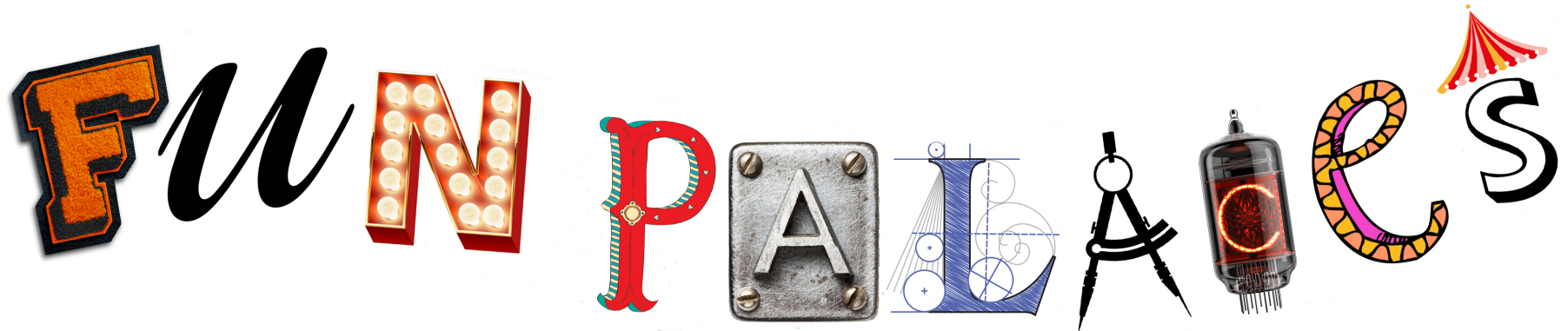




THESE PEOPLE MADE

FUN **PALACE**s

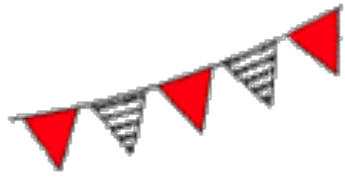




2015

3rd and 4th October 2015

Evaluation report



What is Fun Palaces?

- Fun Palaces is a worldwide campaign and celebration of culture by all, for all, and an annual weekend of action.
- We believe in Everyone an Artist and Everyone a Scientist, and that culture belongs to us all.
- Fun Palaces have two vital outcomes: democratising culture and empowering communities.
- Fun Palaces happen anywhere, over the first weekend of October. They are free, participatory, created by the community for the community. They last an hour or a weekend, involve just one activity, or a programme across a city.
- Fun Palaces are good at facilitating individual and community engagement in arts and sciences, by asserting the individual and community's right and ability to decide what THEY believe culture is and how best to share it, which therefore creates community cohesion and develops civil society.
- In Fun Palaces' pilot year (2014), there were 138 Fun Palaces across 11 nations, involving over 3000 Makers, and over 40,000 participants.

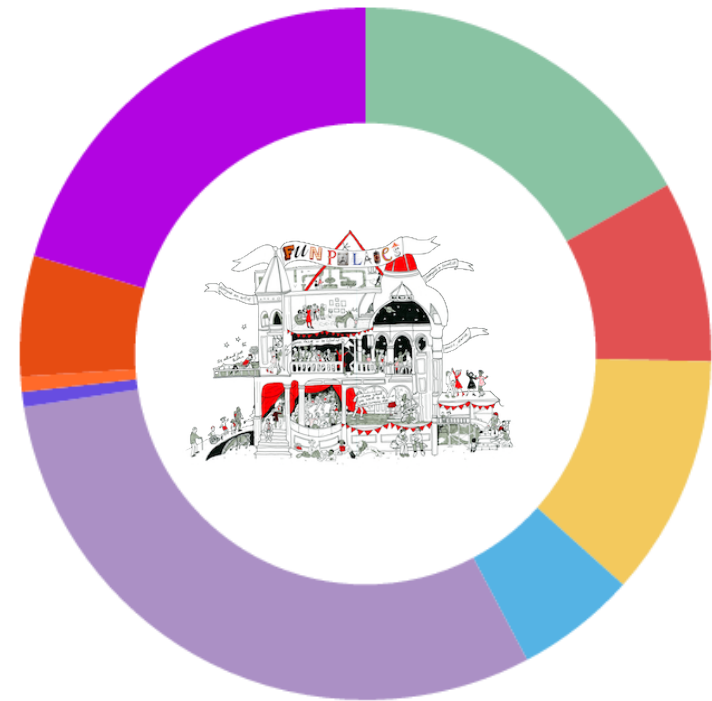


Fun Palaces 2015 – what happened?

- 142 Fun Palaces across 8 nations
- Over 2000 people made them happen
- 50,000 people took part

“They bring art and science into the heart of the community and show us anything is possible”

2015 Fun Palace Maker



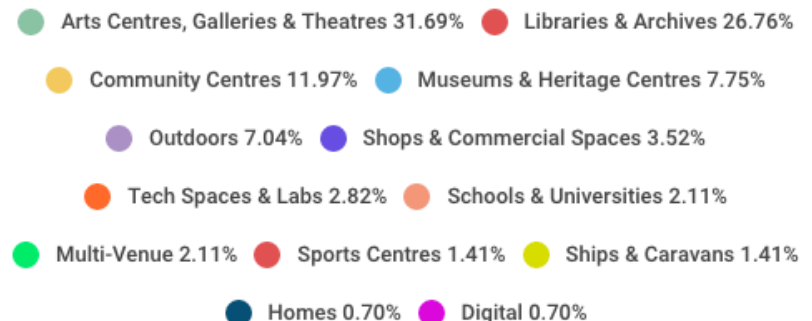
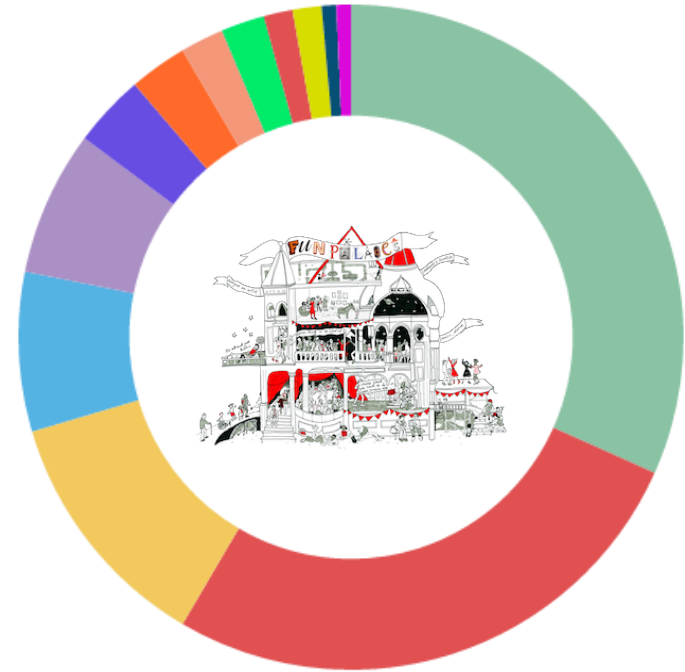
North 16.90% Midlands 8.45% South East 11.27%

South West 5.63% London 30.28% Wales 0.70%

Northern Ireland 0.70% Scotland 5.63% Rest of World 20.42%

Who made Fun Palaces happen?

- 49% of Fun Palaces were created by community members
- 51% were created by organisations
- People from all walks of life made Fun Palaces (See demographics, page 10)



“(We made our Fun Palace) to bring some community spirit back to our town.”

The Heathen’s Fun Palace Makers, Cradley Heath, West Midlands

Who talked about it?

- Between 25th September and 6th October #FunPalaces had 16.2 million impressions on Twitter (and trended on Saturday 3rd)
- Between those dates funpalaces.co.uk received 11,678 visitors, viewing over three pages each.
- Extensive print, radio, internet and broadcast coverage, including from The Guardian, BBC Radio 4, BBC London, BBC Scotland, The Stage, The Daily Echo, Time Out London, The Huffington Post, extensive maker profiles on BBC Get Creative, and local radio and press nationally.





What is it like to make a Fun Palace?

- We asked some Fun Palace Makers to complete surveys before and after making a Fun Palace, and had 30 responses.
- After making their Fun Palace, 78% of Makers were proud of the area where their Fun Palace happened, and 85% felt connected to their community
- 89% of Makers want to make another Fun Palace - and 96% of participants want another too
- 62% of Makers found making a Fun Palace showed them they were capable of more than they expected, and 64% found it revealed resources they did not know their communities had.

“(Fun Palaces) change the conception we have of our place in the community. They encourage engagement, cooperation, social sharing and understanding”

Farnham Fun Palace Makers, Surrey

“It makes people who don’t think they are creative or scientific discover that actually they are”
Whitstable Fun Palace Maker



“It’s potentially a giant social movement”

Royal Exchange Theatre Fun Palace Maker, Manchester



What's it like to join in at a Fun Palace?

"People being treated as more than consumers, and in a public space that's free"

"Communities coming together to try new things"

"It's just a great thing for everyone. And it's all free! I love it!"

"I want to look for things that open up new worlds and this does this in a big way – Amazing!"

"Drawings, human brain slices, bit more chocolate, laughs"

"I DID A NEW THING"



- 430 Fun Palaces participants across the country filled in surveys about their experience.
- 88% of participants felt it was important that their Fun Palace happened where it did, and 38% were visiting the venue for the very first time.
- 80% felt part of a community at their Fun Palace, and 77% felt like an artist and/or a scientist.
- Fun Palaces changes people's behaviour: 84% felt motivated to do more creative things in future, and 70% thought they would do something different as a result of this experience.



Value for Money

- Total annual HQ cost for 2015 was approximately £120,000 including support in kind, and covering all IT support for makers, national PR and a Wellcome funded workshop series.
- Fun Palaces HQ is a team of 4 people, all part time.
- The Albany supports Fun Palaces in kind through overheads and governance, and Culture Counts supports us with consultancy and evaluation tools.
- Each Fun Palace fundraises independently, and is largely reliant on volunteers and donations, unlocking huge latent value nationally.

“It’s an alternative to commercial and institutionalised cultural and creative projects”

Positively Ponty Fun Palace Maker, Wales



LOTTERY FUNDED



Supported using public funding by

**ARTS COUNCIL
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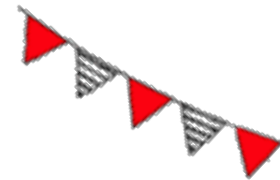
CultureCounts



FOYLE FOUNDATION



Demographics – is it just the usual suspects?



- In 2015, we collected demographic data from everyone who registered to make a Fun Palace (even those whose plans fell through).
- We also collected 430 participant surveys from across the country.
- Fun Palace Makers and participants come from all social groups and backgrounds. We aim to reflect the nation's demographics, and we are proud that, to a great extent, we do.
- The ethnic background of Fun Palace Makers is within 1.5% of the national distribution for all groups, and participants come from all deciles of the Index of Multiple Deprivation¹, with most deciles within 3% of the national distribution.
- We have more gains to make in supporting people with disabilities to make Fun Palaces, and in attracting more Asian communities, older people, men and those living in the postcodes of highest affluence and deepest deprivation.

"We want to bring together the diverse communities in our city to exchange ideas"

Lancaster Fun Palace Maker

1: The Index of Multiple Deprivation ranks all postcodes in England by deprivations. Each decile is 10% of the population, with decile 1 being the most deprived, and decile 10 being the least deprived.

		UK population 2011 Census	FP registered makers	FP Participants (combined)
Sample size			213	430
ETHNICITY	White	87.17%	88.30%	80.54%
	Asian (combined)	6.92%	5.26%	3.78%
	Black (combined)	3.01%	2.92%	5.41%
	Mixed	1.98%	3.51%	6.49%
	Other	0.92%		3.78%
GENDER	Male	49.11%	18.75%	30.08%
	Female	50.89%	80.68%	69.17%
	Other		0.57%	0.75%
AGE	0-19	23.90%	0.58%	11.69%
	20-34	20.15%	34.88%	26.37%
	35-49	21.31%	42.44%	44.78%
	50-64	18.23%	20.93%	11.44%
	65+	16.42%	1.16%	5.72%
DISABILITY	Yes	18.00%	2.91%	
	No	82.00%	97.09%	

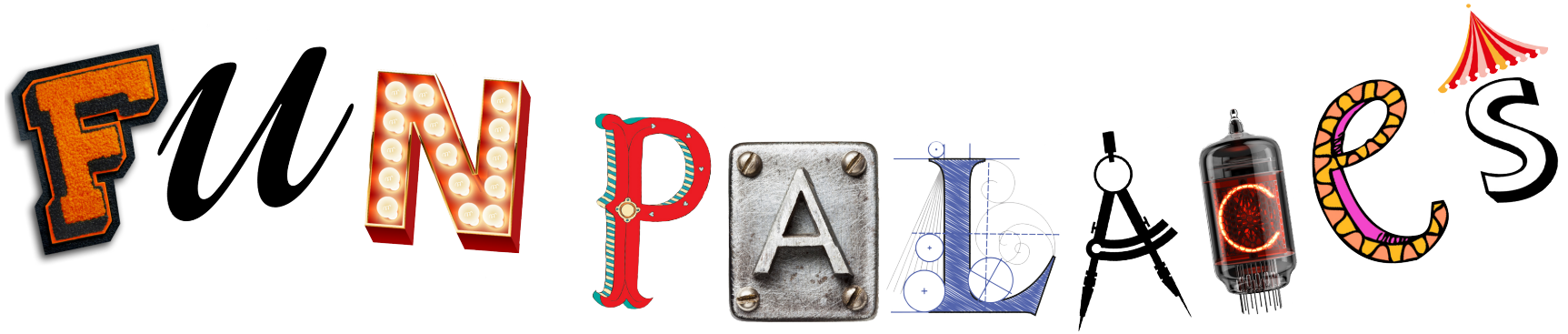
INDICES OF MULTIPLE DEPRIVATION DECILES (NB- 1 is the most deprived, 10 is the least, calculated by postcode)

1	10.00%	4.49%
2	10.00%	9.80%
3	10.00%	15.92%
4	10.00%	11.43%
5	10.00%	13.06%
6	10.00%	8.98%
7	10.00%	12.65%
8	10.00%	8.16%
9	10.00%	8.98%
10	10.00%	6.53%

NB- the participant survey was designed for over 18s, so the number of 0-19 year olds taking part in Fun Palaces appears misleadingly low

“(Fun Palaces) instills creative power in everybody. It doesn’t make arts and science something we read or watch but something we make and do. It’s collaborative and inclusive, bond-building and boundary-smashing.”

Whitstable Fun Palace Maker



“Fun Palaces is more than just a bit of fun one weekend a year, it is about making change, change that is sustainable, change that will carry forward for years, and that will really make a difference”

Amanda Dalton, Associate Director (Participation) Royal Exchange Theatre, Manchester