Workshop outlines designed by Youth Co-Researchers on the Making Spaces project

Youth Researchers on the Making Spaces project designed their own workshops for makerspaces to deliver. The workshops linked social justice, making, digital skills and carefully considered equitable and inclusive practices. They focused on using STEM and arts in socially engaged ways that would have a positive impact on their communities. A few workshop examples:

- Repair workshop – This young person wanted to promote a more environmentally friendly approach to consumption by hosting a repair workshop that developed skills in repairing/ fixing/ upcycling/ extending the life of belongings from clothing to tech to furniture. Participants would work together and share knowledge through collaborating on repairs and there would be a larger goal to give back to the local community by repairing things like park benches as a group.

- Collective Collaging – The workshop aimed to encourage intergenerational conversation about problems they face in society like loneliness or mental health problems. This young person chose collaging as a medium that the participants could explore together because it is affordable, low tech, and doesn't involve having any specialist knowledge – anyone can try it. The final collage would be a representation of how different generations can work together to explore and solve social problems.

01 TITLE OF WORKSHOP: COLLECTIVE COLLAGING

Artists have used collage as an affordable and effective way to make work. We will explore the potential of collaging in a collective. How does the process of collaging help us work together? What can we learn from each other?

Look into Boro Textiles from Japan. Handed down through generations each individual would mend part of the kimono. In the end you have a garment representing generations of a family. Important that all research is properly contextualised, in this case colonial history would be important.

Image: THE PAPER CITY Henry Stephens. Architect from Wellington, NZ. Currently living/ working in Copenhagen, DK.

02 FINAL OUTCOME

Exhibition at a shared events space, also available online.

I'd be interested in combining the two projects I have looked at so far. Have a feminist reading room style exhibition looking into the ethics of CCTV and streaming sites like the one featured in fieldwork 2.

Have guest speakers and lecturers. But ensure that all information is given in an accesible way . By this I mean ensuring a signer is present, that the font etc on the powerpoint is enlarged. That there is a space for young children so that parents or family members who want to listen can do. The lights are slightly dimmed and not flourescent. That the space is wheelchair accesible.

AGE RANGE 03

Have the group split in half, 16-30 and then 65+, the idea is that the groups learn from each other and work together, intergenerational workshop.

Image: Peter Weltz Projections

MATERIALS 04

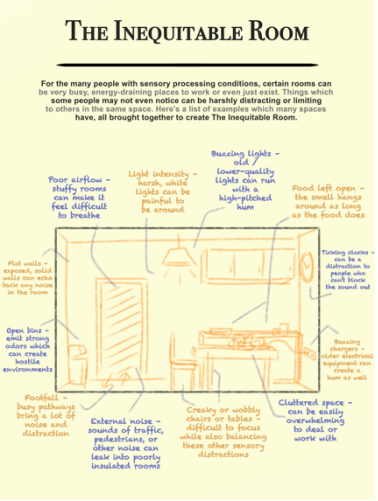
projector, papers, printer, ipads, cameras, lots of old books and magazines sourced from libraries, schools, waste paper recycling, collage books which include artists from the field, shredder, speakers for music, changing coloured lights

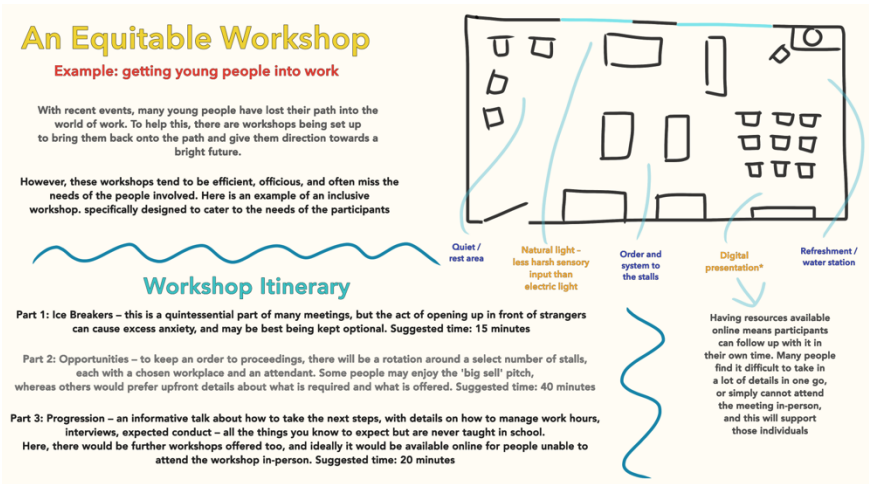
Image: Museum of the Moving Image

Source: https://architizer.com/blog/inspiration/collections/digital-art-projection-installations/

03 Equitable Workshop

- Getting young people into work – This workshop was designed to help young people get back into work after the pandemic. The young person who designed this workshop noticed that whilst opportunities like this are available to young people, they often don't consider the needs of the people they are trying to reach and exclude people who need these workshops the most. The young person considered in detail how a room might be inequitable, and then considered a set up that was equitable as well as the types of activities that are more likely to get young people engaged. Whist there was no 'making' in this workshop, we really liked how equity was at the centre of their ideas.





- Using tech to help the homeless – This workshop aimed to use technology like CnC machines, 3D printers and computers to design products for people in need. This young person wanted to work with a homeless charity to make things specifically for the people they help.
- Safe internet use workshop – This online workshop is aimed at vulnerable people like the elderly or those with learning disabilities. Topics would include phishing scams and keeping personal information safe. Participants would get to try out their skills through apps and games. The aim of this workshop series is to protect and empower people and make the internet a more equitable, safe, place.
- Future proofing Heaton Moor Park for Everyone – This was a community workshop/ discussion to review the park usage, make it safe for all and think of ideas for the future of the park.
- Fundamentals of Python – In this online workshop participants will learn the fundamentals of the coding programme called Python. The final project to test young people's skills will be social justice based, and young people will be connected with charity partners to work with.
- Tech me out – A week long course where people interested in tech and digital skills can come together to work on collaborative projects for the community.

The workshop aims to get people working together, sharing knowledge and using tech to benefit the community.