



Fun Palaces Campaign 2018

What is Fun Palaces?

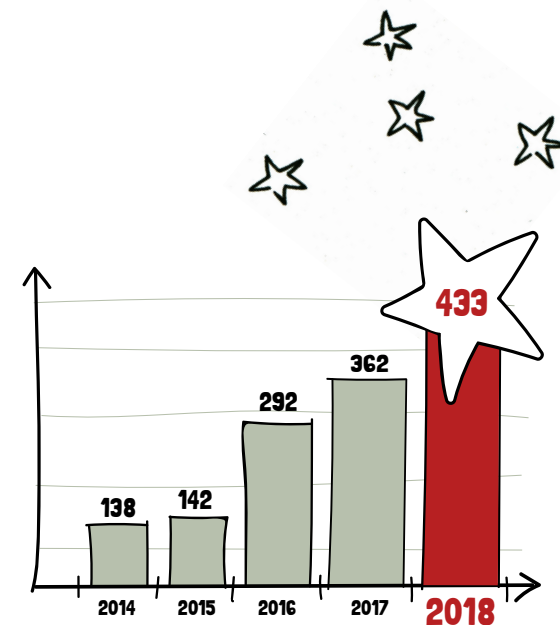
- Fun Palaces is a campaign for cultural democracy, promoting culture at the heart of community and community at the heart of culture. The first weekend of October every year is the Fun Palaces weekend of action.
- Fun Palaces include arts, craft, science, tech, digital, heritage and sports activities, all led by local people, sharing their own passions and encouraging active participation from everyone. The weekend is a catalyst for change at a local and grassroots level.
- Our workshops and our Ambassadors Programme support our work with communities.



All illustrations by Emily Medley,
and all graphs and layouts by
Touch Design

In total there have been
1367 Fun Palaces made by
32,800 local people with
450,000 participants

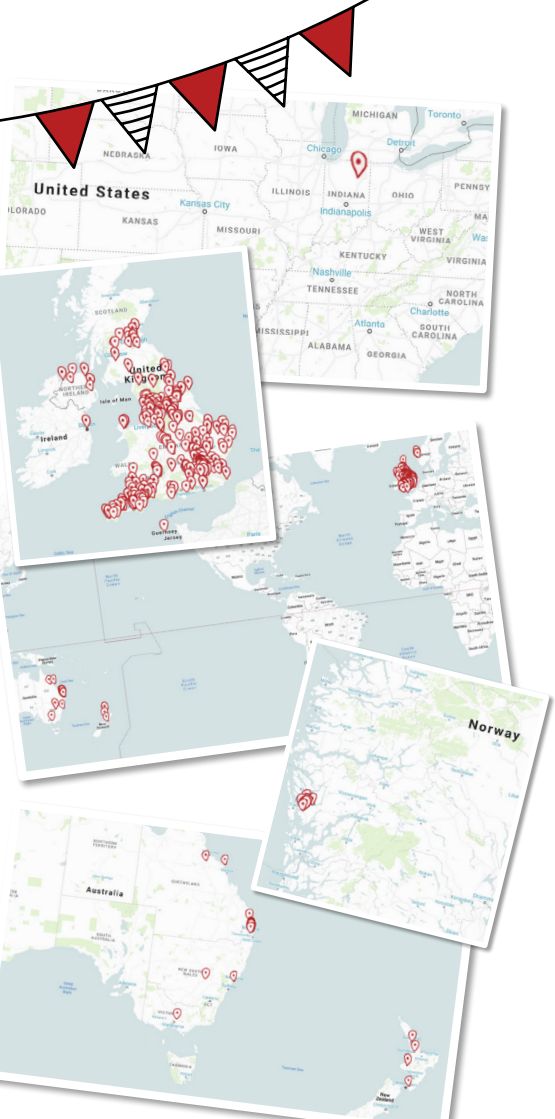
2014: 138 Fun Palaces, 3183 Makers, 40,000 participants
2015: 142 Fun Palaces, 2079 Makers, 50,000 participants
2016: 292 Fun Palaces, 4800 Makers, 124,000 participants
2017: 362 Fun Palaces, 13,750 Makers, 126,000 participants
2018: 433 Fun Palaces, 9000 Makers, 110,000 participants



"It's a great event that helps to build community spirit, enables people to learn more about their neighbours and their neighbourhood and can spark new social action and activities in the area."

We were delighted that all sections of the community rose to the challenge including young people, the police, beekeepers, artists, singers, dancers, gardeners, cooks, photographers, piano players and many more."

Sydenham Fun Palace, London



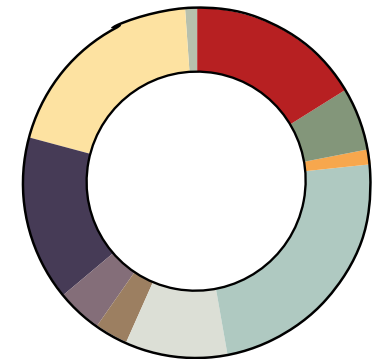
Fun Palaces 2018 – where did they happen?

Fun Palaces started in the UK. In 2018 there were Fun Palaces in all four UK nations as well as Australia, the Channel Islands, Norway, New Zealand, the Republic of Ireland and the USA.

“I want to confound and amaze the people who say nothing ever happens in this town.”

Fun Palace Maker, 2018

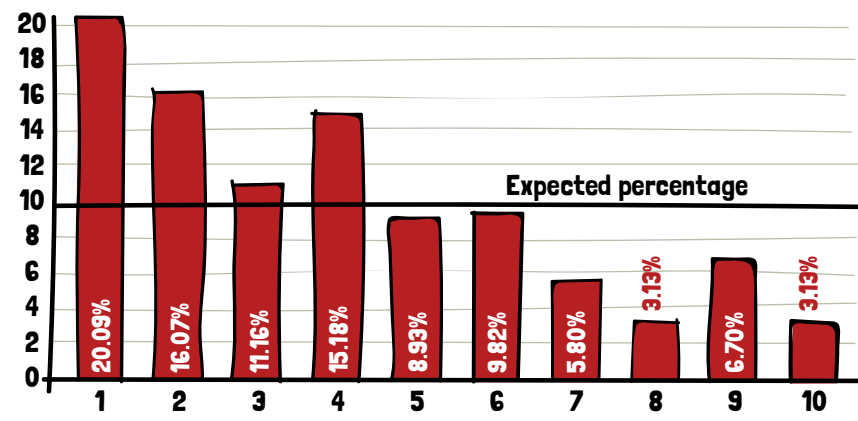
Locations



- Americas 0.2%
- London 16%
- Midlands 5.8%
- Northern Ireland 1.4%
- North of England 24.1%
- Oceania 9.3%
- Rest of Europe 3%
- Scotland 4.2%
- South East England 15.3%
- South West England 19.9%
- Wales 0.9%

* England geographical designations based on ACE's area definitions

Venue locations mapped by level of deprivation



1 is the most deprived, 10 is the least.

* Data covers venues in England only. 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.

“EEA’s involvement in Fun Palaces has helped transform the organisation. From opening our doors for the first Fun Palace 5 years ago we now open them every day for the community to come in and share our space.”

Emergency Exit Arts Fun Palace, London

Type of venue

- Libraries 63.1%**
- Community venues 6.7%**
- Arts centres 5.6%**
- Museums & heritage 4.6%**
- Theatres 4.2%** ☆ ☆
- Schools & universities 1.6%**
- Art Galleries and Studios 1.6%**
- Youth Clubs 1.4%**
- Shops 1.4%**
- Multi-venue 1.2%**
- Historic Houses 0.9%**
- Marketplaces 0.9%**
- Trains 0.9%**
- Science Centres 0.9%**
- Care Homes 0.7%**
- Outdoors 0.7%**
- Scrapstores 0.5%**
- ☆ ☆ ☆ ☆ **Churches 0.5%**
- Health Centres and Hospitals 0.5%**
- and also: a playground, a pub, a ferry, a garden centre, a cinema, a farm, a castle, a forest, a meadow**

Who made Fun Palaces?

Fun Palaces are made by teams of Makers. In 2018, the median Fun Palace was made by **12** people.

- **56%** of Maker teams included people from an ethnic minority.
- **44%** of Maker teams included people with a disability.
- **40%** of Maker teams included people under 18.
- **41%** included people over 65.
- **22%** of Maker teams included BOTH people under 18 AND people over 65.

Lead Makers (the main contact for each Fun Palace) were most likely to live in the most deprived third of postcodes in England.

- **10%** of lead Makers identified as LGBT.
- **11%** of lead Makers have a disability or health condition.
- **86%** of lead Makers were female.

See page 17 for full demographics from 2018

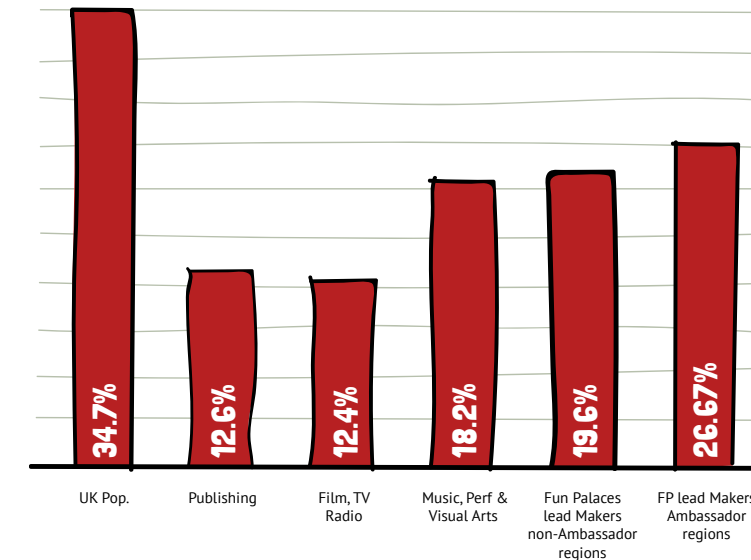
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“Culture at the heart of communities, culture for everyone, creativity from people for people (not ‘top-down’ or ‘taught’) - and how resilience can be generated for individuals and neighbourhoods through creativity.”

Fun Palace Maker, 2018

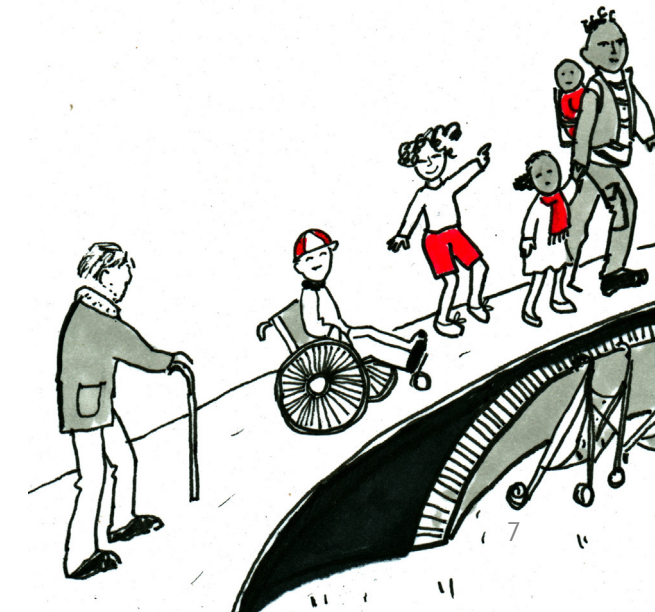
% of people from Working Class backgrounds



Non-FPs data from *Panic! Social Class, Taste and Inequalities in Creative Industries*

“Fun Palaces is a great opportunity to get different groups in the community involved - the library, the primary schools, Tesco and ourselves as a community organisation.”

Auchinleck Fun Palace, Ayrshire





What is it like to make a Fun Palace?

- **85%** of Makers (the people who make Fun Palaces happen in their communities) involved someone new in their Maker team and **90%** are planning on keeping in touch.
- **65%** of Makers feel more part of their community since making their Fun Palace.
- **67%** of Makers now feel more confident in getting involved in community activities.

"We had all ages and abilities, we decorated biscuits, did science experiments, built bird boxes, made music and played Paralympic sports. Access to culture enhances communities, our Fun Palace certainly enhanced ours."

Kirkby Stephen Fun Palace, Cumbria



© National Gallery Ireland

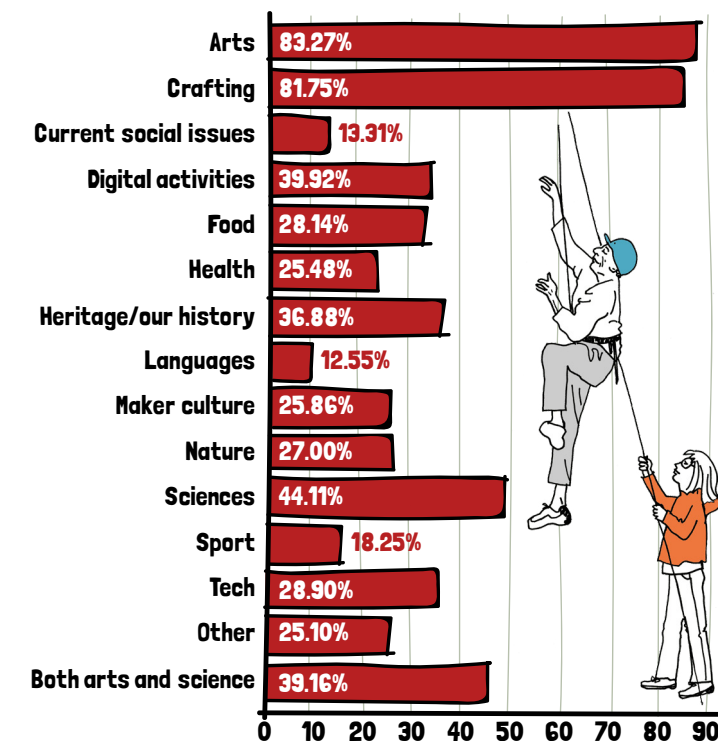


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"I think that making and creating a Fun Palace was as much fun as the event."

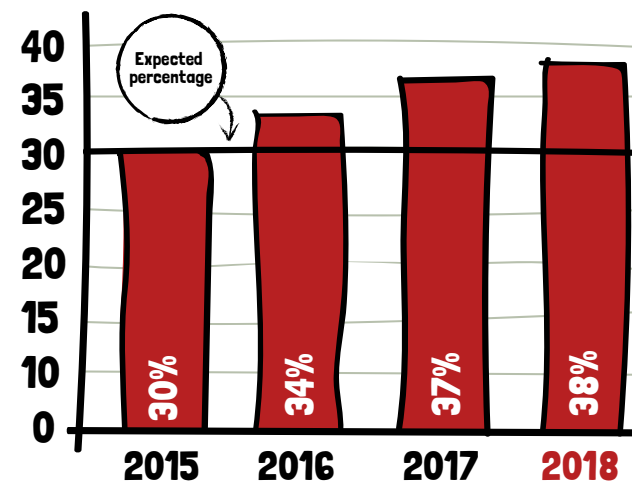
Hereford Fun Palace

Activities in Fun Palaces included:



Who joined in?

% of participants living in the most deprived postcodes



*Data in this graph is from Fun Palaces in England only. The Index of Multiple Deprivation ranks all postcodes in England by deprivation. Each decile is 10% of the population, this graph refers to the three most deprived deciles.



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"It is easiest to get people involved in Fun Palaces when you have activities that allow adults to enjoy being a child, and treat children like they are adults."

Fun Palace Maker, 2018

In 2018 **110,000** participants took part in Fun Palaces over the first weekend in October.

- Approximately **27%** of participants came from an ethnic minority.
- **8%** of participants were over 65, and **14%** were under 18.
- **14%** of participants had a disability or health condition.
- **54%** of participants do not usually seek out science activities, **33%** do not usually seek out the arts, and **24%** do not usually seek out either.
- **85%** of participants agree that the Fun Palace made them proud of where they live.
- **77%** agree that it made them want to get more involved in science, arts and culture locally, and **53%** felt it made them want to get more involved in volunteer work.

QUOTES FROM 2018 PARTICIPANTS

"The fun and camaraderie and the ability to engage with the local community and showcase local talent. An excellent time to chat and make friends."

"Everybody from all backgrounds getting mixed."

"It brought out a truly hidden talent."

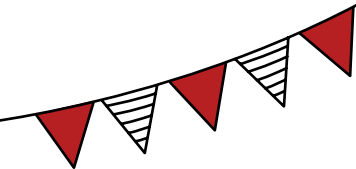
"Brilliant variety of activities, great for all ages. The library was buzzing!"

"I liked that there was lots of things I didn't know before."

"Nice to be with others and occupied rather than just sitting and talking."

"The great atmosphere, extensive selection of activities, community members eager to participate. Overall, people looked happy, engaged and connected."

"Lovely to have a brew and a chat. Wonderful to celebrate community heritage, connections and cultural exchanges in the local area!"



How we help to make it happen: Fun Palaces Ambassadors

- Since 2016, six part-time Fun Palaces Ambassadors have been working in Bristol, Cornwall, Scotland, Sheffield and Stoke-on-Trent, hosted by six partner organisations: Ceramic City Stories - Stoke, Cornwall Museum Partnership & Feast - Cornwall, Elizabeth Blackwell Institute (University of Bristol), Sheffield Theatres, Voluntary Arts Scotland.
- Supported by the Paul Hamlyn Foundation and Wellcome, the Ambassadors work with their partner organisations to support local Makers and communities in their areas to create the culture they want to make and be part of.

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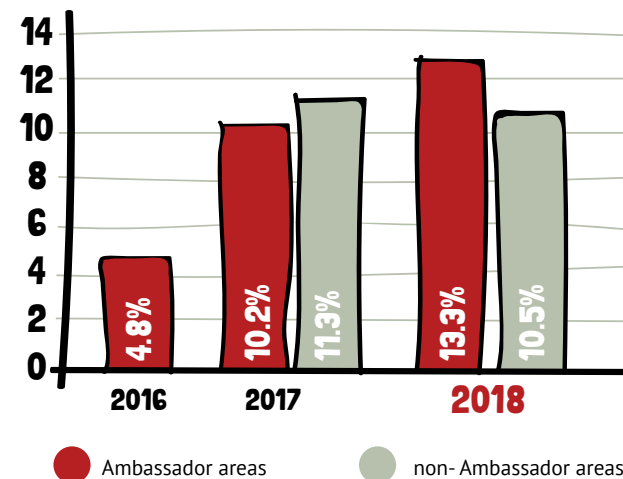
"[Our Fun Palaces Ambassadors] were great. Both email and phone support, and chats in between".

"He is amazing! He is always up for helping and has loads of useful information and contacts to share."

"She was absolutely incredible - she was always keeping Sheffield venues up to date and contactable whenever we had a query."

Fun Palaces Makers, 2018

Lead makers with a disability or health condition in Ambassador areas



"[Our Fun Palaces Ambassadors] were totally and utterly awesome. Couldn't have helped more. Did an amazing job of bringing multiple organisations together."

Fun Palace Maker, 2018

Workshops

Fun Palaces Ambassadors and the HQ team lead dozens of workshops each year, helping organisations and communities start to make their Fun Palace or co-create other local activities and events as well as their Fun Palace. Workshops are offered on a pay what you can basis - please get in touch to find out more.

"Really informative. Great mix of people & ideas!"

2018 Workshop participant



© Zuzanna Kurska

Yes, but is this really about change?

Fun Palaces Makers and their communities feel empowered and connected by making Fun Palaces:

- **91%** of lead Makers felt their Fun Palace created a stronger sense of community spirit and **85%** of participants agreed that it made them feel proud of where they live.
- **73%** of Makers felt part of an (inter)national campaign.
- **73%** of Makers agreed that their Fun Palace helped some people feel less lonely.
- Only **8%** of Makers thought their Fun Palace did NOT open up any new partnerships, opportunities or resources for their local community.



“Fun Palaces is a brilliant concept. I don’t think that people realise what talent they have. Just a little taster of something can make people more confident. It also brings people together, which in itself helps to raise self esteem and make a sense of belonging.”

Bexley Fun Palace, London

“I felt really excited that our little Fun Palace was part of a weekend of activities across the whole country (and in other countries) and loved seeing what everyone else was doing... each in their own, unique way.”

Fun Palace Maker, 2018

“A Fun Palace provides an opportunity to become a part of something and feeling a part of a something is integral for wellbeing.”

Anglesey Fun Palace, Wales





Demographics - and how we counted

- In 2018 we collected more data than ever before. 542 people registered online to make a Fun Palace (109 did not go on to make one) and filled in an open box survey in their own words.
- 276 lead Makers out of 433 completed a survey anonymously after the Fun Palaces weekend, about what had happened, their team, themselves and their experiences (in this report, quotes credited to “Fun Palace Maker, 2018” are from this survey).
- 80 Fun Palaces surveyed their participants, collecting 1100 surveys.
- We held focus groups with two Maker teams, before and after the weekend, about the experience of making a Fun Palace.
- Each year, we aim to improve our monitoring, and ask the right questions to help us know which groups are taking part in Fun Palaces. This year, following Drs Dave O’Brien, Orien Brook and Mark Taylor’s *Panic* project on social mobility and inequality in the cultural industries, we have introduced a question for lead Makers about their class background, as well as using current postcode data as a proxy.
- Our surveys and focus group data form the basis of this report and, along with case studies, informal conversations with Makers throughout the year and regular reflective meetings, help us understand what we are doing and whether we are doing it as well as we can.

2018 demographics

		UK Population 2011 Census	FP Lead Makers	FP Maker teams INCLUDE	FP Participants
Sample size			276	276	1110
ETHNICITY	Asian (combined)	6.92%	1.23%	28.35%	5.93%
	Black (combined)	3.01%	2.05%	21.84%	3.39%
	Gypsy/Roma/Traveller	0.01%	0.00%	0.77%	0.00%
	Mixed	1.98%	1.64%	32.95%	3.49%
	Other	0.92%	5.33%	12.26%	14.08%
	White	87.17%	89.75%	92.34%	73.02%
GENDER	Female	50.89%	86.40%		69.73%
	Male	49.11%	13.60%		29.21%
	Other		0.00%		1.05%
AGE	0-18	23.90%	1.21%		13.70%
	19-34	20.15%	23.89%		21.14%
	35-49	21.31%	38.06%		46.48%
	50-64	18.23%	33.60%		10.96%
	65+	16.42%	3.24%		7.73%
DISABILITY	Yes	18.00%	11.02%	43.78%	13.60%
	No	82.00%	88.98%	56.22%	86.40%
INDICES OF MULTIPLE DEPRIVATION DECILES (NB - 1 is the most deprived, 10 is the least)					
	1	10.00%	15.09%		14.01%
	2	10.00%	13.68%		12.84%
	3	10.00%	11.79%		11.09%
	4	10.00%	15.57%		13.04%
	5	10.00%	8.96%		10.51%
	6	10.00%	7.55%		7.20%
	7	10.00%	9.43%		7.20%
	8	10.00%	5.19%		9.73%
	9	10.00%	7.08%		5.45%
	10	10.00%	5.66%		8.95%





Fun Palaces aim and objectives

We aim to equally value everyone's creativity and every community, through working together, handing over control and challenging the status quo.

- To shine a light on and value everyone's existing creative skills and activities.
- To reclaim local and regional public spaces for all.
- To connect people (and organisations) to collaborate for change in their communities.



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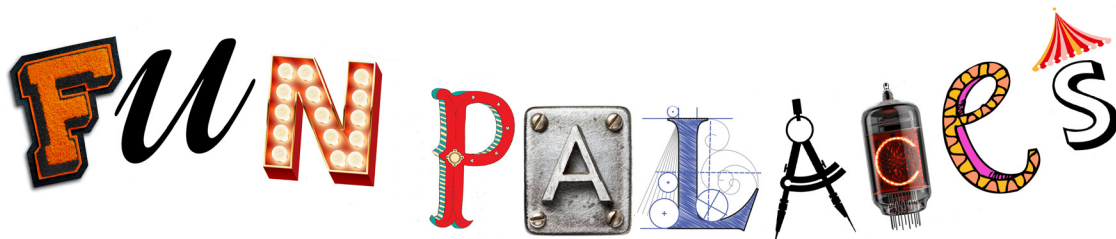
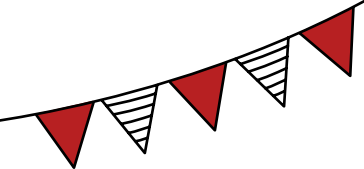
- To make the most of local, regional and national strengths and assets, including individuals' abilities.
- To shift the perception of culture to one that embraces and values everyone's cultural participation and production, and for resources to be apportioned accordingly.

Our Manifesto

We believe in the genius in everyone, in everyone an artist and everyone a scientist, and that creativity in community can change the world for the better.

We believe we can do this together, locally, with radical fun - and that anyone, anywhere, can make a Fun Palace.





THE CAMPAIGN CONTINUES – CULTURE FOR, BY, WITH ALL
THE WEEKEND OF ACTION RETURNS
5TH AND 6TH OCTOBER 2019

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