

# FUN PALACES

10TH ANNIVERSARY



OVER THE FIRST WEEKEND OF  
OCTOBER 2022 AND THE REST OF 2022

**195**

FUN  
PALACES  
HAPPENED

*A Fun Palace is a free local event made by people for their community, sharing their skills, talents and passions*

**71,750**

PEOPLE TOOK PART

**94%**

HAPPENED  
OFFLINE

**4%**

HAPPENED  
ONLINE

**2%**

HAPPENED  
BOTH  
ONLINE AND  
OFFLINE



**40,000**  
IN PERSON



**31,750**  
ONLINE

"I WAS DELIGHTED... WE OPERATED AT DIFFERENT LEVELS - FROM JUST SIMPLE FUN, TO SOME DEEPER EMOTIONAL ENGAGEMENT AND EVEN SOME INTELLECTUAL DISCUSSION ABOUT ISSUES OF OUR CURRENT WAYS OF ORGANISING SOCIETY" MAKER, 2022 FUN PALACE



[WWW.FUNPALACES.CO.UK](http://WWW.FUNPALACES.CO.UK)

# FUN PALACES

10TH ANNIVERSARY



WE CALL THEM MAKERS, BECAUSE THEY MAKE IT ALL HAPPEN

## 2,300

PEOPLE MADE FUN PALACES IN  
2022



## 53%

OF TEAMS INCLUDED SOMEONE WITH A DISABILITY

2022 MAKERS AGREE OR STRONGLY AGREE THAT...

### 97%

of their Fun Palaces made people feel happier

### 90%

of people involved in their Fun Palace are doing something positive in their local community

### 90%

of their Fun Palace created a stronger sense of community spirit

"OFFERING RESIDENTS AND FAMILIES FIRST CLASS CULTURAL OPPORTUNITIES FOR FREE ON THEIR OWN DOORSTEP HAS BECOME EVEN MORE IMPORTANT TO FOR HIGHLY DEPRIVED COMMUNITIES IN THIS COST OF LIVING CRISIS"

MAKER, 2022 FUN PALACE

## 87%

OF MAKERS WOULD DO IT AGAIN NEXT YEAR

## 38%

OF MAKERS WERE PARTICIPANTS AT A FUN PALACE IN A PREVIOUS YEAR



"ABSOLUTELY WOULD DO IT AGAIN"  
MAKER, 2022

**81%** of makers agree

that their Fun Palace helped bring people from different backgrounds together

**97%** of makers agree

that their Fun Palace made people feel happier

**70%** of participants agree

they learnt something new (e.g. a new skill or idea)

**90%** of makers agree

that people involved in their Fun Palace are pulling together to do something positive in their local community

**88%** of makers agree

that their Fun Palace is helping their local area be a better place to live

**60%** of makers agree

that they feel more part of their community since making their Fun Palace

**90%** of makers agree

that their Fun Palace creates a stronger sense of community spirit

**58%** of makers

have made new friends through making their Fun Palace

**FUN PALACES**  
10TH ANNIVERSARY

# FUN PALACES

10TH ANNIVERSARY

## FUN PALACES IN 2022 HAPPENED IN:

\*A SHIP \*LIBRARIES \*COMMUNITY CENTRES \*SOCIAL CLUBS \*THEATRES  
\*NEIGHBOURHOOD HUBS \*A CASTLE \*ARTS CENTRES \*HIGH STREETS \*IN NATURE  
\*CHILDRENS STORY CENTRE \*MUSEUMS \*GARDENS \*ARTIST STUDIO \*LEISURE  
CENTRE \*AN ORCHARD \*TOWN HALL \*SHOPPING CENTRE \*ART GALLERY \*ONLINE! \*A  
BAKERY \*CHARITY SHOP \*A CAFE \*COMMUNITY GARDEN \*YOUTH CENTRES

**49%**  
**HAPPENED IN  
LIBRARIES**

"FUN PALACES ARE JUST SUCH A GREAT EVENT FOR US TO RUN WITH OUR LOCAL COMMUNITIES. THEY REALLY BRING PEOPLE TOGETHER (... ) I LOVE SEEING THE LIBRARY ABUZZ WITH ACTIVITIES - TRULY LOVELY!"

LIBRARY MAKER, 2022



"HOCKEY IN A LIBRARY, BRILLIANT!"  
LIBRARY PARTICIPANT, 2022

## ACTIVITIES AT FUN PALACES 2022 INCLUDED:

\* PHOTO COMPETITION \* HANDWEAVING \* CHILDREN FACEPAINTING ADULTS  
\* SPINNERS AND LAVENDER BAG MAKING \* MUSIC \* DANCE \* SANDPITS \* WALKS  
\* POETRY \* COIN COLLECTION \* HENNA \* RESEARCH AND ARCHIVING \* MATHS \* CIRCUS  
\* MAGIC \* PLANTING \* SOCIAL REIMAGINATION \* GENEALOGY/FAMILY HISTORY  
\* DRAMA \* HEALTH AND BEAUTY \* STORYTELLING \* DOWSING \* BOOK RELATED  
ACTIVITIES \* ENGINEERING \* SHARE AND REPAIR \* KITE MAKING \* OPEN MIC

"PEOPLE LOOKING ON SAID  
"WE SHOULD DO THIS EVERY  
FRIDAY!" "

MAKER, 2022 FUN PALACE

4% OF FUN PALACES  
HAPPENED ONLINE:

zoom



WE TRENDED ON TWITTER DURING  
OUR 2022 OCTOBER WEEKEND OF  
CELEBRATION. #FUNPALACES GOT  
1856 MENTIONS ON SOCIAL MEDIA  
AND GOT 8.7 MILLION VIEWS

**76%**

of makers considered sustainability and the environment and factored this into the planning of their Fun Palace

**37%**

of makers addressed current social issues as part of their Fun Palaces, either directly or indirectly

**66%**

of makers feel more a part of their community after making their Fun Palace