Stockport Creative Campus

October 2023

Vision & Action Plan for Digital Creative Placemaking Activity

Future Everything

Contents

Executive Summary

FutureEverything has been commissioned by Stockport Metropolitan Borough Council (SMBC) to support the development and delivery of the new Stockport Creative Campus. The project, funded primarily by DCMS via Arts Council England's Cultural Development Fund (CDF), aims to make Stockport a centre for creativity and digital innovation in the North.

FutureEverything's role is to deliver a digital creative placemaking programme for the community and arts and culture sector over a three-year period. This document presents a Vision & Action Plan for digital creative placemaking in response to the findings from a consultation process conducted with community groups and agencies and the arts and culture sector from across the borough.

The document takes you through an introduction to the Creative Campus project, the aims and objectives of the Vision & Action Plan, and the consultation methods and processes used.
It continues with the findings of the consultation and concludes with a vision and action plan for FutureEverything's delivery of digital creative placemaking activity for the Creative Campus project.

2 Introduction

Led by SMBC, Stockport Creative Campus (SCC) is a three-year town centre reinvigoration programme to transform Stockport's heritage-rich historic centre into a sustainable, world-leading digital arts neighbourhood. SCC combines three mutually supporting elements:

1. The Creative Campus - a mixed-use cluster of spaces providing the physical infrastructure and specialist resources needed to grow the next generation of creative and digital businesses

2. Campus Talent - an industry-oriented offer to tap into the unexplored talent from across Stockport to build the digital skills capability needed for the next generation of digital and creative business

3. Creative Placemaking - a wide-ranging programme of public-facing digital arts activities to build creative communities, develop new audiences, and reconnect the area's past with its future

Introduction Cont.

Spearheading this transformation, SCC brings together internationally recognised and award-winning arts and creative industries organisations, academic institutions, training agencies, and local property developers from across the region to collaborate including FutureEverything, Manchester Metropolitan University, IN4 Group, MadLab, and Hall & Co.

SCC will bring bold purpose to a regionally exceptional, yet under-developed, heritage quarter to kickstart a highly visible and widely accessible transformation which brings people of all ages and backgrounds together to experience and participate in digital arts and cultural heritage.

Additionally, it will create a talent and skills-rich digital creative environment for those at every stage of development – from aspiring entrant to industry veteran – providing workspace, networking, bespoke support, and training.

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Context

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3.1 Stockport Town

Expanding rapidly during the industrial revolution Stockport was a centre for the hatting industry and later the silk industry. Since the start of the 20th Century Stockport has moved away from being a town dependent on cotton, and its allied industries, to one with a varied base. It makes the most of its varied heritage attractions, including a national museum of hatting, a unique system of World War II air raid tunnel shelters in the town centre, and a late mediaeval merchants' house on the 700-year-old Market Place.

SMBC has embarked on an ambitious regeneration scheme, known as Future Stockport, to bring more than 3,000 residents into the centre of the town, and revitalise its residential property and retail markets. Many ex-industrial areas around the town's core will be brought back into productive use as mixed-use residential and commercial developments.

3.2 Arts & Culture in Stockport

The arts and culture sector in Stockport is dynamic, engaged and self-sustaining with a strong and developed sense of identity in the cultural community. The sector covers the full range of artforms with music, visual arts and community arts practice being most significantly represented. The community of creatives and entrepreneurs have benefitted from the town's regeneration by leasing affordable space to create studios, venues, teaching spaces and shops.

Skills in creativity, small-scale business management, audience development, and marketing are strong within the community. There is a tangible passion and energy invested in maintaining the cultural offer that currently exists but any increase in overheads would negatively impact many in the sector.

There is a strong sense of cultural pride in what has been achieved in the town and the DIY attitude to sector building. Stockport Old Town delivers tours of the town's cultural landmarks and significance as a location for music over the last 50 years.

Like many towns with thriving artistic communities, Stockport exports most of the art created within the town to presentation spaces across the UK and beyond.

3.3 Cultural Placemaking

In March 2023, DCMS published Reimagining Where We Live: Cultural Placemaking and the Levelling Up Agenda: Government Response to the Committee's Third Report which emphasised the challenges facing public spaces in town centres across the UK:

"Retail has traditionally helped to structure public spaces... However, between 2007 and 2020, the proportion of online sales as a percentage of total UK retail sales increased significantly, from 3.4 percent to 27.9 percent. The resulting closure of traditional high street staples has led to vacant and empty spaces, creating a barrier to local pride and leading to feelings of insecurity, vulnerability and exclusion."

"High streets and town centres are at the heart of our communities. They are focal points for the places we live and work and are sites of local cultural, educational and democratic activity. Yet, despite their importance, these public spaces have been in long-term decline, and a great deal of thought and consideration has been devoted to understanding this phenomenon and how to address it."

What is Digital Art?

Digital art can be a broad and at times confusing term. FutureEverything defines it as artistic/creative practices or thinking using digital technology as part of its process or presentation. Digital art can manifest in different art mediums and forms including generative art, computer art, kinetic art, net art, robotics, virtual reality, augmented reality, and also performance, sculpture, and moving image.

Artists have always experimented with different innovations and technologies, and the early origins of digital art go back to avant-garde art movements in the first half of the 20th century. Digital art, or art made with the use of computers, grew in the 1960s when artists were able to access computers in academic, scientific or corporate labs. With the introduction of personal computers in the 1980s, as well as the arrival of the World Wide Web in the 1990s, creative communities flourished. With the spread of internet culture and growing use of technologies, digital art has become more mainstream and accessible to wider audiences.

By The Code of Soil, Kasia Molga, FutureEverything, 2019

What is Digital Art? Cont.

One specific area of interest for FutureEverything has been how artists engage with digital technologies which occupy so many parts of our everyday life and society. Digital technologies are present in all aspects of our life; from artificial intelligence in navigation systems, smartphones, entertainment and personal recommendations, to law, policing and finance. Artists working in digital art present creative and unexpected ways of working with technologies to offer us different perspectives and narratives.

FutureEverything works with artists employing digital technologies to push the boundaries, enable different interactions, storytelling and sensing in public space, and to create participatory, engaging, playful, and meaningful exchanges between people and place.

Tracing the Sky, Jiayu Liu,
FutureEverything, 2019

Aims & Objectives

This Vision & Action Plan defines the aspirations and opportunities for FutureEverything's delivery of digital creative placemaking activity for SCC.

The aims and objectives for the Vision & Action Plan are:

- To support the delivery of the SCC project
- To summarise the context of Stockport town centre, the arts and culture scene in Stockport, and digital arts as a tool for creative placemaking, community cohesion, and sector growth
- To identify key findings from consultation with the arts and culture sector and a diverse range of community stakeholders in Stockport
- To present a Vision (including a curatorial and commissioning framework) and an Action Plan for the development and delivery of digital creative placemaking activity by FutureEverything for the SCC

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Methods & Practice

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5.1 Consultation

FutureEverything used a wealth of existing knowledge and networks to develop this document, identifying connectors and gateway organisations as well as determining methods for dialogue and consultation with stakeholders in Stockport. The consultation gathered data from a collection of representatives of the local arts and cultural sector, and community support organisations in Stockport.

The methods used for gathering data were:

- Gathering initial recommendations and introductions via SMBC's Inclusion team

- Attending network meetings hosted by a range of key support organisations in the town to make initial contact with organisations

- Circulating a Project Summary and questionnaire via a range of networks and email newsletters

- Conducting a series of interviews, online and in person, with stakeholders

Consultation Cont.

A series of interviews were held online or in person with representatives from the following arts and culture sector and community stakeholders:

Community Organisations

- Coffee, Spill & Chill
- Stockport Lamplighter Rotary Club
- Stockport Islamic Centre
- St Mary's Church
- Wellspring Centre
- Re:dish
- Sector 3
- Asian Heritage Centre
- Stockport College
- PossAbilities CIC
- Stockport Metropolitan Borough Council - Inclusion team

Arts & Culture Sector

- Arc
- Debut Studios
- Culture Bridge
- Vernon Mill Art Studios
- Underbank Studios
- Old Town General Store
- Plastic Shed
- Easy Peel Studios
- Stockport Old Town

Consultation

We acknowledge that not all community groups are represented within this document and, moving forward, every effort will be made to ensure that further groups are included. This document is the beginning of a longer-term process of consultation and collaboration with the communities in Stockport.

The interviews with stakeholders held the same structure and assessed the following themes:

1. Stakeholders' role within the town

2. Stakeholders' understanding of what gives Stockport its identity

3. Understanding of the SCC project and the development of cultural provision in Stockport

4. Stakeholders audiences' needs and ways that the SCC could respond

The consultation process was also used as a tool to lay the foundations for collaborations going forward around audience development, hosting workshops, presentations of artwork and also participation in a Community Voice group.

Vision & Action Plan

FutureEverything compiled the findings from the consultation and identified key indicators as guiding principles for the development of a Vision & Action Plan for delivery of digital creative placemaking activity for SCC that aligned with the following criteria:

- All proposed activities are reflective of the communities, audiences, and arts and culture sector in Stockport

- All proposed activities are reflective of the wider aims and objectives of the SCC

- All programming decisions are made within the timeline and allocated resources to ensure that they are achievable and realistic

- All proposed activities are delivered within a spirit of collaboration with CDF partners and stakeholders

Vision & Action Plan Cont.

FutureEverything established an ambitious Vision for the delivery of digital creative placemaking activity which then informed the development of a curatorial & commissioning framework that reflected:

- Audiences
- Community engagement and participation
- Collaboration with local arts and culture sector
- Physical assets in the SCC sites
- Principles for working with artists and creatives
- Establishing and developing of SCC brand
- Linking SCC sites with surrounding community spaces
- Legacy building

Finally, the Vision informed the development of an Action Plan that is committed to delivery of the activity in incremental stages, embedding community engagement and collaboration with the local arts and culture sector, and ensuring a timeline that corresponds to the development and opening of key physical assets across the SCC sites.

Consultation Findings

The following findings have been collated from interviews with arts and culture organisations and community stakeholders in Stockport during an extensive consultation process.

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Consultation Findings

Theme 1: Stakeholders role within the town centre

- Stockport has an unusually strong network of community organisations, groups, charities, and faith-based organisations.

- Engagement is high and the majority of communities achieve some level of support from these groups.

- The town has many component parts supporting communities; however, there is a perceived lack of central location in the town centre to bring these communities together.

- The arts & culture sector in Stockport is large, engaged and committed to the town; the majority are working within visual art, craft, sculpture and music.

- There is an active network of artists and organisations working in partnership with the community for targeted wellbeing activities and education.

Consultation Findings `Cont.`

Theme 2: Stakeholders' understanding of what gives Stockport its identity

- There is strong sense of civic/community pride in Stockport that has grown out of the following factors:

  - Personal investment in the town in response to the perception that Manchester is the more affluent neighbour, resulting in an attitude of 'Stockport is not Manchester, it's our home town'

  - A regional view of Stockport being in need of regeneration has translated into the popularity of the phrase 'it's not shit in Stockport', now visible in town centre cafes, on posters and tote bags, and in social media handles

  - Stockport has been referred to as a 'place I moved to to be safe and accepted'

  - An understanding of the significance of the town historically and its role in shaping industry and culture

- There is a sense of positive expectation of what the town could be and people are cautiously excited; this caution centres on communities being left behind by the regeneration and priced out of the town's cultural offer.

Theme 3: Understanding of the SCC and the development of cultural provision in Stockport

- There is currently little collective awareness of the forthcoming SCC and its wider objectives for Stockport.
- There is limited understanding of what 'digital art' is and how it sits within the creative industries. Common preconceptions are:
  - digital art is for young people and/or is too academic to connect with the community
  - there is no provision in Stockport for digital art
  - there is not a collective appetite for it within the community
- Pride in the town centre is low, particularly for the architecture and atmosphere in the area of Princes Street and the Merseyway.
- There is a perception of a disconnect between SMBC and the cultural sector that is now being addressed.

Consultation Findings `Cont.`

Theme 4: Stakeholders audiences' needs and ways that the SCC could respond

- Wellbeing and the rise in vulnerability post-Covid:
  - An increased need for 'safe spaces' that are recreational
  - Staff at public venues to have a basic understanding of wellbeing, access needs, and neurodiversity
- Understanding the logistics of diversity:
  - Programmes to be designed and communicated for beyond able bodied, white, cis, english-speaking, middle-class audiences
  - Nuanced marketing that targets specific communities in their areas
- Economic challenges:
  - Programmes that offer activities accessible to those from low income backgrounds
  - Careful messaging and facilitation of free/discounted activities to avoid community members choosing to hide their economic challenges
- Town centre's negative reputation:
  - Activities in locations around the town to engage with wider communities which, in time, will develop a stronger audience for events in the town centre
- The future of arts and culture sector in the town:
  - Reassurance for arts organisations and artists that increases in rent/leasing and energy costs will not make their future uncertain
  - Increased provision for the presentation of work by local artists within the town; it is perceived to be easier to book a show 100 miles away than in Stockport
  - Significant audience development work to maintain footfall over an extended period of time at the SCC

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Vision

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Vision & Action Plan

FutureEverything exists at the convergence of art, technology and society. We've helped shape digital culture locally, nationally and internationally for over 25 years and bring audiences together to discover and share new ideas that dare to imagine better futures.

Stockport Creative Campus is an opportunity to transform Stockport's heritage-rich historic centre into a sustainable, world-leading digital arts neighbourhood. FutureEverything's role in this is to curate and deliver an exciting programme of public-facing digital arts activities to build creative communities, develop new audiences, and reconnect the area's past with its future. Our consultation with the communities and arts and culture sector in the town has created an informed pathway towards our Vision and reflects the bespoke needs and ambitions of the audiences in Stockport.

Adopting our unique approach of utilising storytelling, digital art, and participation we will work with communities and places across the town to reflect and respond to the past, present and future of a changing place, and to celebrate and bring to the fore the values of people, community, creativity, history and environment that give Stockport its distinct identity.

Atmospheric Memory, Rafael Lozana-Hemmer, MiF, FutureEverything 2019

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'What makes Stockport great is that it's not like the bigger places nearby. It's got its own identity. It's great here and we want to help keep that special sauce so it doesn't get lost. We don't want to be the new Berlin, we want to be the new Stockport…'

Disability Stockport service user

Vision & Action Plan Cont.

As with many other towns across the UK, Stockport is going through a state of change and urban development. As a place with significant industrial and cultural heritage, it now hosts a dynamic and active arts community which has a significant role to play in ensuring that culture remains central to Stockport as it enters a regeneration phase and attracts new residents and investment.

Culture Stockport, an informal coalition of organisations and individuals who want culture and creativity to thrive in Stockport, has developed an organic strategy, The Place That Makes Itself, which seeks to pull the sector together behind a shared vision of how culture can play a role in delivering the One Stockport Borough Plan. Creative Improvement District work carried out between 2022/23 by GMCA has helped identify creative individuals and organisations who would like be part of the cultural and creative scene in the town.

Stockport's period as Greater Manchester Town of Culture in 2023/4 has created a new buzz around the possibilities for arts and culture in the Borough, raising the profile and helping identify even more organisations who want to get involved in developing a strong cultural future for the town.

Supergestures, Ling Tan, FutureEverything, 2018

Vision & Action Plan Cont.

The £14m Future High Streets funded the Stockroom project, repurposing former retail space at the heart of the Town Centre offering new possibilities for audience engagement with digital arts and heritage and new activities to be developed and delivered. All these developments provide important context for the SCC project and will help it to build strong foundations and a legacy beyond the end of the project.

FutureEverything strongly believes that art and placemaking have an important role in helping us rethink and reconsider our values and ethics, but also in enabling us to come together, opening up new perspectives and empowering us to imagine and enact positive societal change.

With this approach in mind, FutureEverything's vision for digital placemaking activity for SCC focuses on:

Collaboration

Creativity

Connection

The Substitute, Alexandra Daisy Ginsberg, You & AI, Onassis Foundation, FutureEverything, 2021

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Vision & Action Plan Cont.

Collaboration

We will collaborate with communities in Stockport to facilitate the development of outstanding artistic, reflective and critical work that brings communities together, engages with people and place, stimulates and inspires new ideas, challenges perceptions about art, architecture and public space, and transforms engagement with the town.

Building on FutureEverything's previous curatorial work, we will collaborate with people across Stockport to explore and connect the past, present and future, in ways that feel current, forward thinking, accessible and fun, and reflect on Stockport's rich heritage, innovation, and community.

Over the next two years we will commission an artist-in-residence, a touring digital artwork to visit locations across the town, and a major digital art commission - all to be developed in collaboration with the community.

Vision & Action Plan Cont.

Connection
Activating areas around Stockport is one of the key objectives for our work and we will deliver activity in community locations around the town, celebrate the creative landscape, and connect today's talent with Stockport's history, heritage and culture.

Critically, we will facilitate connections with communities to SCC so that the enrichment of the creative experience becomes synonymous with SCC sites and ensures a sense of ownership for the audiences and users in the town.

Over the next two years we will deliver all our activity through the lens of generating connectivity with SCC for audiences to establish the campus as an essential resource for all.

Vision & Action Plan Cont.

Creativity

FutureEverything's curatorial practice will focus on activity that is accessible to all regardless of background, age or skills and offer creative engagement for communities alongside creating opportunities for creative development and artistic commissions for the town to reflect Stockport's diversity, and showcase talent and excellence.

Over the next two years we will deliver family-friendly digital art workshops, talent development sessions, and commission and exhibition opportunities for local artists and creatives.

'Coming from the arts community in Stockport the only way that I and my friends here at the studios can see this working is if we all collaborate with one another to really boost the town as it evolves...'

Artist at Underbank Studios

Vision & Action Plan Cont.

FutureEverything's work makes a powerful case for the transformative power of digital art and its potential to enable playful and accessible ways to activate public spaces, and to engage audiences with their surroundings, heritage, history and contemporary society.

Digital art can open up exciting new ways of engaging with the environment and connecting communities. It can stimulate audiences, enhancing emotional responses, and encouraging a more relational and democratic artistic engagement.

Through collaboration, creativity, and connection we believe that we will establish SCC as an exciting destination for the people of Stockport, and provide a world-leading new neighbourhood for the wider creative sector.

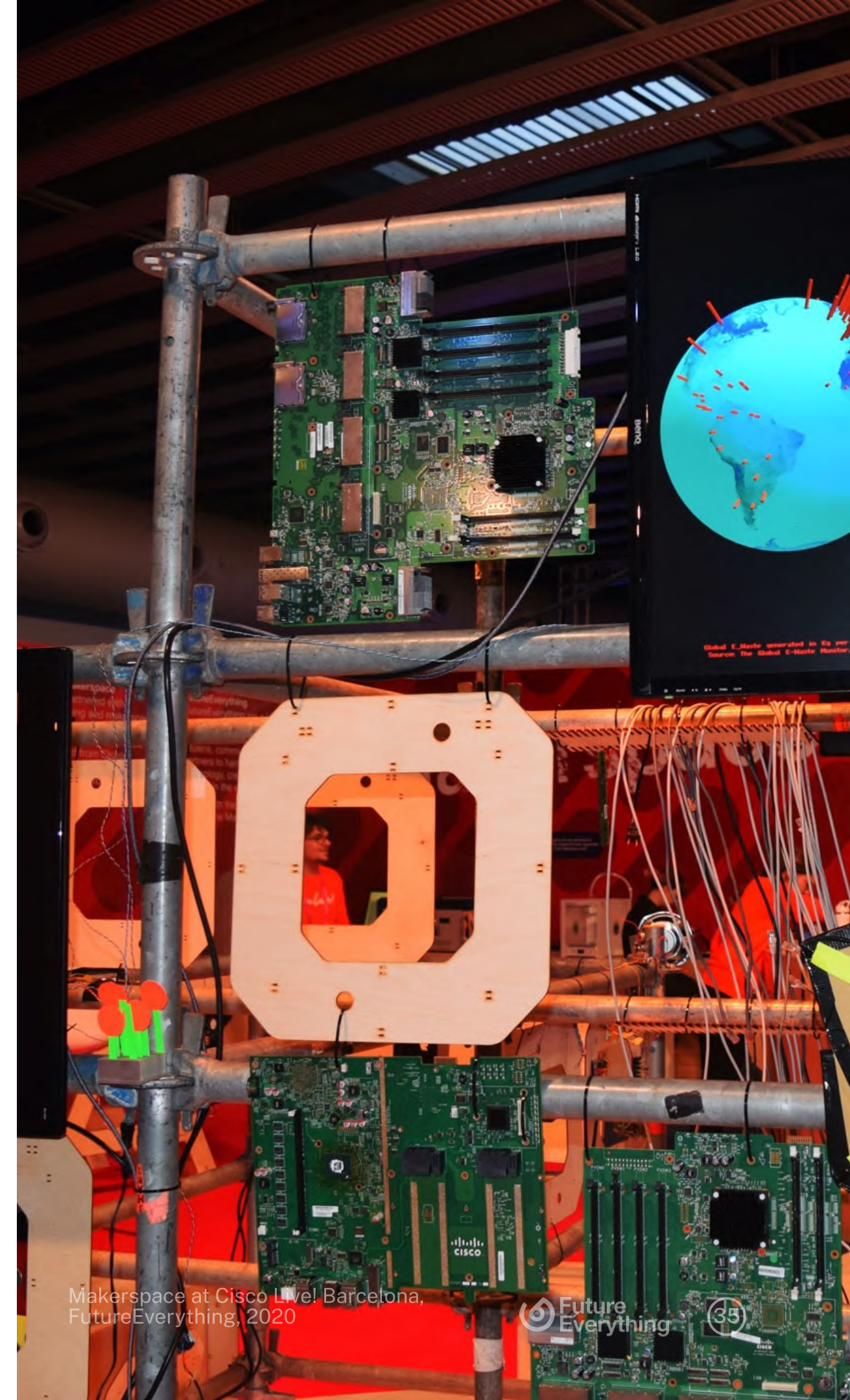7.2

Curatorial & Commissioning Framework

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Approach

The ambition and scope of SCC should be reflected in the digital creative placemaking activities on offer and the range of audiences that it engages with. Critically, this inaugural stage of SCC activity is focused on audience development for future engagement with the functional spaces of the campus and with digital art.

FutureEverything's approach will be to deliver activity that engages directly with the surrounding communities to embed the SCC offer and the transformative impact of digital artworks. We will deliver a wide ranging programme of public-facing digital arts activities, from family-friendly skills activities to site-specific commission to tackle low engagement in culture, develop new audiences, and engage and inspire visitors.

Makerspace at Cisco Live! Barcelona, FutureEverything, 2020

Yemen: Say Hello to Connect, Vicky Clarke & Chris Ball, FutureEverything, 2019

7.22 **Outputs**

SCC is a three-year project to launch the campus concept, commence refurbishment work on the physical assets in the campus sites, and develop audiences and users for the campus for the future.

For FutureEverything, Year 1 of the project has focused on identifying potential audiences for SCC of which the consultation and this Vision & Action Plan are the key components. This publication will be openly available online, shared with all stakeholders, and celebrated at an in-person public SMBC event to update on the progress of the wider SCC project.

This first year of the project has extended beyond its original 12-month duration resulting in Year 2 commencing in October 2023 (rather than the anticipated April 2023). Consequently, this will have a knock-on effect on Year 3 which will end in February 2026.

Outputs Cont.

Year 2 activity will include:

- 1 x artist residency - working with communities to create an original digital artwork
- 1 x sites-specific commission - a mobile digital artwork to tour communities and SCC sites
- 1 x talent development networking session for Stockport-based artists/creatives
- 1 x online exhibition of Stockport-based artists/creatives work-in-progress
- 12 x community-focused digital art skills workshops

Year 3 activity will include:

- 1 x digital art commission - created with communities for SCC site(s)
- 2 x talent development commissions - for Stockport-based artists/creatives
- 1 x digital arts exhibition - of Stockport-based artists/creatives commissions
- 1 x community legacy event - to close the 3-year project and focus on the future of SCC

Stakeholders & Sites

Alongside the SCC delivery partners there are two primary stakeholders for the digital creative placemaking activities:

1. community groups and individuals to engage with SCC for its cultural offer
2. artists and creatives who may make SCC a hub for professional development

To establish a two-way creative conversation with these stakeholders that has integrity and authenticity, it is critical that the activity takes place in both the SCC site(s) in the town centre and the local hubs for the communities. The site-specific commission in Year 2 will tour around the surrounding Stockport communities before landing at the newly opened Stockroom site. The participatory sessions will be delivered in communities and in the town centre, as part of Town of Culture 2023/24, and the consequent exhibition of Stockport-based artists/creatives will be accessible online.

Year 3 will see an increased focus on SCC sites, as the physical assets become functional and accessible, with the digital art commission displaying in the town centre and a community legacy event marking the opening of the entire SCC.

this place [of mine], FutureEverything &
Studio Treble, 2021

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Principles for working with artists & creatives

FutureEverything has a proud history of working with local, national and international artists across a broad spectrum of commissions and projects. For each project we establish a framework for working with artists and creatives which includes a set of collective principles to ensure integrity, representation and ethical practice in the creative development and delivery process:

• Reflect the diversity of population, experience, and voices to instil a sense of pride and identity

• Create connections between communities taking a collective approach that utilises pre-existing structures and organisations

• Celebrate the placemaking with a meaningful and authentic experience

• Best practice protocols throughout including a comprehensive onboarding process, facilitating agency for all artists and appropriate rates of pay and payment schedules to ensure ethical transaction

Atmospheric Memory, Rafael Lozana-Hemmer,
MiF, FutureEverything 2019

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Additional Context

To complement our work on SCC, FutureEverything has been commissioned by SMBC to produce the GM Arts Commission, funded by the GMCA Culture Fund (Spirit Funding), over 3 years (2023-2026). This will include 2 R&Ds and 2 public digital artworks over the 3-year period.

FutureEverything will combine the GM Arts commission with the SCC digital creative placemaking activity to enhance the resources available and increase the scope and reach of the projects.

In addition, for Stockport Town of Culture 2023/24, FutureEverything will deliver the community participatory sessions, talent development sessions, and community workshops in February/March 2024 as part of the Town of Culture offer.

Postively Charged, Kasia Molga,
FutureEverything 2017

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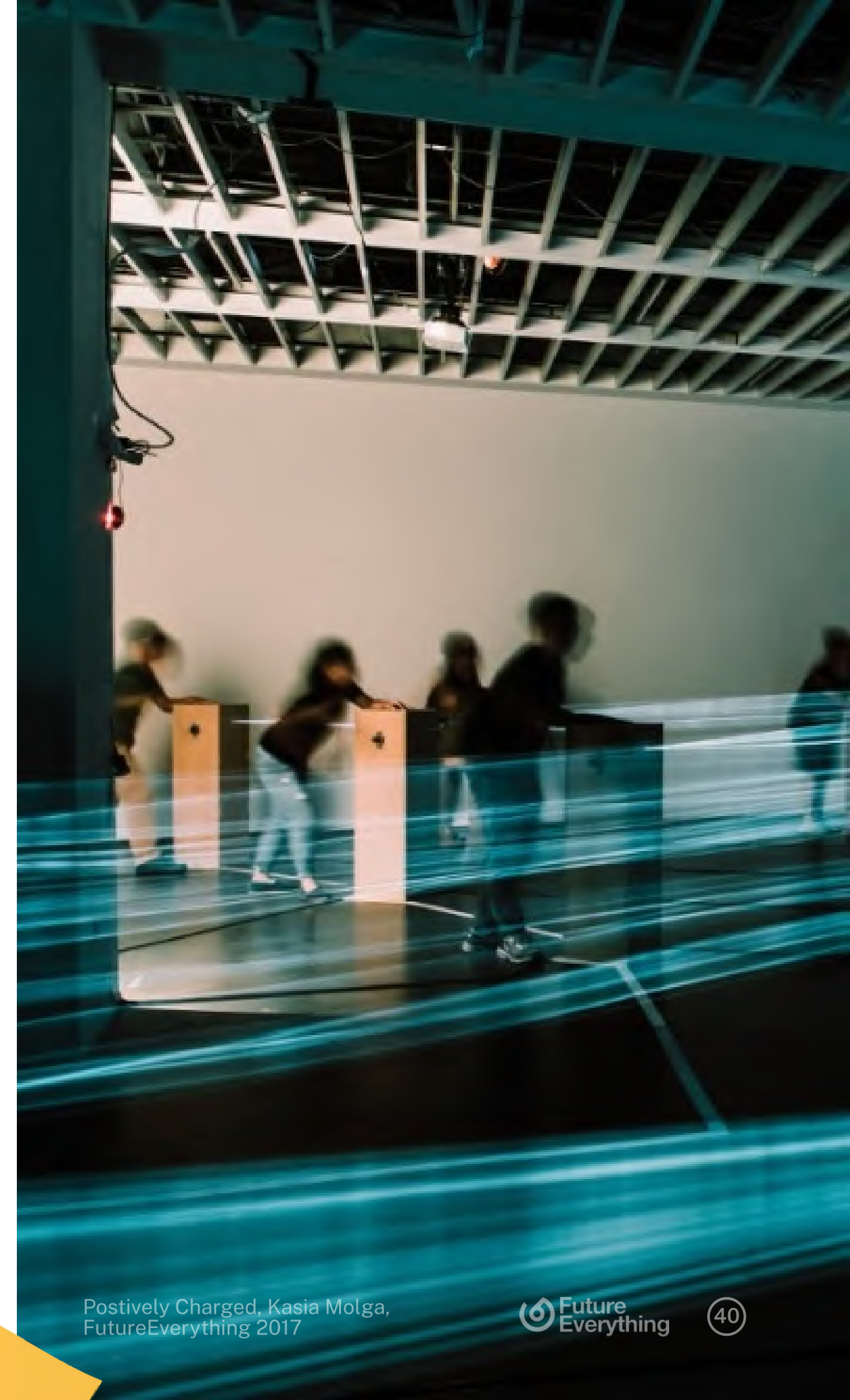
Case Studies

The following case studies represent the range of art projects that have been commissioned in the UK and abroad and have been selected to reflect the vision and curatorial and commissioning framework. These examples are purely for reference purposes and are not advocating commissions for the specific artists.

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Matthew Rosier
108 Steps, 2018
Macclesfield

108 Steps is a site-specific, projection-mapping artwork at Macclesfield's historic 108 Steps. Created by artist Matthew Rosier, the work presents a day in the life of the steps, captured as an atmospheric film and projected back to passersby. Commissioned by SHIFT, Cheshire East Council, the work ran for three nights in October 2018.

108 Steps - produced by FutureEverything
108 Steps - a short documentary

Kimchi & Chips

Another Moon, 2022

Zollverein & Athens

Another Moon is a large-scale outdoor apparition that creates a technically sublime second moon. Created by Kimchi & Chips, 40 towers collect the sun's energy during the day and project that light back into the sky at night, creating a second moon overhead. The public artwork could be viewed up to 1km away.

Another Moon - further info
Another Moon - 360 VR film
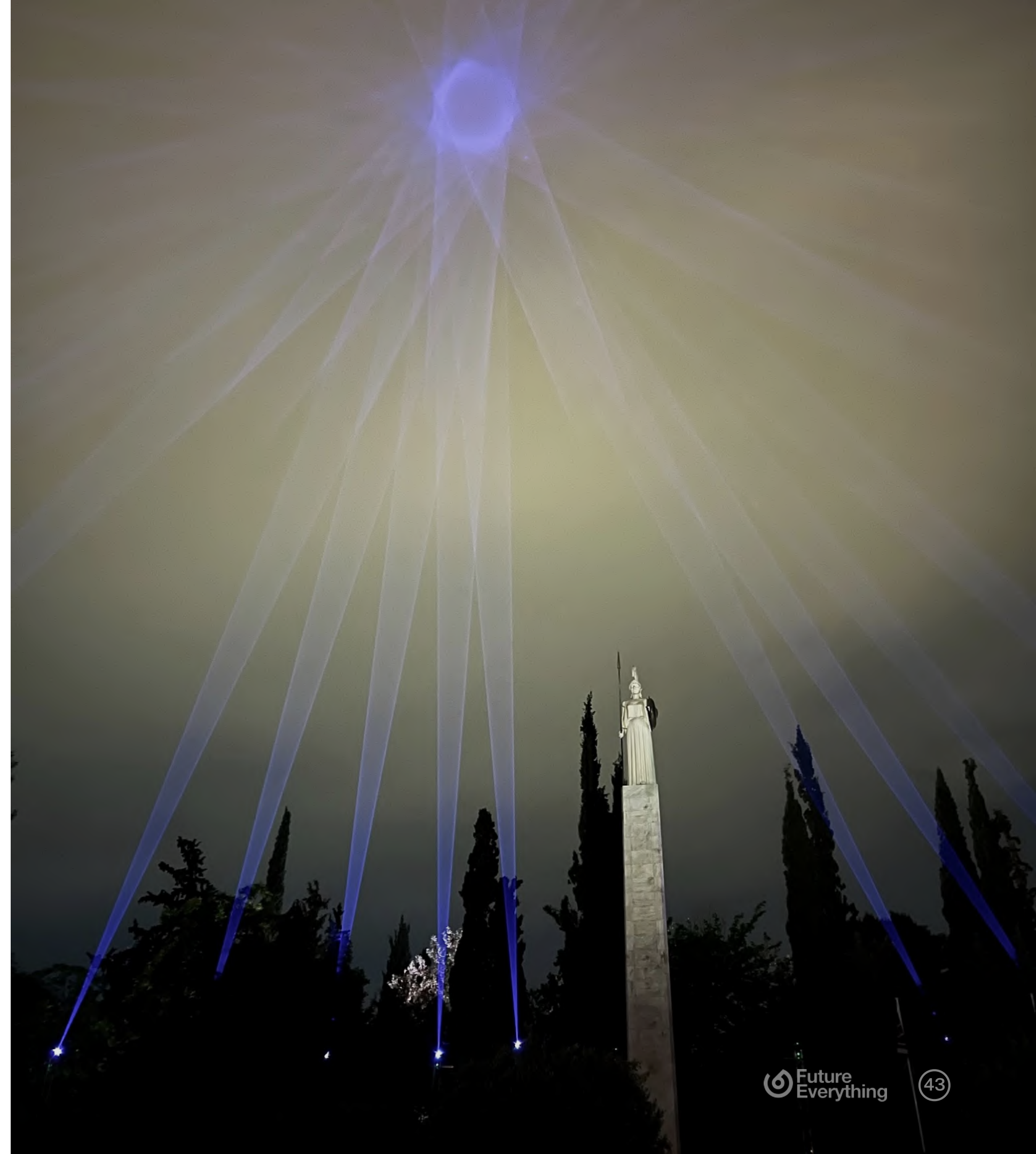
Naho Matsuda
Every Thing Every Time, 2018 to present
Texas, Bristol, Qatar & Athens

Every Thing Every Time is an artwork by artist Naho Matsuda. This large-scale public realm artwork transforms city data streams into poetic narratives, presented on a custom-built split flap display. The work debuted at SXSW (Austin, Texas), and has since toured to Bristol, Qatar and Athens.

Every Thing Every Time - produced by FutureEverything
Every Thing Every Time - short film

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Action Plan

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8.1 Action Plan

Following the publication of this report, which will be available to download online, we will launch the creative placemaking activity with the circulation of an artist brief to recruit an experienced artist to deliver Artwork #1, to be created in collaboration with community groups. In December, we will host a public event to share the Vision & Action Plan in more detail.

Artwork #1 will begin development in early 2024 including a series of participatory workshops at pop-up community locations in February and March as part of the Town of Culture offer. This will be complemented by Family Friendly Digital Art workshops and Talent Development workshops for Stockport-based artists and creatives.

The world premiere of Artwork #1 will take place in Summer and tour around community locations before returning to the town centre for the opening of Stockroom in September. Alongside this new artwork, we will launch an online platform to showcase Stockport artists and creatives' digital works-in-progress from the talent development workshops.

8.1 Action Plan Cont.

In addition, we will invite representatives from the community to participate in a Community Voice group that will meet at key points in the evolution of SCC to offer suggestions to make the developing cultural provision meet the needs of all communities in Stockport.

In January 2025, we will begin development of Artwork #2 with the recruitment of an artist to create a digital piece, in collaboration with the community, to exhibit at the completed SCC site(s). We will also commission two local artists/creatives to develop digital artworks for display in a virtual gallery. The participatory community workshops will take place in Summer followed by the world premiere of both Artwork #2 and the local artists commissions in December 2025.

In February 2026 we will evaluate our digital creative placemaking activity based upon aims and objectives of CDF, GM Arts, and Town of Culture.

Trickle Down, Helen Knowles, FutureEverything, 2020

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Key Milestones

October 2023

- Publication of Vision & Action plan for digital creative placemaking activity
- Vision & Action Plan available to download online

November 2023

- Recruitment of Artist for Artwork #1 to create original digital artwork with communities

December 2023 - January 2024

- Public event to launch Vision & Action Plan
- Planning and R&D for Artwork #1
- Launch Community Voice group

February - March 2024

- Participatory Community workshops for Artwork #1 - as part of Town of Culture
- Talent Development workshops for Stockport-based artists/creatives - as part of Town of Culture
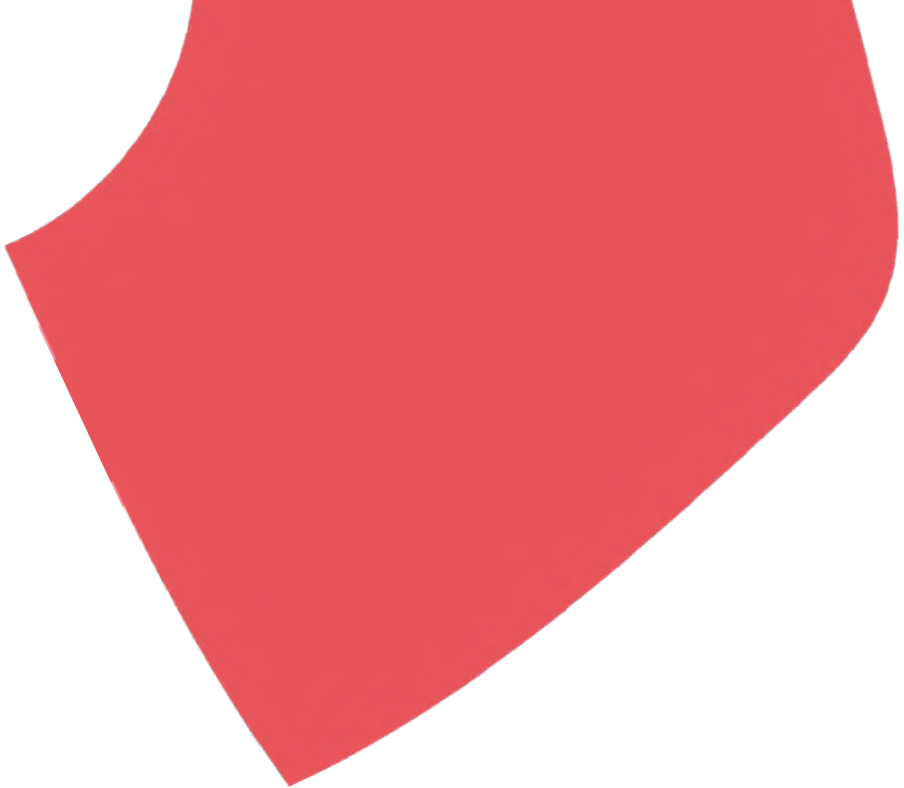- Family Friendly Digital Art workshops - as part of Town of Culture

April - June 2024

- Development and production of Artwork #1
- Collation and curation of online exhibition of Stockport-based artists/creatives

Key Milestones
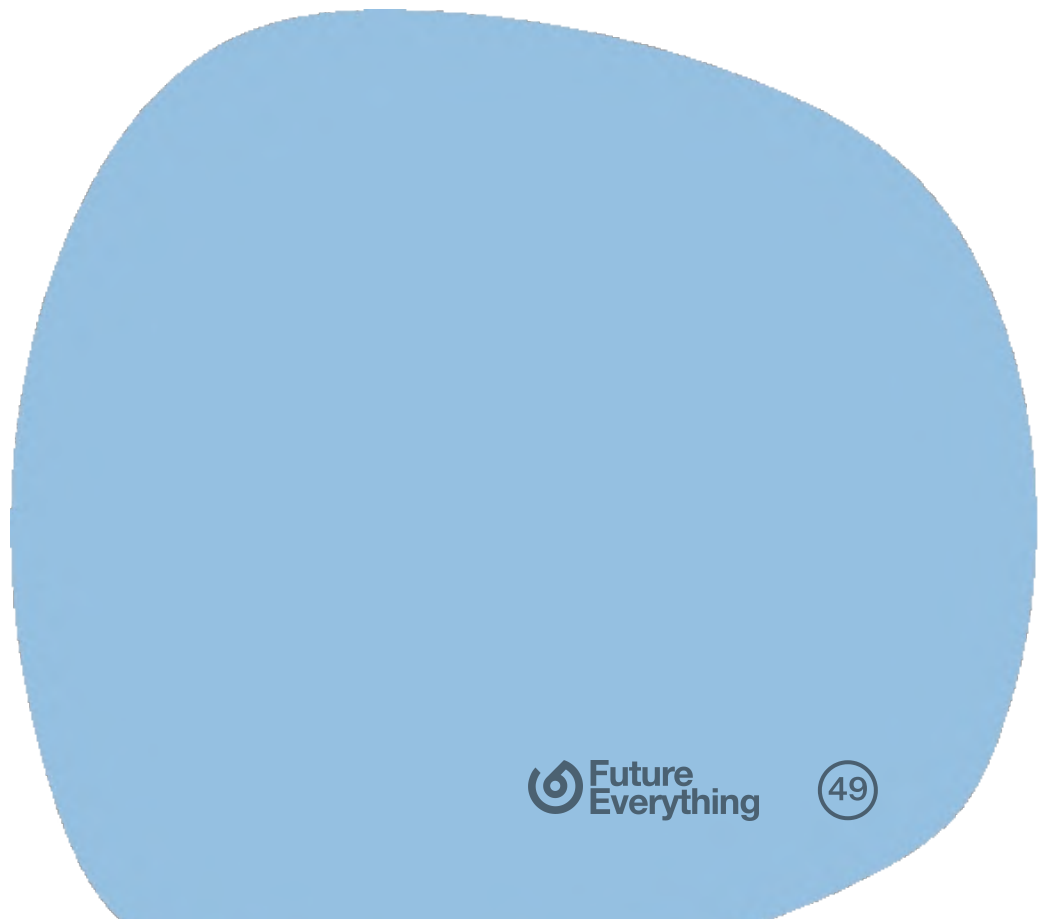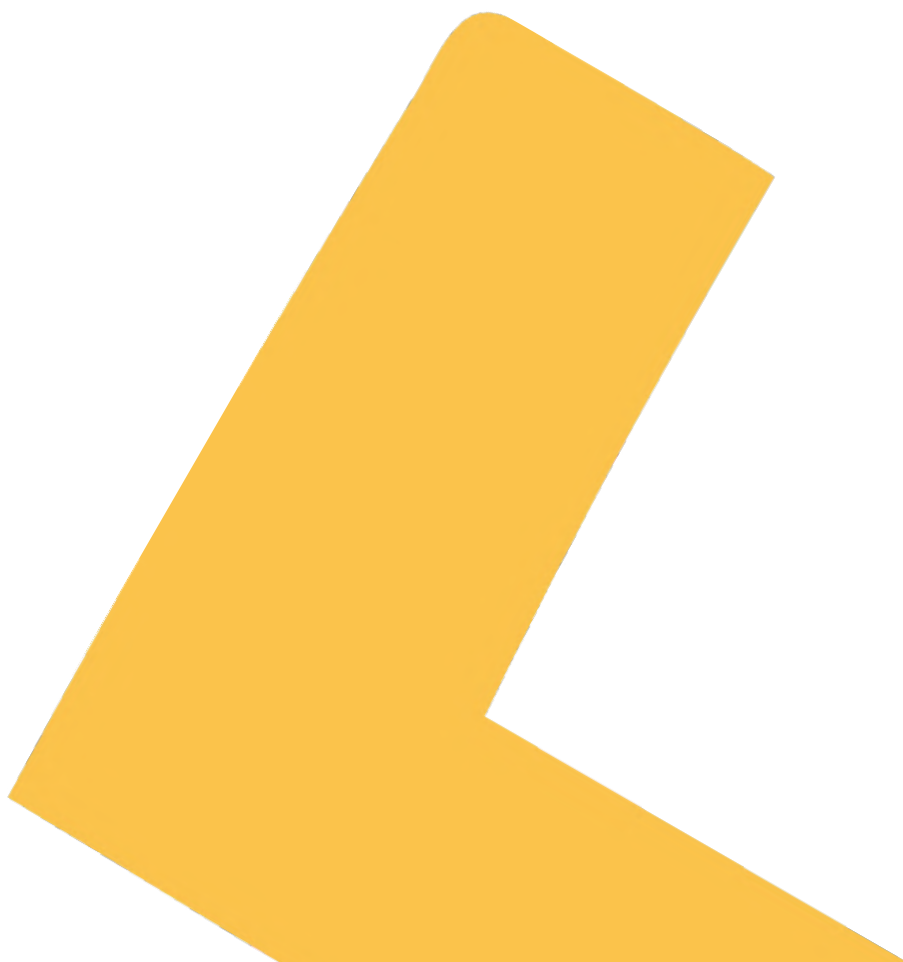
Cont.

July - August 2024

- Artwork #1 World Premiere - tour of community locations
- Launch of online exhibition

September 2024

- Artwork #1 Celebration Event at opening of Stockroom
- Evaluation of Year 2 activity

November - December 2024

- Consultation with arts & culture sector and community groups towards Year 3 activity

January 2025

- Development of framework for Artwork #2

May - June 2025

- Planning and R&D for Artwork #2
- Mentoring of talent development commissions

Key Milestones Cont.

July - August 2025

- Participatory Community workshops for Artwork #2
- Mentoring of talent development commissions

September - November 2025

- Development and production of Artwork #2
- Development and production of talent development commissions

December 2025 - January 2026

- Artwork #2 World Premiere
- Launch of talent development commissions exhibition

February 2026

- Evaluation of Year 3 activity
- Community Legacy Event

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Delivery Partners

Funders

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STOCKPORT
METROPOLITAN BOROUGH COUNCIL

Manchester
Metropolitan
University

MAD LAB

IN4.0
Group

Supported using public funding by

Department for
Digital, Culture,
Media & Sport

ARTS COUNCIL
ENGLAND

GMCA GREATER
MANCHESTER
COMBINED
AUTHORITY

STOCKPORT
TOWN OF
CULTURE