

Auzouk!!

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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"> • N°: 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. • May 2009: a fixed weekly meeting (Wednesday). • Specific actions to carry out between the sessions during the rest of the week. |





Working on personal presentations.

0. CONTEXT

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.

The Umeak Kalean (UK) association, which coordinates Gazte Gune in Bilbao's old town, participated in the project by first identifying the needs of the young people in the neighbourhood and then later as a focus for attracting participants and helping to make the workshop more dynamic.

1. AUZOUK!!

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.



Personal *catetos* of some of the participants.

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.



Capturing material during the workshop.

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).

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.



Karina and Julia testing out some editing.

NOTE:

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.



Portraits of the participants on the wall.

- 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: 10 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 a member of the CASI TENGO 18 association and a person in charge from Gazte Gune.

6. TIMING

Four sessions throughout the month of May in 2009.

06 May.....2h (6pm – 8pm).

13 May.....2h (6pm – 8pm).

20 May.....2h (6pm – 8pm).

27 May.....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.

The first session was held in the offices of UK, as this organisation is a point of reference for young people in the neighbourhood (more so than the Civic Centre).

NOTE:

The activity programming is very intense and it is interesting to study the possibility of dedicating more work sessions to it.



Nazaret capturing her first images.



Julia drawing the audio tracks on the wall.

8. MATERIALS

Material:

- Mobiles (with video camera).
- 1 laptop (possibility of having more computers).
- Video editing programme (Movie Maker, Sony Vegas...).
- Image processing programme (Gimp, Photoshop...).
- 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.



Moving on to visualising the tracks on the computer.

9. ASSESSMENT INDICATORS

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.



Watching the red-and-black phenomenon because of the Athletic FC final.

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

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



Hanan shows us some of his country's customs.

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:

CASI TENGO 18

Aretxaga, 10
48003 Bilbao
946 053 468

www.casitengo18.com

info@casitengo18.com

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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. |
|-------------------|--|

| TIME | ACTIVITIES | CONTENTS | MATERIALS |
|---------|---|--|--|
| 5 min. | Becoming acquainted activity in UK. | Brief presentation of each workshop participant. | Mobile. <i>Catetos</i> . Markers. |
| 10 min. | Move to Civic Centre. | Neighbourhood (physical). | |
| 10 min. | Workshop presentation. Portrait. | Workshop structure, theme, place, etc. | Office material. |
| 25 min. | Define yourself (<i>catetos</i>). | Personal ideas and images. Personal identifications. | <i>Catetos</i> . Markers. Mobiles. |
| 20 min. | What are you carrying on you? | Personal objects. Value given to things. | |
| 15 min. | Transfer material to computer and discuss possibilities of video. | Target audience, where to screen or if screened, type of video, etc. | Computer. Cables to download images from mobiles. |
| 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. | |

Becoming acquainted activities-----**5 min.**
Each participant puts a sticker on with his or her name.

Move to Civic Centre-----**10 min.**
Meet up in Umeak Kalean space in the old town and everybody goes as a group to the San Francisco Civic Centre.

Workshop presentation-----**10 min.**
Workshop structure, theme, etc are explained and a short becoming acquainted activity is carried out: **Portraits**:
Pair up and draw a portrait of your partner in 10 minutes without looking at the paper. When you are finished, swap roles and another portrait is drawn in the same way, until everybody has a portrait of themselves.
Once all the portraits have been drawn, each participant chooses one from all of them and places it on the wall, adding a theme to it that he or she would like to deal with in the video fanzine.

Define yourself-----**25 min.**
Make a *cateto* (personally customised ID card) with the information of each person and include the following in the file:
Name.
Age.
A colour that defines you (not that you like, but that defines you).
An animal that defines you.
A song that defines you.
A dish that defines you.



A phrase that defines you.

Each person presents his or her *cateto* to the group while another participant records the presentation on video, thus recording all the presentations as possible material for the video.

What are you carrying on you?-----20 min.

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.

Transfer material to computer-----15 min.

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

Reminder SMS to mobile-----10 min.

Throughout the week, some messages are sent to the participants' mobiles so that they can compile some moments in their lives to be discussed in the following session.

Explain that when the mobile messages are received, you can record a video, take a photo, send an SMS or save an object, etc, to be brought to the workshop as a reply.

Questions to be sent as SMSs to personal mobiles during the week:

Auzouk!! Where are you?

Auzouk!! What shops have you been to this week? Record these moments, save the receipts or take a photo of the shops you have been to this week.

Auzouk!! What is the best compliment you've been given today?

Auzouk!! Has anything interesting happened to you?

Auzouk!! Record a video of where you are on Saturday night.

Auzouk!! What's been the most boring moment of the week?

Auzouk!! Who is with you now?



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> |
|-------------------|--|

| TIME | ACTIVITIES | CONTENTS | MATERIALS |
|---------|--|--|---|
| 15 min. | Transfer material to computer. | Transfer to computer all the information compiled during the week. | Card reader. Computer. Printer. |
| 15 min. | Discuss what's been done until now, distribute work so far on timeline. | Organise material. Visual outlines. | Markers/paints. Paper. Scissors/glue. |
| 45 min. | Personal anecdotes or funny stories. | Record, recount and write a personal anecdote you feel like sharing that happened in your neighbourhood. | Mobiles. Recorder. Paper. Markers. |
| 15 min. | Transfer material so far to computer and place it on timeline. | Video content. Ways of communicating. | Card reader. Computer. Printer. |
| 10 min. | Think of what's missing, what more you want to appear in video. | | Video editing, image processing and file conversion software. |

Transfer material to computer-----15 min.
Transfer the videos and images collected throughout the week to the computer while discussing this with the group.

Discuss what's been done so far-----15 min.
Summary and comments about what's been done so far, including the ideas or themes commented on the wall.

Personal anecdotes or funny stories-----45 min.
Discuss the contents to be included or not included in the video. Think about what story you want to tell to provide contents to the anecdote you all want: What story do you want to tell? Why do you want to tell it? How will you do it? What will you record? etc.

Transfer material recorded to computer-----15 min.
Transfer the videos made throughout the session to the computer and talk about and include in the ideas' map the themes for the video.

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?*



3st SESSION

| | |
|-------------------|--|
| OBJECTIVES | <p>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.</p> |
|-------------------|--|

| TIME | ACTIVITIES | CONTENTS | MATERIALS |
|---------|--|--|---|
| 20 min. | Place new content in the timeline and transfer to computer. | All the information gathered during the week is transferred to computer and placed in timeline. | Card reader. Computer. Printer . |
| 20 min. | Create neighbourhood map. | <ul style="list-style-type: none"> - Routes. - Favourite places. - Off-limits places. - Places you would change. - Places you wouldn't change | Markers/paints. Paper. Scissors/glue. Coloured tape. Mobiles. |
| 25 min. | Record and photograph the places that have appeared on the map, saying what's been said about them. | Mark on map, record and photograph it while it is being constructed. | Recorder. |
| 15 min. | Transfer material to computer and start placing it in timeline. | | Card reader. Computer. Printer. |
| 10 min. | Begin editing video. | Edit video. | 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.

Creation of neighbourhood map-----20 min.

Review and comment on what has been done so far, relating it all to the idea of our neighbourhood.

Record and photograph places on the map yet to be recorded-----25 min.

Once we have identified the places referred to on our shared neighbourhood map, we go out into the streets as a group and record those places we don't have images of yet to create the video.

Transfer collected material to computer-----15 min.

Transfer all the material we have collected to the computer.

Start to edit the video-----10 min.

The group as a whole starts work on editing the video.

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> |
|-------------------|--|

| TIME | ACTIVITIES | CONTENTS | MATERIALS |
|---------|--|--|---|
| 20 min. | Place the new content in the timeline and transfer to computer. | New information gathered during the week. | Card reader. Computer. Printer. |
| 10 min. | Combine ideas and decide what final video will be like. | Video content and form. | Markers/paints. Paper. Scissors/glue. Coloured tape. |
| 50 min. | Edit video fanzine. | Edit video. Themes and ideas incorporated into video. | Mobiles. Recorder. |
| 10 min. | Decide about the continuity of the work for a later screening and how it can be screened. | When? How? Who for? Resources? | Card reader. Computer. Printer. Markers/paints. Paper. |
| | Farewell. | Group involvement. | Scissors/glue. Video editing, image processing and file conversion software. |

New content and transfer to computer-----**20 min.**
Place new content in the timeline and transfer to the computer. All the information collected during the week is transferred to the computer and placed in the timeline.

Combine ideas and decide form of final video-----**10 min.**
In pairs think about what you would change in the video and how and then decide what the final video will be like as a group.

Edit video fanzine-----**50 min.**
Edit final video. The group makes decisions about the latest material that has been collected and following the editing idea and plan that has been worked out during the days of the workshop on the wall, the final cut of the video fanzine is created.

Decide on possible future work for screening video-----**10 min.**
Decide on the possibilities of communicating the work carried out.
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 will be communicated.
Design poster, how will the video be screened, material (maybe badges), dates, etc.