EVENT DESCRIPTION SHEET

(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.
⚠ *Please provide one sheet per event (one event = one workpackage = one lump sum).)*

PROJECT	
Participant:	[101081343] - [STICHTING AUTRES DIRECTIONS] (S.A.D.)
PIC number:	[938489842]
Project name and acronym:	[COMFORT ZONE! Democracy and e-democracy thank to life skills improvement, participative cultural researches and creative laboratories] — [ETM - DEL]

EVENT DESCRIPTION			
Event number:	[9]		
Event name:	[Kookpunt ! (boiling point) – Creative Workshops]		
Type:	[workshops]		
In situ/online:	*[*In Situ*]*		
Location:	[Arnhem, the Netherlands]		
Date(s):	[15 and 22/09/2023]		
Website(s) (if any):	https://www.autresdirections.nl/projecten/kookpunt		
Participants			
Female:	25		
Male:	5		
Non-binary:	6		
From country 1 [ ]:	The Netherlands		
From country 2 [name]:			
From country 3 [name]:			
…			
Total number of participants:	36	From total number of countries:	1
Description			
Provide a short description of the event and its activities.			

Comfort zone! Creative Workshops

How can we make democracy more accessible to young people in a creative way that is suitable for art education and citizenship education?

Democracy, freedom and equality

Freedom seems obvious, but it is not. A certain freedom for one person can easily be a major limitation for another. To find out which freedom, or the right to it, is important to you, we investigate where our freedom is limited and how we can get that freedom back.

Personal freedom is one of the important democratic values in our society, yet for many people it is precisely that freedom that is at stake. Free to express your opinion, free to love who you love, free to be who you feel and free from judgment for who you are.

The question is also how we can make young people more aware of how they can be involved in democracy and thus influence freedom and equal treatment.

The boiling frog!

What does a frog have to do with freedom? You probably know the saying: If you put a frog in a pan of boiling water that is slowly cooked and it doesn't notice anything. Perhaps this also applies to us and we do not realize that our freedom is being increasingly restricted. Time for action.

In the 'Boiling Frog Game' (www.actforliberty.eu) we present situations in which your freedom is increasingly limited. The question is; when will you jump out of the pan?

Now that you know where your boiling point is, you can convert this energy into a creation in which you show or talk about how you think this situation can be improved.

Boiling Point (Kookpunt)

In addition to the creative workshops we have made the Boiling Point at Rozet (the public library) in which we present the outcome of the creative workshops and give the visitors of the library the possibility to participate.

We havel set up the Boiling Point ((Kooppunt) in the Rozet exhibition space with the pop-up installation in which you can play the 'Boiling Frog Game' and discover where your freedom is most threatened. Visitors are invited to express ideas by creating a poster showing how things can be improved. The Promotional Posters become part of the ever-growing exhibition of ideas the safe and make our freedom better.

The exhibition was on show from 16th of September till he 10th of December.

Creative workshops

Within the Comfort Zone! project we organized a series of workshops for first year students of the Artez University from the department of Art and Education. With the aim to involve them in the question about democratic values and rights. In order to give them tools to involve this topic in educational materials and lessons that they will use in their future career as teacher in Art Education.

The creative workshops were organized with two groups of students and involved two sessions on the 15th and 22th of September.

The workshop's methode or structure was set up in a way to first involve the participants with the topic of democracy and human rights. More specifically the topic of freedom and how this affects your personal and everyday life.

For this the Boiling Frog Game was used to introduce the topic and get personally involved. The participants needed to show when they felt that their freedom was limited too much on the topics of privacy and fake news . In a group discussion the participants were able to explain if the consider the situation as a limitation of their freedom or not. And why they think it affects their and other people's freedom.

After they got confronted with their personal perspective on the topics they were asked to explain this feeling of standing point by drawing a poster that they presented in front of the group. The group was asked to give feedback by giving back one sentence or word that explains the standing point of the person who presented it's poster.

The participants got some time to finalize their poster including the words that could helped explain their thoughts.

The posters that were made during the creative workshops became part of the pop-up exhibition in Rozet (the public library).

Quotes from participants:

"If all violations are taken very seriously and you are called to account for everything, you do not dare to seek freedom within the framework of the rules. Then everyone becomes afraid that everyone is controlling you."

Maintain a fact, not ethnicity: "Personally, I have always been bothered by the fact that you are being watched extra at airports or in shops, that you are being searched. I believe that you should not be chosen based on how you look, but actually on facts."

Shut up before the information gets to them: "You don't know who's going to listen to it."

Results and participation

The creative workshops involved in total 39 students form Artez University (36 of them signed the participants list, 3 did not want to sign it due to privacy. The majority consider themselves as female (28), some as male (5) and quite some a non-binary (6). They are all dutch in the age between 17 and 24 years old.

As a result they have learned to have their own opinion of social engaged topics and got inspired to use socials engaged topics within the materials they will make and use in lessons.

CERV Survey

All the participants were invited to fill in the EU-Survey to give feedback about how they has experienced the workshops. Unfortunately the response was very low. In our experience and opinion the Survey was not very user friendly designed and for this group (youngsters) not easy and inviting to fill in. We have sent several reminders to ask them to participate.

Additional to the workshops:

The pop-up exhibition Boiling Point (kookpunt) was on view for about 4 months so far and it will remain for some extra time. During this period general visitors of the public library could participate by playing the game and make a poster to express themselves.

Approximately the pop-up had about 100-150 people that encountered the exposition. The game was played 1.000+ times and about 200+ posters were made.

Additional workshops:

At Rozet we organized two additional workshops for teachers to invite them to use the Boiling Frog Game in their lessons at school. The first groups were about 15 primary school teachers, the 2nd grope about 15 secondary school teachers. Their reactions were very positive about the creative approach and the type of topics that they could introduce in their lessons.

Communications

For the creative workshops we invited the students directly via the ArtEZ University sending them a digital innovation.

The pop-up exhibition was communicated via the website of the public library and our social media channels.

Conclusions

We are happy with the results and the way we could involve young people in these abstract topics, democracy, e-democracy and freedom are. Most valuable as you can see in the quotes from the participants is that the really realized that their own opinion towards the topics does matter. Important learning for their future.

We hope, and aim, that the results and the learning will continue to be used and grow.

HISTORY OF CHANGES		
VERSION	PUBLICATION DATE	CHANGE
1.0	01.04.2022	Initial version (new MFF).