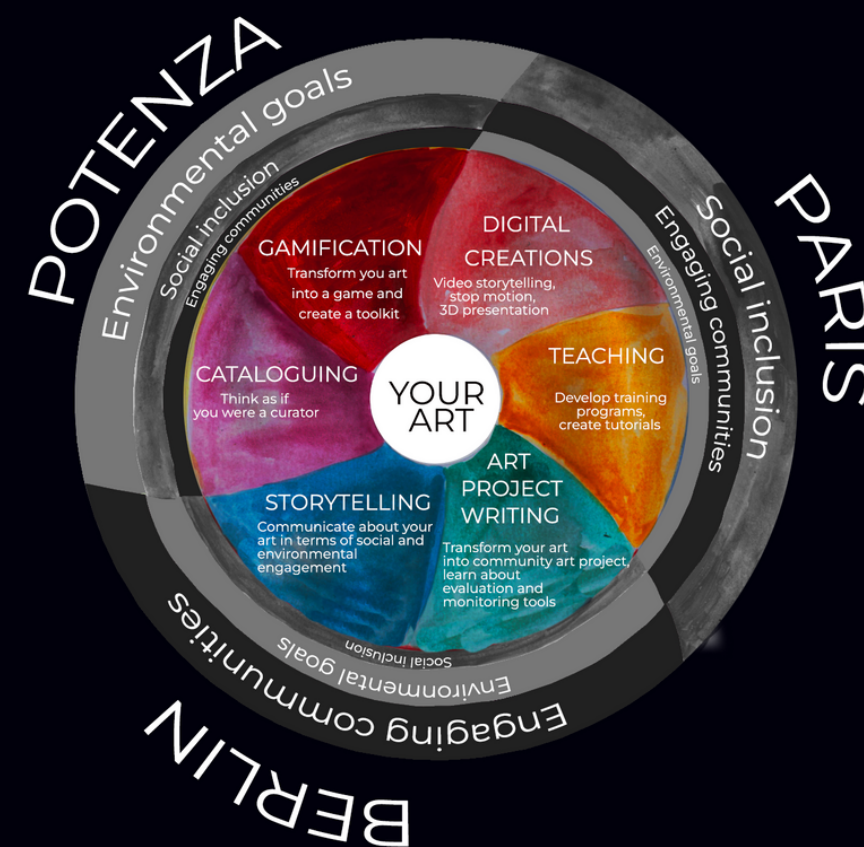
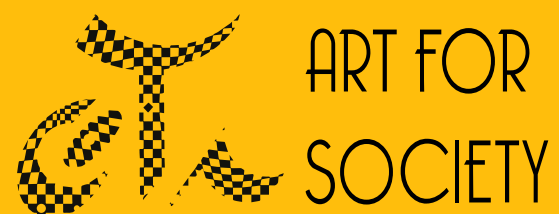


EUROPEAN
CIRCULAR
ONLINE
MUSEUM

EU COM KNOWLEDGE GATHERING



Comparative
Research
Network:



ilSalone
deiRifiutati
COOPERATIVA SOCIALE



Co-funded by
the European Union

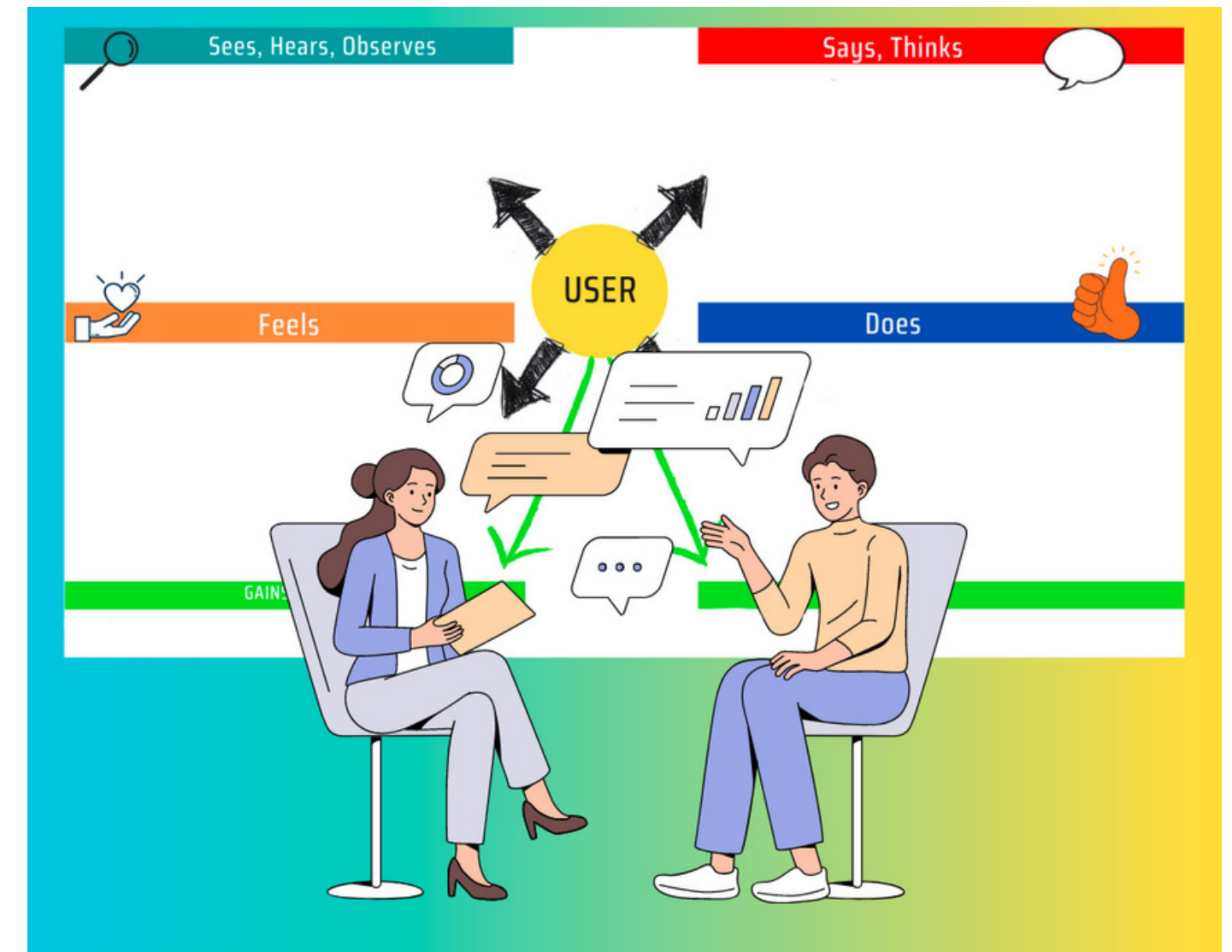
OBJECTIVES

- To learn about the **needs** and **challenges** faced by socially and environmentally engaged artists and designers during their work
- to understand the type of **skills** they need to improve
- to discover **good practices** and understand the overall organisational and institutional background supporting art and design focusing on social inclusion, environmental protection and upcycling



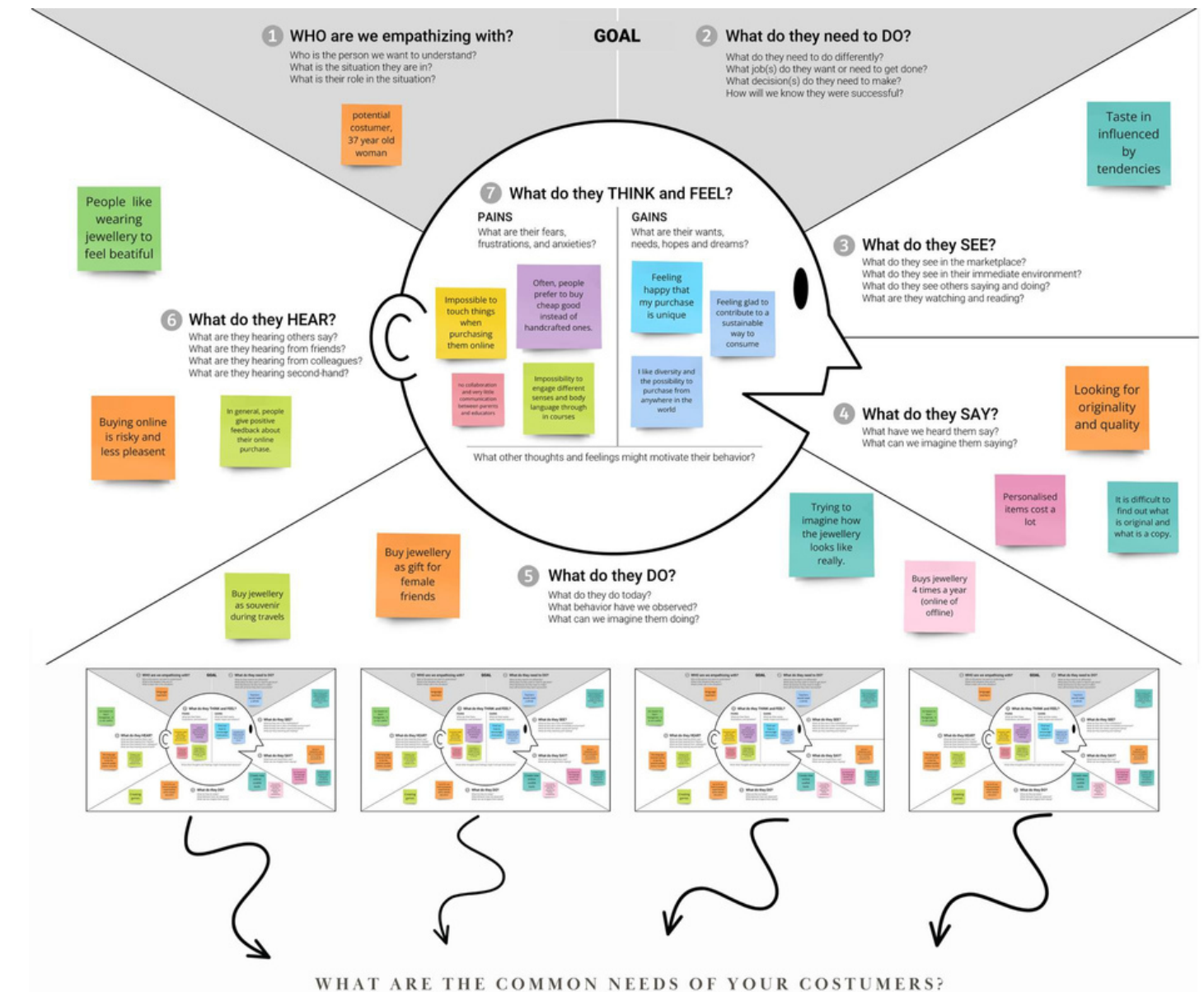
NEEDS ASSESSMENT

Empathy Mapping is the first step of the **Design Thinking** process. Its aim is to find out as much as possible about a **person's experience** as a “user” of a space, a process, an objective or an environment. By entering and understanding another person's **thoughts, feelings, and motivations**, we can understand the choices that person makes and this helps us innovate, and create products or services for that person.”



NEEDS ASSESSMENT PROCESS

- **30 unguided individual interviews** with artists and designers
- summary of the interviews on **empathy maps** by each partner
- **sense making online workshop** for understanding the similarities and anomalies between the needs identified in the three countries
- describing the **skills** that have to be improved to achieve the needs



THE MAIN NEEDS/SKILLS IDENTIFIED

- **Communication Skills:** visibility, channels of communication, presenting one's work...
- **Analytical Skills:** Understanding the Theoretical Background of Upcycling
- **Product Management Skills:** creative ways for the successful management of art projects
- **Co-design and Co-creation skills:** sharing ideas and work phases
- **Resourcing:** materials/found raising
- **Social and Environmental skills**



COLLECTION OF GOOD PRACTICES

- **Objectives:** to find models on how to respond to the identified needs
- **Analysis in 3 steps:**
 - a.collection and discussion of ideas for GP
 - b.check list validating some basic conditions
 - c.deep analysis based on commonly agreed questions
- **Research:** interviews, desk search
- **Description:** in the form of interviews based on the common questions

- 1.What are your practices/activities + goals?
- 2.How and when did you begin your activity?
- 3.Who are you working with/who are your target groups?
- 4.How do you attract the people who are working in your ateliers/workshops?
- 5.How do you select them? What are their needs?
- 6.How do you finance your activities?
- 7.What is the impact of your practice/activities so far?
8. What impact would you like to achieve within the following two years?
- 9.How do you disseminate your activities?
- 10.How can your practices/activities inspire others?
- 11.What advice could you give to set up similar activities?
- 12.How would you develop your activity?
- 13.Can you tell a story about a concrete experience ?

12 GOOD PRACTICES

- **Organisations and Institutions** supporting circularity and upcycling
- **Art based initiatives** intervening art, teaching, and awareness-raising on environmental and social issues
- **Bottom-up initiatives** of art, engaged in circularity, up-cycling, environmental protection and social inclusion
- Uploaded on the website in the **“Visions”** section

