



GOLDEN CUBES AWARDS

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AWARD CATEGORY:
INSTITUTION

NAME OF THE PROJECT:

A Ship Comes Loaded...
[Ett skepp kommer lastat...]

TEAM MEMBERS:

*full list of credits is attached
Anne Svanholm, Britta Andersson, Per Nyman, Cultural Producers (Frölunda Cultural Center); **Jon Geib**, lead designer, pedagogue, PhD student, urbanist, architect (Dept. of Arch., Chalmers Univ. of Tech.; EU/ TRADERS); **Ninni Khosravi**, teacher (Frölunda School); **Lars Jonsson**, collaborator (Gothenburg Cultural Dept.); **Vici Hofbauer**, pedagogue; **Lydia Regalado**, teacher (ISGR); **Monique Wernhamn**, artist

AGE GROUP OF AUDIENCE:

Children & youth ages 7-12 and 14-16 (exhibition: all ages)

NUMBER OF PARTICIPATING CHILDREN:

About 350 (159 students from 8 different classes and after-school programs); about 1,900 exhibition visitors

DURATION OF ACTIVITY:

About 35 hours (2-7 workshops of 1-2 hours with each group, plus some independent activity) and a 3-week exhibition

COUNTRY / CITY:

Sweden / Gothenburg

NAME OF THE ENTRANT:

Frölunda Cultural Center
[Frölunda Kulturhus]

FREE EXPRESSION:

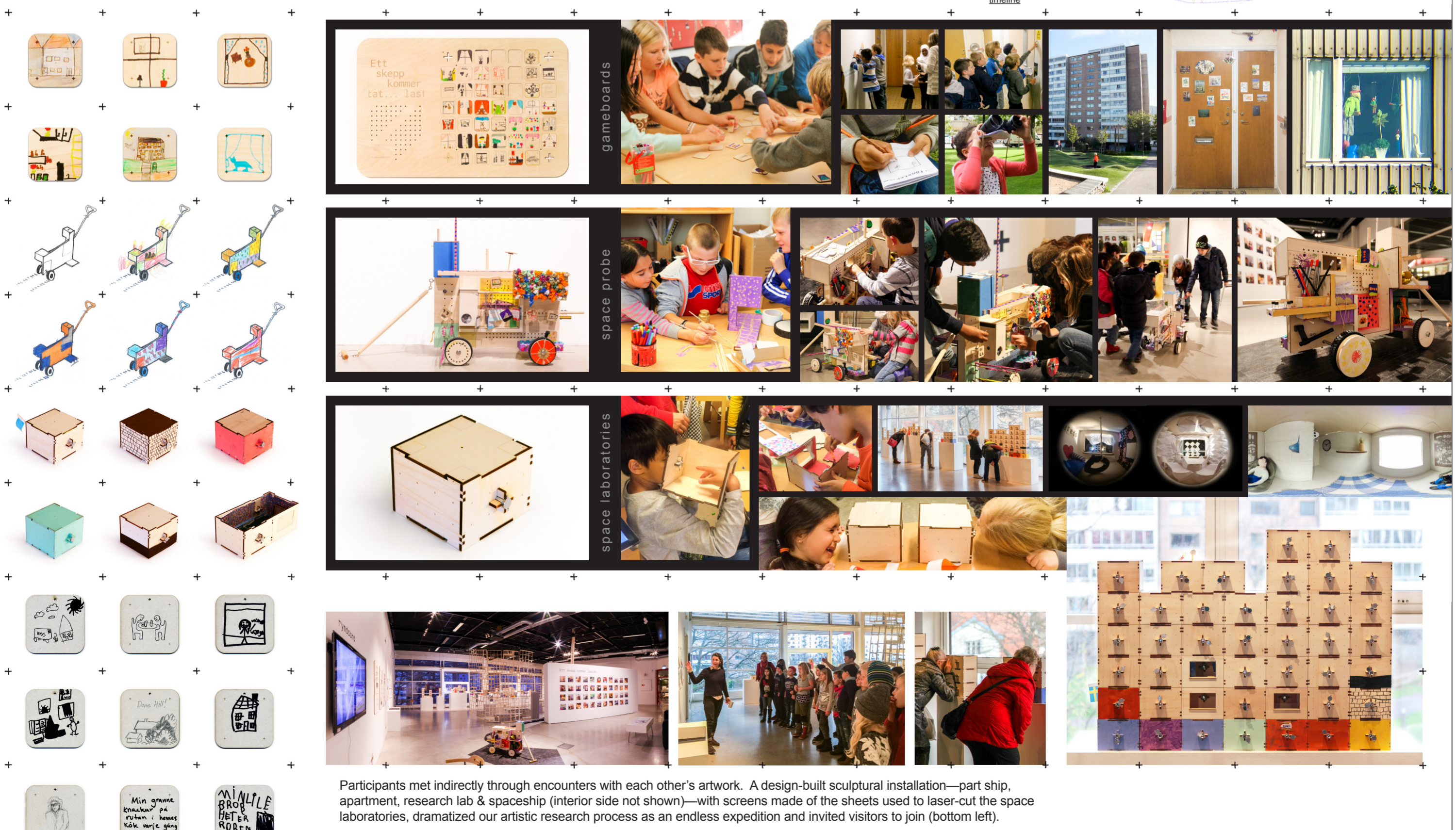
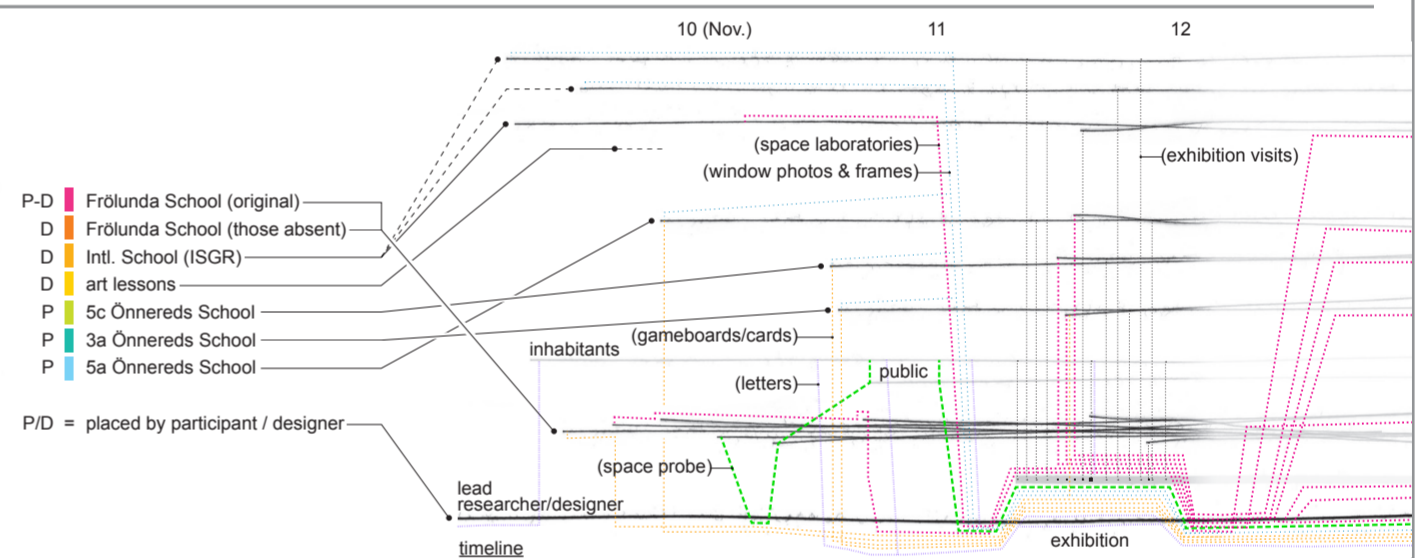
This multifaceted project was initiated as a collaboration between our Cultural Center and Jon Geib, a PhD researcher. It became a constellation of 13 workshops involving 159 children and youth in 8 different school groups from 3 parts of the city, and was integrated with a 3-week exhibition. We began by asking: "how do neighbors communicate *indirectly* through architectural interfaces (doors, windows and common spaces)?" and pursued this with the local after-school club through observational tours of local apartment blocks, the children noting welcome signs, nameplates, handcrafts, plants, sounds, smells, and so on. Afterwards they illustrated their memories of—and speculations about—our unknown neighbors and their apartments as game pieces on a pre-designed laser-cut plywood gameboard. Through the metaphor of *A Ship Comes Loaded...*, a Swedish children's game in which players take turns adding guesses about the contents of an incoming ship (until memory fails), we imagined our neighbors floating in housing blocks and similarly unknown, encouraging an empathy increasingly needed in an urbanizing world. Classes

from a neighboring district echoed this workshop through Gothenburg Cultural Department's *Museum Lessons in Public Space* program, but as 'outsiders' or 'researchers from outer space' (as we all were, to some degree, especially the English-speaking PhD researcher from across town). The pedagogues and local group then designed a 'space probe' to ask neighbors questions from a distance. Finally, by turning door peepholes around to look into 'space laboratories', five groups were able to imagine and make their own (or neighbor's) windowed interior space, and most added them incrementally to the exhibition. Here, these and other workshop tools, designed doubly as artworks completed by the participants, were displayed—yet newly gathered into larger collective configurations. Participants thus indirectly met their *other* 'neighbors'—through encounters with other groups' artwork and re-encounters with their own. Meanwhile, a participatory sculptural installation dramatized our artistic research process as an endless expedition, inviting visitors to join us in asking "who is your neighbor?".

OUTCOMES & EVALUATION:

Extending the project to study the 'home territories' of the other school groups would have generated further empathy and dialogue, as would more workshop time. Feedback found that children felt important and most had fun—especially with making activities—while being challenged by an urban environment-based learning experience. They were positive about being part of a wider project, especially encountering themselves and their work among unexpected new material in the exhibition (e.g. seeing how other participants used the workshop tools in different ways). The quality of the exhibition and its workshop tool artworks led visitors and cultural officials to recognize a new way of collaborating with children & youth and of taking them seriously.

IMAGES:



Participants met indirectly through encounters with each other's artwork. A design-built sculptural installation—part ship, apartment, research lab & spaceship (interior side not shown)—with screens made of the sheets used to laser-cut the space laboratories, dramatized our artistic research process as an endless expedition and invited visitors to join (bottom left).