources, timing, mis-matched sets of values

Three forms of evidence

- Theoretical
- Empirical
- Experiential
 - 9 young people
 - 9 arts workers
 - 19 adjunct
 - 3 funders
- Sense-making as a heuristic
 - based on meaning that is attributed to events
 - reflects the role of micro-narratives
 - set of cohesive ideas with explanatory powers (Weick, 1995)
- Impact is not monothematic or uni-dimensional

The literature

Domains of Change						
Community	Mental	Physical	Art	Economic	Culture	Education
<ul style="list-style-type: none"> • Assertiveness • Collegueship • Vehicle to have a voice • Collaboration • Improved social skills • Companionship/friendship • Reduced criminal activity • Improved teamwork skills • Positive peer relationships • Generates interdependence • Improved communication skills • Platform for social justice • See world from different perspectives / changes attitudes • Way to interact with adult mentors • Improved cooperation and conflict resolution skills • More resistant to peer pressure • Engagement with the community • Increased quantity/quality of social networks • Negative social capital – gossip, exclusion 	<ul style="list-style-type: none"> • Recognition • Trust • Self-esteem/Self-worth • Self-efficacy • Empathy • Confidence • Happiness • Reduction in emotional problems • Feel less depressed, unhappy, and anxious • Feelings of enjoyment • Decreased bullying and victimization • Gains in self-concept and motivation • Higher levels of tolerance and respect for others • Imagination and creativity • Relaxed • Better discipline • More hope for the future • Increased motivation • Self-expression • Self-image • Resilience • Feel calm; regulate moods/emotions • Feelings of achievement • Feelings of empowerment • Resented by others 	<ul style="list-style-type: none"> • Risk prevention • Reduced disruptive or risky behaviour • Less interest in drugs/drug use 	<ul style="list-style-type: none"> • Engagement with arts community • Creativity • Art skill development • Improved artistic ability • Aesthetic satisfaction • Interaction with artist mentors • Way to express feelings • Way to escape daily life • Enjoyment • Desire to create • Produce work that is valued by society 	<ul style="list-style-type: none"> • Career pathway/goals • Source of Income • Cost of participation (time, money) • Resourcefulness • Increased employability/employment 	<ul style="list-style-type: none"> • Identity • Platform to explore and express culture • Way of experiencing other cultures 	<ul style="list-style-type: none"> • Critical thinking • Knowledge • General skill development • Problem solving skills • Decision-making skills • Better concentration • Better motivation • Reading proficiency • Linguistic ability and verbal skills/Literacy • Reduced truancy / improved attendance • Higher high school graduation rate • Improved spatial and temporal reasoning • Improved pattern recognition • Improved student attitude and engagement • Form of education

“You expect that this is what the impact is going to be today or this is the impact that will come from the project you can be as strategic as you like but there are still going to be surprises along the way”

Research Site	• Tasmania
Level of Participation	• Arts worker
Forms of Arts Practices	• Lucky
Main Idea	• confidence, increased employability/actual employment, changes peoples attitudes/sterotypes, tension between beautiful art and connection/inclusion of participants, connection to others, learning

Domains of Change	Concepts						
Community and Social Relationships	Assertiveness	Colleagueship	Vehicle to have a voice	Collaboration	Improved social skills	Companionship/friendship	Reduced criminal activity
	Improved teamwork skills	Positive peer relationships	Generates interdependence	Improved communication, skills	Platform for social justice	See world from different perspectives / changes attitudes	Way to interact with adult mentors
	Improved cooperation and conflict resolution skills	More resistant to peer pressure	Engagement with the community	Increased quantity/quality of social networks	Negative social capital – gossip, exclusion, don't want to include new members	Support	Belonging to something bigger than oneself.
	Way of socialising	Less isolated	Disconnect from old relationships	Change stereotypes			

“friendships were made and strengthened” (5:38) ... “family unit had become stronger” (6:30)

“People like librarians, the statues of the community recognised the ‘Lucky ladies, the lucky girls’ so they’re not those young pregnant awful terrible people down the road or the awful stereotypes we were trying to get rid of, they were the lucky girls” (10:08) ... that was huge for me and for them to feel pleased to have seen them (10:34)

“inclusive ... building social capital (46:52) ... its about encouraging, learning, economic opportunities...connecting people together getting them to look outside of their world... connecting them to culture ... heritage based activities that are tasked focused” (47:44)

Physical	Risk prevention	Reduced disruptive or risky behaviour	Less interest in drugs/drug use	Learn positive health behaviours	Do a physical activity (walking)		
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Mental	Recognition	Trust	Self-esteem and Self-worth	Self-efficacy	Empathy	Confidence	Happiness
	reduction in emotional problems	feel less depressed, unhappy, and anxious	Feelings of enjoyment, excitement and enthusiasm	Decreased bullying and victimization	gains in self concept and motivation	Higher levels of tolerance and respect for others	Imagination and creativity
	Relaxed	Better discipline	More hope for the future	Increased motivation	Self expression	Self image	Resilience
	Feel calm; regulate moods and emotions	Feelings of achievement	Feelings of empowerment	Resented by others	After project finishes go back to life as it was	Pride	

Art	Engagement with arts community	Creativity	Art skill development	Improved artistic ability	Aesthetic satisfaction	Interaction with artist mentors	Way to express feelings
	Way to escape daily life	Enjoyment	Desire to create	Produce work that is valued by society	Disappointment	Presentation of Art in a Western format	Judged by Western Values
	Opportunity to do something				End of the project – sad, no follow up		

Creating art that reaches a broader audience is really important using art to communicate a message (46:16)

Economic	Career pathway/goals	Source of Income	Cost of participation (time, money etc)	Resourcefulness	Cost/benefit: Cost of arts programs for at risk youth worth 1.5 times investment through savings from criminal justice system and increased tax revenue	Increased employability/employment
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Past participants: ... (She said) "I've got to tell you all that I've got a job" and also wanted to share about the other participants in the group ... she gave me the impression that some had done really well some had gone to university ... got jobs settled into housing that's not vulnerable ... she did also mention others that have fallen by the wayside (4:44)

Culture	Identity	Platform to explore and express culture	Way of experiencing other cultures				
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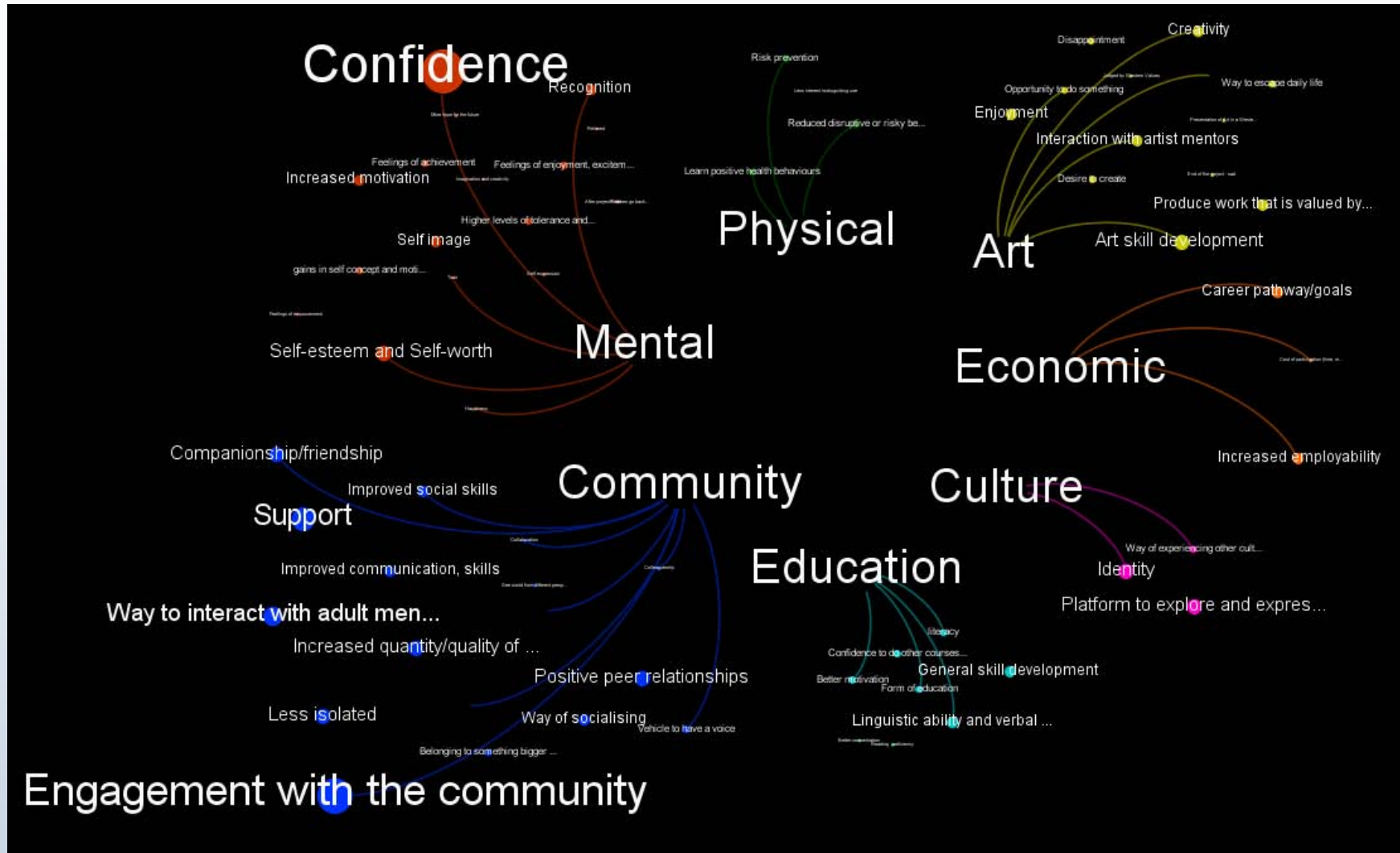
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Education (reading, maths, writing, language, social studies)	Critical thinking	Knowledge	General skill development	Problem solving skills	Decision-making skills	Better concentration	Better motivation
	Reading proficiency	Linguistic ability and verbal skills	reduced truancy / improved attendance	higher high school graduation rate	Improved spatial/temporal reasoning	Improved pattern recognition	Improved student attitude and engagement
	Form of education	literacy	Confidence to do other courses/other things				

Domains of Change – New Concepts

Community	Mental	Physical	Art	Economic	Culture	Education
<ul style="list-style-type: none"> • Support • Belonging to something bigger than oneself • Way of socialising • Less isolated • Disconnect from old relationships • Change stereotypes 	<ul style="list-style-type: none"> • After project finishes go back to life as it was • Pride 	<ul style="list-style-type: none"> • Learn positive health behaviours • Do a physical activity (walking) 	<ul style="list-style-type: none"> • Disappointment • Presentation of Art in Western format • Judged by Western values • Opportunity to do something • End of the project – sad, no follow up 			<ul style="list-style-type: none"> • Confidence to do other courses or other things

Gephi (<http://gephi.org>)



Domains of change

- broad and fuzzy, not indicators, refined through use
- correspondence and congruence with the international literature
- reflect meaningful engagement
- responsive to funder reporting frameworks
- reflect 'communicative action', what makes the work possible and resonant



Experience close



participants

- highly reflexive
- responsive to process
- aesthetic
- relational
- context
- emergent

experience distant



funders

- network analysis
- policy
- strategy
- mission
- diffusion
- aggregation

Concluding thoughts

Impact is *plastic* and is derived from the interaction between the *aesthetic*, *symbolic* and *communal*.

Impact has both *critical* and *creative* elements

Impact is *contingent* and can have +ve and -ve consequences