Daisi
Enriching and inspiring the learning of Devon’s young people through cultural education partnerships

Daisi’s mission is to promote arts and culture within communities, especially for the young
about Daisi
arts education partnership organisation

- registered charity
- 1995 (22 years old)
- 15 Trustees
- 6 staff
- apprentice
- volunteers
- 80 artists
- Devon & Torbay
- Exeter Library

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Daisi activity

2015-16:

7,375 young people participating
107 workshop venues
44 partners
£350K spent on developing young people’s arts experiences
168 CPD attendances in the last 6 months

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Museum Machina

Using museum collections as a source of inspiration for young people led digital art
Museum Machina is running alongside Daisi’s Art Machina project.

Funded by Arts Council England, Daisi’s Art Machina project will develop young people’s digital arts practice using innovative digital media, enabling young people across Devon and Torbay to use contemporary digital creative techniques within their visual arts making.
Art Machina involves a group of professional regional artists, young people, youth leaders and teachers. Partners include i-DAT, SpaceX, Exeter Phoenix and Coombehead Academy.

“It’s changed my perception of digital art, seeing how diverse and different it can be.”

“I was really surprised that artists use technology this way.”
Outputs are expected to include 2 & 3D artworks such as paintings, digital paintings, photographs, gif animations, films, sculptures & installations which are created:

- with innovative processes involving digital tools, apps and smartphone technology with, or in place of, traditional media (eg. digital drawing, image manipulation (photoshop, gimp, CNC) as part of the making process
- with coding or data (eg. Arduino, Raspberry Pi, Pure Data so artwork is affected by the environment/ data / actuated by computation)
Outcome 1

build relationships

between key partners in the region, including embedding museums in network and between young people and museums

“I really value the opportunity to connect to other artists, it can be such an isolating experience otherwise.”

Museum Machina project artist

“It’s definitely going to change the way we work, we are thinking about collaborative ways of working with the DT department. The outcomes for us might be joint working – but also thinking can other schools join up and send us files to process laser cuts for them.”

Teacher
“It’s changed my perception of digital art, seeing how diverse and different it can be.”
Young person

“I was really surprised that artists use technology this way.”
Young person

“The combination of young people’s input and working alongside the other artists in a spacious creative environment with an open ended structure enabled me to extend what I was doing with participants...this approach was different for me so informed my practice and thinking.”
Project artist, residency workshops
Outcome 3:

up-skill young people,

creating progression pathways

“I got a lot of inspiration from her (artist) work and thinking about how to translate from being a drawing to a physical thing, been encouraged to think more about how it could work in 3D with a laser printer.”

Young person
Outcome 4:

collaborate and mobilise digital creative skill and confidence among young people, artists and educators

“There is a huge value in having artists who work in digital practice, it’s really healthy for both our design and technology and our art department.”

Teacher, King Edwards School
Outcome 5:

- develop sustainable business model,
- developing wider artists skills, creating case studies, developing future options

Outcome 6:

- raise profile of young people-led digital arts

Within settings, cultural organisations, with parents/carers, through exhibition

Outcome 7:

- daisi better positioned to advance the conversation with schools and other education settings about what digital arts
Art Machina and Museum Machina opportunities:

• workshops in schools and young people’s settings
• Professional development
• exhibition & festival
• arts & museum partnerships
Museum Objects:
3 objects from RAMM’s World Journeys Handling Collection:
Nigerian/Benin bird, brass cast, contemporary example of traditional cockerel produced in Nigeria for over a millennia.

Aims of activity:
Using the museum objects as the initial inspiration, the aim of the sessions was for the children to explore ideas around journeys and mapmaking, and make their own creative work on this theme.

Case Study 1
Artist: Katy Connor, Participants: 9 children aged 4/5 and 9 young people aged 9/10, Venue: Haytor View Primary School, Newton Abbot, Devon
Success and innovation:

- museum objects were tangible entry point to abstract subject
- young people created innovative creative work, around mapping, space and geo-location
- Innovative links between historic objects and digital technologies used in creative ways
Challenges:
School access to digital equipment
Access to objects – handling collections

“The museum maps were essential to the workshops as a comparison means of mapping site and location. We discussed them in relation to how maps used to be made and how we map now using google earth and satellites,” Artist Katy Connor

“If you just had a map you wouldn't be able to do all those things you can do now with google earth” Young person 10 yrs

“I like the way Katy works, she is very allowing, if I have an idea she lets me try it out” Young person, 9 yrs
Case Study 2

Artists: Tony Minnion, Katy Connor, Stuart Blackmore, Laura Denning
Participants: 14 young people aged 14 – 18 from Devon secondary schools
Venue: Coombeshead Academy, Newton Abbot, Devon

Museum Objects:
Miner’s Lamp, Plymouth City Museum and Art Gallery

Aims of activity:
The young people were asked to produce a piece of visual digital art on the theme of ‘Orientation/Disorientation: Location/Dislocation’, incorporating something that interested them about the museum objects from RAMM and Plymouth City Museum and Art Gallery into their creative work.
Successes and innovation:
Use of museum objects as an inspiration source for young people-led digital work
Improved awareness of museum collections especially as a source of inspiration
Young people discovered new ways of using technology creatively
“the history behind the objects were really interesting and helped to develop concepts and ideas” young person, aged 16

“Its really changed my perception of art, how diverse and different it can be using technology” young person, aged 14

“Its really different working with an artist, when they are exploring their work and they are so passionate about it, it’s given me motivation to do new work”, young person, aged 16

Challenges:
Non specialist introduction to objects
Art Machina and Museum Machina Artists

Katy Connor—Katy is an artist working with digital video, sculpture and installation. Coming from a background in film and television production, she has been developing her artistic practice since 2004 and often works in collaboration with other artists. Katy has screened and exhibited her work in galleries and festivals in the UK, Europe and Japan. She recently completed her PhD in experimental media research: *Translating the Intimate* (2016).

Tony Minnion—Trained as a theatre designer, Tony worked in and around London for 18 years setting up, managing and running creative workshops within schools and across the rest of the community as coordinator for Cloth of Gold (London, U.K.) before moving to Cornwall in 2004. Now, he specialises in projects across the South West, that explore the link between traditional textile processes and creative opportunities available through the use of new technology.

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**Stuart Blackmore**— Stuart has over 20 years of working in the media Industry. He has worked in a wide range of multimedia industries and organisations including Art Speakers which developed a way to embed audio speakers into digital paintings. Stuart has experience with working with groups and individuals, creating animated e-books, digital films, interactive installations and touch screen portals.

**Laura Denning**—Laura’s approach to digital led arts practice has always been motivated by ease of use – most of her work is created by using her mobile phone, with the occasional use of specific recording equipment for particular environments e.g. underwater. Laura originally trained as a painter, but now works with moving image and sound, often creating silent films and sonic drawings.

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Helen Snell—Helen’s work focuses on how the processes of hand making and digital practice can work together. Much of her work starts with looking at commercial packaging, but is then customised. Helen uses digital processes, such as laser cutting, to create units. These can be multiplied and recreated. They can then be manipulated in terms of scale and construction.

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