

Auzouk!! II

Auzouk 2!!

You neighbourhood, your stories, a video fanzine with your mobile!!
Participatory workshop aimed at presenting a view of Bilbao's District 5 from a gender perspective.

OBJECTIVES	METHODOLOGY	PARTICIPANTS	TIME
<ul style="list-style-type: none"> • Analyse and evaluate the immediate surroundings from the first-hand experience of the participants. • Promote the conscious, responsible use of mobiles and ICTs for the creation of own content and messages. • Encourage shared work dynamics that can work in the future. 	<ul style="list-style-type: none"> • Use of mobile telephone as a communication and content creation tool. • Creation of a video that deals with the neighbourhood from a gender perspective. • Funny stories and secret conversations as a way of interconnecting. 	<ul style="list-style-type: none"> • Nº: 10 people • Ages: 14 – 18 • Female inhabitants of Bilbao's District 5. • Mainly focused on women without excluding anybody interested in speaking from a gender perspective. 	<ul style="list-style-type: none"> • 4 sessions. • 2h per session. • November/ December 2009: a fixed weekly meeting (Wednesday). • Specific actions to carry out between the sessions during the rest of the week.

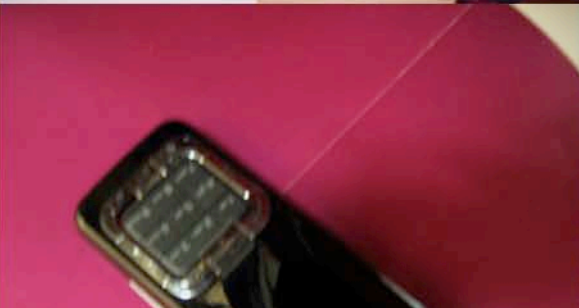
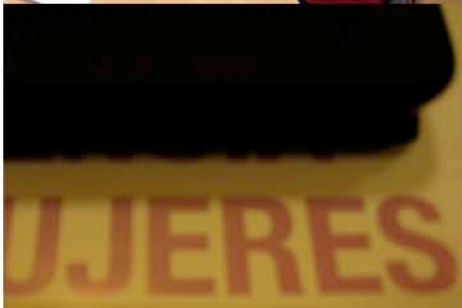
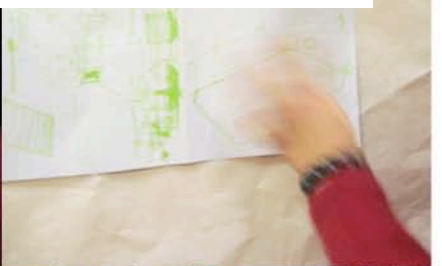




Image taken for the second part of the workshop.

0. CONTEXT

AUZOUK!! II is the second part of the AUZOUK!! workshop that was held during the month of May 2009. The idea for this second part arose in the workshop itself by the participating group. The need for more time to complete the video fanzine, on the one hand, and the possibility of maintaining the new interaction space created during the time and in the spaces of the workshop, on the other, were two important factors influencing the decision to continue with the workshop and hold a second part.

The workshop is an initiative of the Culture Department of the Bilbao City Council with the aim of offering younger citizens from Bilbao's District 5 new resources and infrastructures in the San Francisco Civic Centre, while at the same time creating a greater and more stable flow of users.

1. AUZOUK 2!!

A participatory workshop aimed at providing a vision of Bilbao's District 5 from a gender perspective through the first-hand experiences of a group of young female inhabitants in the neighbourhood.

The workshop is about discovering the view that the participants have of their own neighbourhood and their relationship with and within it. The everyday manner in which they move around and live in the area, their likes, their pace, their expressions, their problems, their language, their habits... all these things are the material to work with to create their own digital video fanzine.

2. OBJECTIVES

The following is a list of the specific objectives of the workshop:

- Analyse and evaluate the immediate surroundings in a critical manner from the first-hand experiences of the participants and from a gender perspective.
- Promote the conscious and responsible use of mobile telephones and ICTs.
- Create a space of trust, not only physical but also mental, so that the participants can work on their concerns, discuss their dreams and concerns and state their opinions in a group, always in a free manner and using their own codes.
- Connect the participants and create the idea of a neighbourhood group or collective.
- Equip the group with emancipatory tools for their own development.
- Provide shared work and relationship dynamics that can work in the future.

NOTE:

As well as continuing to construct the imaginary of the group during this second part of AUZOUK!!, the work of editing the video was also emphasised to guarantee the final creation of the video fanzine in the four workshop sessions.



Karima sharing her vision of the workshop.



Karima working on the editing of the video.

And below are some of the general objectives of CASI TENGO 18:

- **Encourage** young people with values such as **participation, creativity or civic awareness.**
- **Promote the constructive use of ITCs** in a horizontal manner, moving towards a digitally trained society.
- Study the types and interests of **modern youth** (their imaginary, desires, etc).
- **Establish intermediary channels** between young people and various social agents (administration, media, social groups, etc).

The following is a list of the specific objectives of the workshop:

3. CONTENTS

The themes to be developed in the workshop are mainly: gender, territory and identity (self and group).

But also those of family, friends, consumption, entertainment, sexuality, drugs, fears, dreams, hopes... different themes that the participants feel close to and from which to work on others.

4. METHODOLOGY AND ACTIVITIES

These are the methodological actions to carry out during the workshop. It is important to be able to adapt them to the pace of the group, thus making proactive participation possible for all group members.

- Design, create and self-produce a video based on the personal analysis of the participants about life in their neighbourhood.
- Participatory and analytical debates about their surroundings to compile and analyse data.
- Create a physical timeline (poster) upon which to place the content created to support the next edition.
- Funny stories, trust and telling stories as a way of interconnecting and establishing relationships between the participants.
- Create a shared map of the neighbourhood between all the participants in the workshop space.
- Use of the mobile as a creation and data capture tool (images, music, texts, etc) and as a contact medium with the participants for work during the week.
- Reinforcing the work process above that of the search for exceptional results.
- The workshop also aims to create the dynamics for media literacy, introducing the participants to the conscious and responsible use of ICTs.
- Group work for the participatory sessions.
- Specific individual work and monitoring (by the organisation) during the week.
- Becoming acquainted and coexistence dynamics aimed at strengthening the cohesion of the group.



Transferring images from a mobile phone.

NOTA:

It is interesting to talk about disseminating the material, the video fanzine. Disseminating and communicating the work is an important part of working in the workshop, with the possibility of being able to present the work to the public.



View of the neighbourhood from the workroom space.

- Actions aimed at generating “fetish” material (badges with images of the group or worked on during the sessions, *catetos*, or personal ID cards, of the participants, etc) to help in remembering and communicating the experience.

5. WORK GROUP

Number of participants: 7 people

Age: 14 - 18 years old

Sex: Mainly females (although not exclusively).

All the participants had to be inhabitants of Bilbao’s District 5.

2 motivational people.

The workshop was presented by two members of the CASI TENGO 18.

6. TIMING

Four sessions throughout the months November and December of 2009.

18 November.....2h (6pm – 8pm).

25 November..... 2h (6pm – 8pm).

02 December..... 2h (6pm – 8pm).

09 December..... 2h (6pm – 8pm).

The sessions are officially two hours long, so that an hour and a half of real work can be done (latecomers, breaks, relaxed pace, etc).

7. LOCATION

A multiuse hall in the San Francisco Civic Centre (Plaza Corazón de María 4, 48003, Bilbao).

Various actions in the streets of the neighbourhood were also carried out over the course of the sessions.

8. MATERIALES

Material:

- Mobiles (with video camera).
- 2 laptops.
- Video editing programme (Movie Maker, Sony Vegas...).
- Image processing programme (Gimp, Photoshop...).

NOTE:

The work sessions were deliberately held on Wednesdays between 6pm and 8pm to establish a routine that served as a reference for the group.



Working on the video editing.



Karima proposes some ideas for the Plaza Corazón de María.

- Video conversion programme (Super Video Converter, MPEG Streamclip...).
- 1 colour printer.
- Office material (markers, pens, pencils, glue, scissors, tape, sheets of stickers, scrap paper, paper sheets, etc).
- CDs (writable).
- Badge machine and fungible material.
- Card reader.
- Large sheets of paper to write on the wall (used like a blackboard)
- **Catetos, personal ID cards to customise (made from cardboard for durability).**

Infrastructures:

- Workroom with wi-fi, tables and chairs (San Francisco Civic Centre).

Materials participants had to bring:

- Permission form signed by parents allowing minors to participate in the workshop.
- Mobile with video camera (not essential, as the organisation will provide a device to be used by all participants).
- Bring to each session the material that has been requested to be gathered during the week.

9. INDICADORES DE EVALUACIÓN

The following indicators were also taken into account to evaluate the workshop, alongside the evaluation by the participants themselves:

- Level of active participation (attendance, motivation...).
- Level of satisfaction of the young people (evaluation of the young people).
- Level of interacting and empathy.
- Type of personal relationships of the group.
- Ability to analysis the group's surroundings.
- Creative capacity.
- Level of critical sense and self criticism of the group.
- Level of results and products made in the workshop.



Moving on to view the tracks on the computer.

10. DOCUMENTATION

A project from the Museum of Women about the world as seen from the perspective of women:

<http://imaginingourselves.imow.org/pb/Welcome.aspx>

List of video editing software:

http://en.wikipedia.org/wiki/List_of_video_editing_software

SOFT FICTION: a project seen as a formula for generating stories that are a combination of fictionalisation and the idea of documentation

that was developed throughout 2009 and will continue into 2010 under the responsibility of the artist Virginia Villaplana and produced by the Consonni association:

http://www.consonni.org/intrahistorias/template_archives_cat.asp?cat=78

11. WORK APPENDICES

The following appendices are the road maps for each workshop session.

Appendix 1: Session 1

Appendix 2: Session 2

Appendix 3: Session 3

Appendix 4: Session 4



The work of capturing material in the workshop.

12. CONTACT DETAILS

ALMOST 18 is an association that is dedicated to nurturing cultural diversity by means of projects that are based on active participation of civil society.

ALMOST 18 develops any social-cultural initiatives aimed at teenagers to, by means of the use of the pedagogical strategies of creativity and cultural mediation and TIC's (information technologies and communication and knowledge), giving young persons the word, inviting them to participate as active citizens in the definition of the world in which they live:

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This file has been prepared with the assistance of the Department of Culture of the Basque Government.





1st SESSION

OBJECTIVES	Create a space of trust , not only physical but also mental, so that the participants can work on their concerns, discuss their dreams and concerns and state their opinions in a group , always in a free manner and using their own codes.
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TIME	ACTIVITIES	CONTENTS	MATERIALS
10 min.	Workshop presentation	Brief presentation	Edited video Physical and digital material created during the first part of AUZOUK!!
10 min.	Brush up on and view the work so far	Imaginary and nature of materials	
30 min.	Becoming acquainted action Define yourself. What are you carrying on you?	Personal presentations Identity of participants Value they give to things	Personal objects of the participants 5 mobiles with camera
10 min.	Constructing desires	Personal desires of participants	Objects and materials for construction
30 min.	Idea-sharing session of two desires Constructing collective imaginary	Imaginary of participating group	Mural paper Colour markers Coloured tape
20 min.	Transfer material to computer and discuss possibilities for video	Directed to whom, where screened or if screened, type of video, etc	2 computers Cables to download images from mobiles Photo camera
10 min.	Inform participants that SMSs will be sent to their mobiles during the week with actions to carry out	Ways of communicating and relating	

Workshop presentation-----10 min.
A brief presentation of the workshop to the participating group.

Brush up on and view work done so far-----10 min.
The group reconnects with the work done in the first part of the workshop. Both the people who attended the previous workshop and new participants view the video made in AUZOUK!! This material is the basis with which the group will work for the creation of the final video fanzine.

Define yourself. What are you carrying on you?-----30 min.
Becoming acquainted action for the group also focusing on creating personal identities of the workshop participants and generating different material with which to work on the creation of the video.

What are you carrying on you?

Each participant has to visualise the objects they are carrying on them by recording an image or video on their mobile with commentary; which of these objects are most important in their daily lives, discarding those that are least essential.

Choose the three that you think are most important or are most in keeping with you as a person and share the reasons for these decisions with the group.



Constructing desires-----**10 min.**

A table is prepared on which construction material of a diverse nature is randomly scattered (pieces of construction toys, hardware store material, stationary, etc – in fact, any type of object can be used for this action).

The participants position themselves around the table.

The action consists of constructing a personal desire with the materials on the table.

Idea-sharing session and constructing collective imaginary-----**30 min.**

Each participant shares the constructed desire with the group while others record this and a map of ideas is built based on the ideas arising in the different presentations.

Transfer material to computer and discuss editing possibilities -----**20 min.**

Once the videos have been collected together, the material from mobiles is transferred to the computer.

Think about what's missing-----**10 min.**

Once the themes and material have been presented, identify the themes, material and/or resources that may be missing for the video's idea and amongst the discussed themes.

Questions to be sent to mobiles during the week:

- *Auzouk!! Who did you bump into going to school?*
- *Auzouk!! Is there something you don't like in your neighbourhood?*
- *Auzouk!! What are four off-limit places in your neighbourhood?*
- *Auzouk!! What is your special place?*
- *Auzouk!! Where wouldn't you go alone?*



2st SESSION

OBJECTIVES	<p>Analyse and evaluate the immediate surroundings in a critical manner from the first-hand experiences of the participants and from a gender perspective.</p> <p>Promote the conscious and responsible use of mobile telephones and ICTs.</p>
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TIME	ACTIVITIES	CONTENTS	MATERIALS
15 min.	Edit video: Transfer material to computer	Transfer to computer all the information compiled during the week	Card reader Computer Printer
15 min.	Edit video: Comments on what's been done until now, distribute what's been done on timeline	Organise material Visual outlines	Markers/paints Paper Scissors/glue
30 min.	Action and capture session 2 quick recordings 2019 portraits: Personal Square	Civic Centre environment Personal feelings and perceptions	5 mobiles Recorder Paper Markers 2 computers Data transfer cables
15 min.	Edit video: Transfer material so far to computer and place it on timeline	Technical tools	Video editing, image processing and file conversion software
30 min.	Idea-sharing session of collected material and discussion	Personal feelings in terms of the space Civic Centre and neighbourhood Personal interests	

Edit video: Transfer material to computer-----**15 min.**
Transfer the videos and images collected throughout the week to the computer while discussing these as a group.

Edit video: Comments on what's been done-----**15 min.**
Review and comments on what's been done so far, gathering together the ideas or themes discussed on the wall.

Capture and action session-----**30 min.**
Individual recordings are made in brief periods of time, thus creating an atmosphere of action over the 30 minutes. There are different guidelines for these:

1. 7 minutes to take a photo or create a video of a pleasant place in the Civic Centre and its surroundings.
2. 7 minutes to take a photo or make a video of an unpleasant place in the Civic Centre and its surroundings.

Sheets of paper and markers are prepared for each participant in the workroom. Once the recordings have been made, the group gathers together to create the future portraits. All the participants have material. The group as a whole makes the following portraits in the time given:

1. 5 minutes: How do you see yourself in 2019?
2. 5 minutes: How would you like Plaza Corazón de Maria to be like?

**Edit video: Transfer the material so far to computer -----15 min.**

Transfer the videos made throughout the week of the session to the computer and talk about and gather together on the map of ideas the themes for the video.

Idea-sharing session and discussion-----30 min.

All the material collected is viewed and a discussion is created around it.

Questions to be sent to mobiles during the week:

- *Auzouk!! Who did you bump into going to school?*
- *Auzouk!! Is there something you don't like in your neighbourhood?*
- *Auzouk!! What are four off-limit places in your neighbourhood?*
- *Auzouk!! What is your special place?*
- *Auzouk!! Where wouldn't you go alone?*



3st SESSION

OBJECTIVES	Connect the participants and create the idea of a group , a neighbourhood collective. Equip the group with emancipatory tools for their own development. Provide shared work and relationship dynamics that can work in the future.
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TIME	ACTIVITIES	CONTENTS	MATERIALS
30 min.	Edit video: Place the new content in the timeline and transfer to computer	New information gathered during the week	Card reader Computer Printer
30 min.	Combine ideas and decide what final video will be like	Video content and form	Markers/paints Paper Scissors/glue Coloured tape Mobiles
45min.	Edit video: Edit video fanzine	Edit video Themes and ideas incorporated into video	Recorder Card reader Computer Printer Video editing, image processing and file conversion software
15min.	Dissemination of video: Decide about the continuity of the work for a later screening and how it can be screened	When? How? Who for? Resources? Group involvement	Recorder Card reader Computer Printer Video editing, image processing and file conversion software

New material timeline and transfer to computer-----30 min.

While the new material is being transferred to the computer, it is discussed and placed in the timeline, in this way we can view the entire material and come up with ideas for the video.

Combine ideas and decide how we want final video to be-----30 min.

Opinions about content and form of the editing carried out until now are shared and some definite decisions are made about this.

Edit video: Edit video fanzine-----45 min.

Edit final video; the group creates the video.

Dissemination of video-----15 min.

Decide about the possibilities of communicating the work that has been made, of making the work carried out public.

When? How? Who for? Resources?

Group involvement to carry out the decisions made.

Study the possibility of having a public presentation of the work carried out, a screening amongst friends and family, etc.

The nature of the event, its preparation and organisation and how it is communicated.

Design poster, how will the video be shown, material (maybe badges), dates, etc.

Questions to be sent to mobiles during the week:

These depend on the material that needs to be obtained. Some of the previous questions that haven't been used can be sent or those that interest the workshop participants most.



4st SESSION

OBJECTIVES	<p>Encourage young people with values such as participation, creativity or civic awareness.</p> <p>Establish intermediary channels between young people and various social agents (administration, media, etc).</p> <p>Promote the constructive use of ITCs in a horizontal manner, moving towards a digitally trained society.</p>
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TIME	ACTIVITIES	CONTENTS	MATERIALS
20 min.	Edit video: Place the new content in the timeline and transfer to computer	New information gathered during the week	Card reader Computer Printer
60 min.	Edit video: Final decisions Final edit of video fanzine	Technical tools Video content and form Themes and ideas transferred to video Credits	Markers/paints Paper Scissors/glue Coloured tape Mobiles Recorder
30 min.	View final video fanzine Prepare dissemination	When? How? Who for? Resources?	Card reader Computer Printer
10 min.	Farewell	Group involvement	Markers/paints Paper Scissors/glue Video editing, image processing and file conversion software

New material timeline and transfer to computer-----**20 min.**
While the new material is being transferred to the computer, it is discussed and placed in the timeline, in this way we can view the entire material and come up with ideas for the video.

Edit video: Final edit-----**60 min.**
Final edit of video fanzine. Final decisions are made and the final cut is completed.

View completed video fanzine-----**30 min.**
The group views the completed video fanzine. How to communicate it to the public is finalised and possible future work.

Farewell-----**10 min.**
The group views the completed video fanzine. How to communicate it is finalised and possible future work.