

co⁺vision



Technical guidelines

Input to Steering Committee meeting
June 12, 2025

→ Agenda:

1. Common understanding of the guidelines and our expectations on their use and feedback
2. Co-creation
3. Greening & sustainability
4. Digital archive
5. Blueprint

Guidelines

→ What

Guidelines (chapters in the blueprint) for different purposes: co-creation, greening & sustainability and digital archiving for co-vision partners to use in their climate-related production/artwork (co-vision funded).

Where

Locally during the production (co-vision funded).

Why

To ensure successful production: to ensure participation (audience, artist, scientist) in the production process (co-creation guidelines), to ensure the production has been carried out sustainably (greening & sustainability guidelines), and to ensure it is digitally archived (digital archive) in a consistent manner with others.

Expectations

Use

- testing
- applying guidelines to the artwork that will be saved to digital archive
- applying guidelines to artwork touring
- applying guidelines to events

Feedback

- how to develop next?
- FEEDBACK GROUPS for each GUIDELINE (digital archive, greening, co-creation)?
 - online forms?
 - online group meetings (small groups)?
 - using design probes in Whatsapp?

1. How can we achieve the technical partners media goals



- Identifying the best communication material from festivals / local debates etc. → pilot
- for more than 2 artistic partners - build use cases documenting the process (write up the story ourselves (with media components) - and find publication outlets for the stories) on:
 - Co-creating first draft of the guidelines
 - using the guidelines - providing feedback
 - Updating the guidelines and the process towards the Blueprint
 - show the final outcome

Co-creation Mapa

Creative Exchange



Guidelines on participatory processes will integrate the project Blueprint. They are meant to support the process of valorization of natural heritage via participatory or co-creative dynamics. A first draft was presented in 2024, with the 2 primary chapters:

Mapping creative exchanges

Cultural paradigms

Co-creation

Participation

Cartography of experiments

The COVISION framework for creative exchange

Involving professionals

Involving citizen

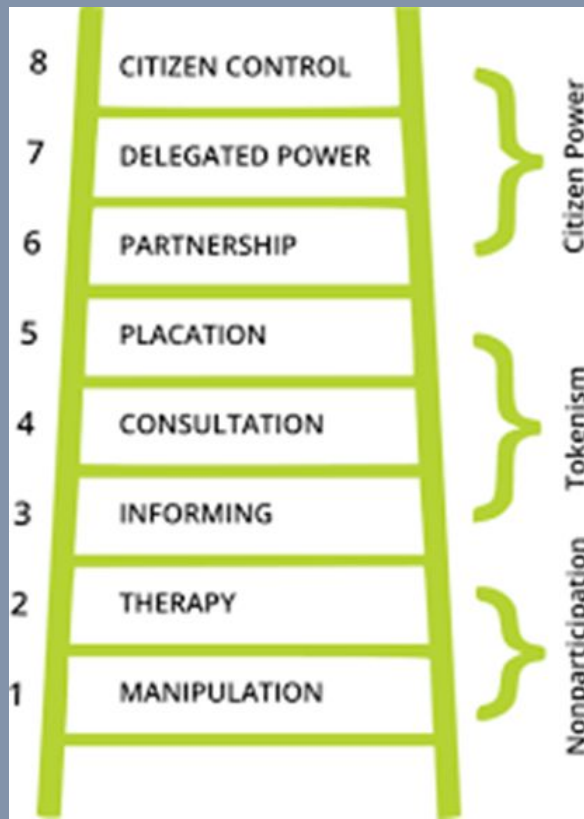
Supporting the process

Recording

Presenting three scenarios with different depths of record, and the potential tools for them.

Participation Depth

Instead of describing a pathway, the Guidelines aim to suggest various ways in which Creative Exchange can be deployed. Instead of procedures, it places greater emphasis on the importance of critical reflection on key aspects of this exchange, namely the different cultural policy paradigms (Bonet & Négrier, 2018), the space and spectrum of co-creation (De Koning et.al., 2016), and the participation ladder (Arnstein, 1969).



Sherry Arnstein proposed an intuitive yet not always comfortable metaphor: the Participation Ladder. In it, the magnitude of participation can be found on a ladder with eight steps, which form three clusters considering decision-making capacity as surrogates for level of participation.

The ladder metaphor can serve as a valuable guide to remind artists and creatives that the options for engagement are not necessarily seen as mere opportunities to participate, and often can be perceived as extractivist strategies deployed by powerholders.

Supporting the process



Artistic Partners are more than programmers that provide the environment in which the creative exchange can occur, but integral members of the process. Along with the facilitator, whom preferably should be part of their staff, they are the primary supporters of the process.

Scenario A. The facilitator as a moderator

The purpose for Local Debates may be a negotiating process. Experts, artists and citizens may come together to make their positions known, survey possibilities of convergence and divergence, in a process that may or may not result in consensus. Its goal is to ultimately inform an artistic creation which does not take place in plenary, and it is for the benefit of creatives that all voices are asked to contribute. In this scenario, the main skills for facilitators revolve around time management, active listening and conflict resolution.

Scenario B. The facilitator as a guide

If the main objective of Local Debates is to educate participating citizens and collect their feedback regarding a set of solutions designed by experts and artists without their involvement, the facilitator takes a fundamentally different role. Most of the information in these sessions is shared by experts and artists, and citizens are activated in key moments where their contributions are relevant to reaffirm assumptions. In this scenario, the facilitators main skills include time management and analytical thinking.

Scenario C. The facilitator as a midwife

The ambition for Local Debates may be that the conception of artworks emerges in the confluence of an encounter between different parties. Such a highly participatory process can be very risky, but also very rewarding. Facilitators need to have a good sense of how ideas are formed, how they are shaped, and provide the incentives to all participants (experts, artists and citizens) to contribute to the process in non-hierarchical structures. In this scenario, the main skills for facilitation include empathy and observation, questioning and encouragement.

Greening & sustainability Xamk

Sustainability

→ Includes lots of material to be tested:

Written document: Balancing between technology and sustainability

Visualized document: Lily's tips to create more sustainable events

Workbook including tools and templates to act more sustainable way

Link library of existing guidelines and toolkits that provide valuable information on sustainability

Honest feedback wanted! Do you want to join FEEDBACK GROUP for GREENING & SUSTAINABILITY?

How can you already apply prototype guidelines to the artwork you are creating for digital archive?

Digital archive NTNU

EU Artistic Digital Archive (EADA)

→ Guidelines for archiving co-creation content (for artists and festival coordinators)

Written as recommendations for a best practice

Festivals store content on own website and syndicate selected content to EADA.

The selected content leads back to each festival's website, where the artwork and creative process are fully documented.

The EADA Board aggregates selected content.

EADA curates an emerging, transmedia narrative that communicates the Co-Vision story for learning, artistic creation, science and enjoyment. EADA becomes a meeting hub for the eight festivals, where they can share experiences and disseminate future joint activities

Blueprint IED

Research goals

- To explore, detect and share among partners **effective models** for the design of creative, participative processes aimed at the enhancement of citizens cultural participation.
- To individuate **shared methodology for the storytelling of natural heritage** with a high social and environmentally sustainable approach in the digital transformation era.

Blueprint goals

- To **co-create a common narrative** of the Co-vision project enhancing Partners' diversity: identities, creative approaches, natural and human landscapes.
- To **co-produce an analytical and critical framework** of the results achieved while putting into practice the guidelines
- To **co-design, test and validate reproducible and adaptable models**, coming from a bottom-up approach, merging knowledges of participatory processes, greening transition, engagement with local natural heritage and proposing new sustainable approach for the creation of large-scale cultural events
- To **co-create a lasting legacy** for the EU community (and not only) around the impact of climate change.

Blueprint Co-design methodology

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- The Blueprint co-design is an **'in itinere' progressive process** which needs to be continuously nurtured.
- It is based on a **collaborative and circular process** of knowledge transfer which requires the **continuous interchange of information, documents and feedbacks** among all Partners:
- **Technical Partners:** Guidelines co-creation, monitoring of the testing process, critical reframing, fine tuning and final definition.
 - **Artistic partners:** Guidelines application and testing, feedbacks from local debates and panels, outcomes from the collaborative and artistic practices, fine tuning and validation.

Blueprint outputs



The Blueprint concept is structured in **two main outputs**: a critical-analytical report and a visual representation, designed to provide a comprehensive and multifaceted view of the results achieved.

The interaction between the two outputs is intended to ensure a multi-level reading of the project.

1. Analytical Document: critical report that thoroughly analyzes all phases of the project. It will include data, methodologies, reflections, and evaluations of the results, the challenges faced, and the solutions implemented

2. Visual representation: artistic and creative representation, aimed at capturing the essence and co-creative spirit of the Co-Vision project, conceived not only as an aesthetic product but also as a strategic communication tool.

Blueprint architecture

INTRODUCTION: CO-VISION goals and partners' profiles.

PHASE 1. SHAPING THE RESEARCH FRAMING TOOLKIT

- Greening Guidelines: parameters, criteria and tips
- Participatory Processes Guidelines: indications and tools for fostering the creative exchange,
- Digital Archive Guidelines: architecture and data collection process
- Mapping the Natural local Heritage and artistic projects concept

PHASE 2. TESTING WITH LOCAL COMMUNITIES.

- Monitoring of guidelines application results
- collection of feedbacks from artistic partners (reports, interviews, observations)
- Critical framing, sharing and fine tuning with partners

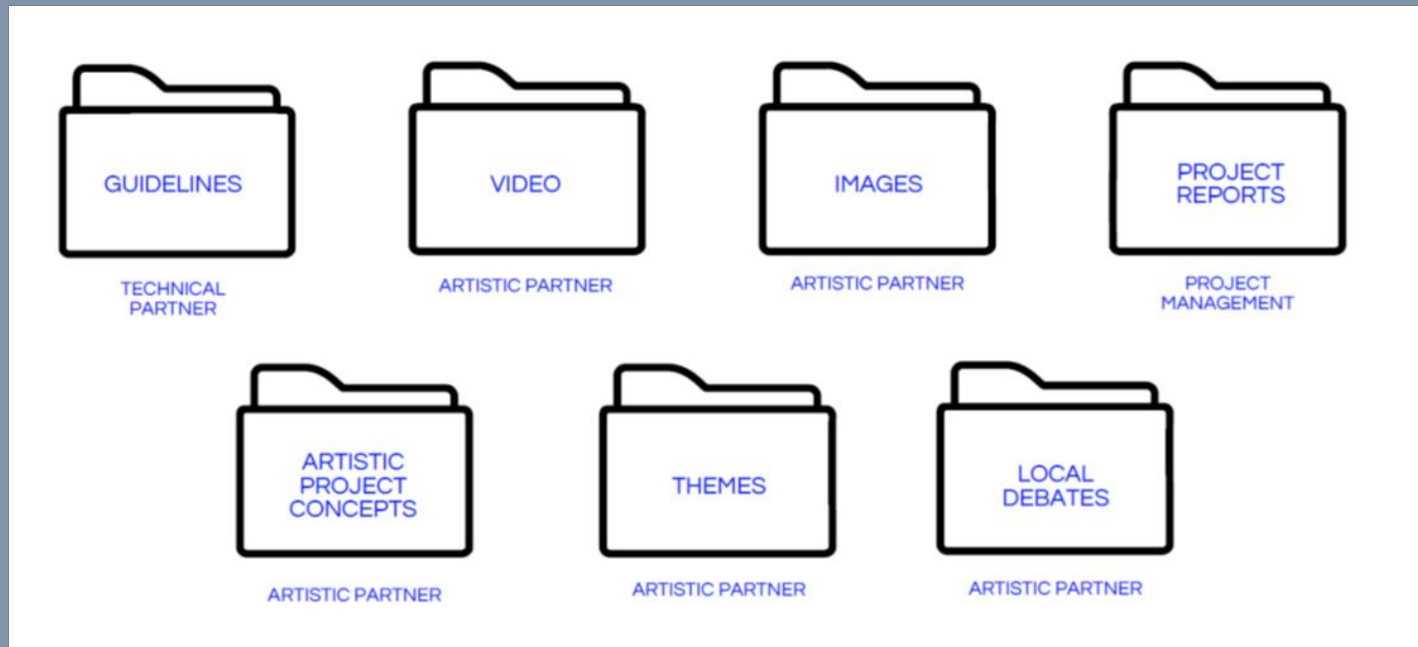
PHASE 3. DEFINING FINAL RESULTS: CO-CREATION - ARTWORKS - CULTURAL EVENTS, FINAL RESULTS

- Collection of final results and feedbacks from artistic partners (reports, interviews, on field observations)
- Critical framing, sharing and fine tuning with partners

PHASE 4: CRITICAL ANALYSIS, CONCLUSIONS

Blueprint working materials

- Materials needed for the development of the Blueprint, organized into folders and interconnected with the Digital Archive.



Blueprint requirements

- **Coordination among Partners**
- **Timeline and Project Gantt**
- **Organized collections of information and materials**

Next steps

We need your participation

→ “Open house” - June 16

Ask anything you like and get to know Greening & Sustainability guidelines, Digital Archive and Blueprint.

Pop in anytime between 2-4 pm. (CET)

Thank
you[✧]

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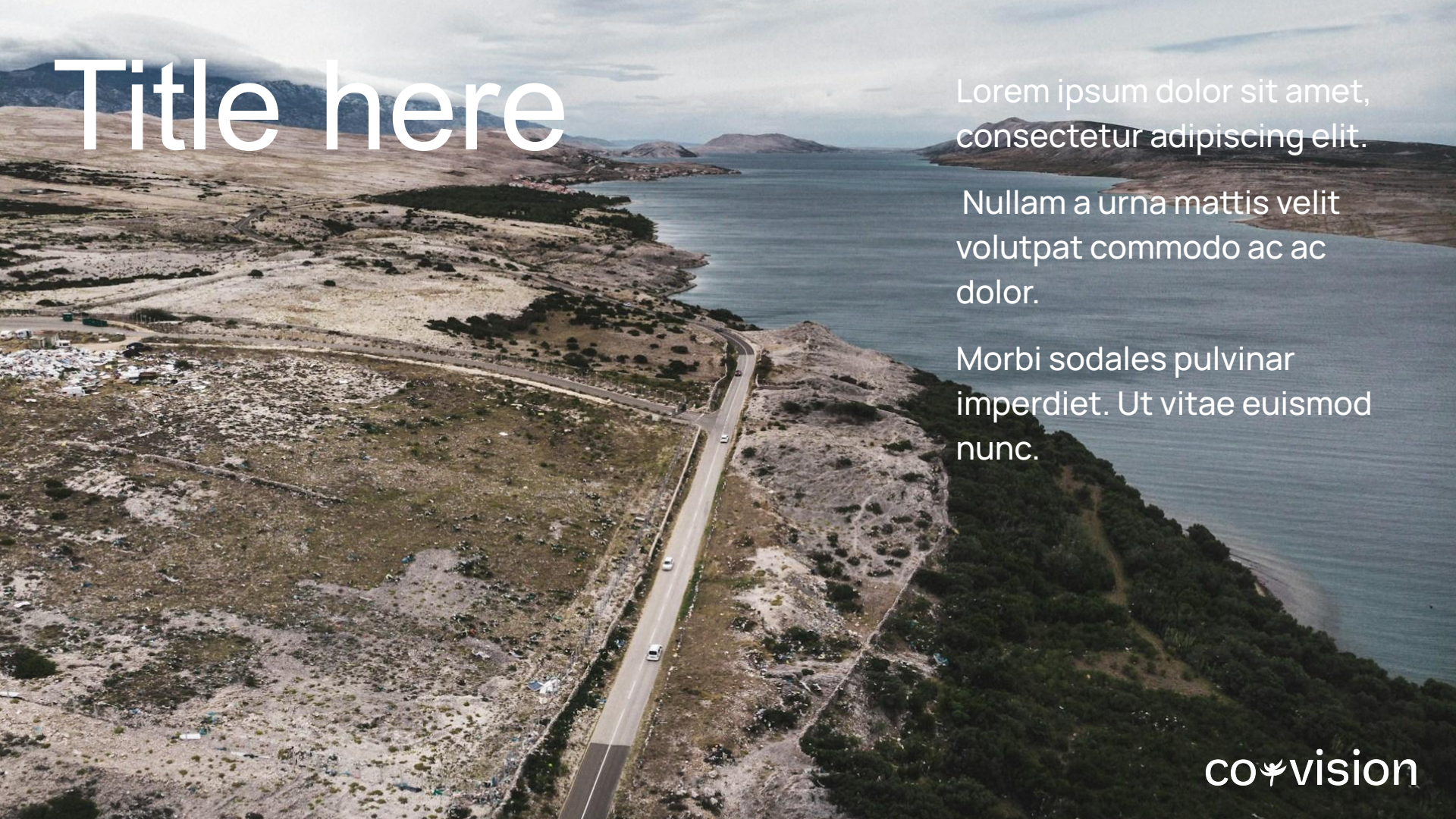
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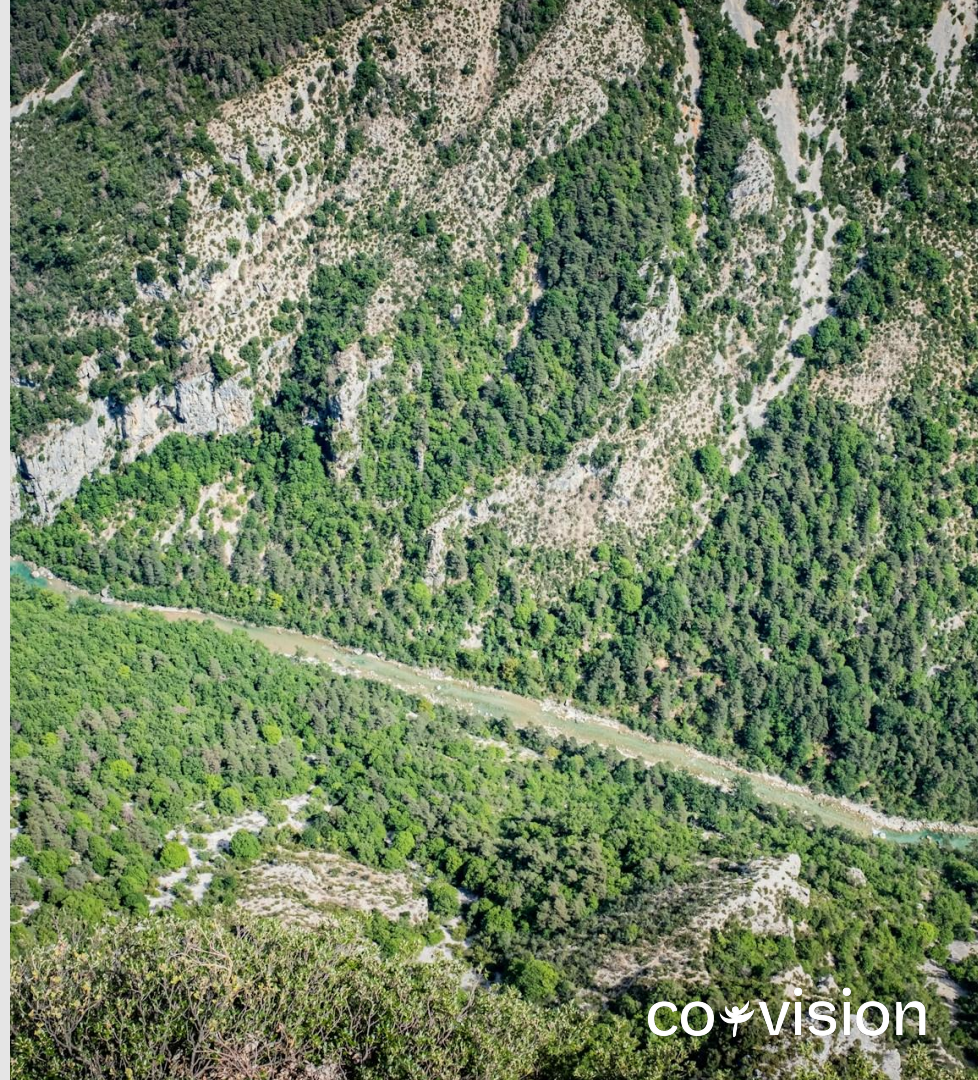
An aerial photograph of a coastal landscape. A two-lane asphalt road runs along the shoreline, with a white car visible on it. The land is mostly dry and rocky with sparse vegetation. In the background, there are mountains and a body of water under a cloudy sky.

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Consortium meetings

	2024			2025			2026		
	JAN	APR	JUN/JUL	JAN	JUN	SEPT/OCT	JAN	MAR	SEPT
Steering Committee	CM 1 - Kick off with Videocittà in Rome			CM 4	CM 5 - Online	CM 6 proposed in Namur for KIKK in Oct.		CM 9 proposed in Transylvania with TT	CM 10 proposed in Prague for Signal Fest.
Research Committee		CM 2 with Rencontres Audiovisuelles in Lille					CM 7 - Online		
Curatorial Committee			CM 2 with VDC in Rome				CM 8 - Online		

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