

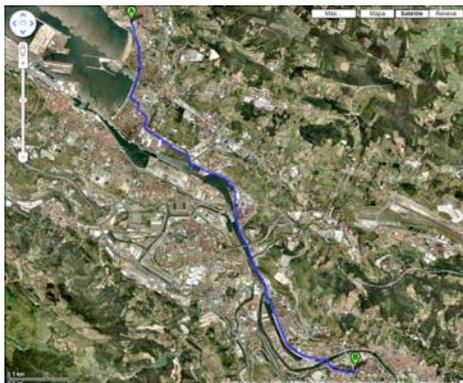


deriveFANZINA

Drifting between Getxo and Bilbao with all the senses fully open to create a fanzine reflecting the personal attitude of the participants towards their surroundings.

OBJETIVES	METHODOLOGY	PARTICIPANTS	TIME
<ul style="list-style-type: none"> • Encourage values like participation, creativity or civic involvement. • Promote critical analysis. • Achieve a participatory, creative attitude. • Connect with the Fine Arts as a reference point. • Foster group work (applicable to future projects). • Discover immediate realities (Getxo–Bilbao). 	<ul style="list-style-type: none"> • Plan group work by agreeing upon aims, themes and interests. • Situationist drifting as an observational method, as well as collecting materials and ideas. • Discussions and analysis about experiences and material collected during the drifting. • Creation of a fanzine based on generated analysis. • Distribution and dissemination of fanzine in Getxo and Bilbao Fine Arts Museum 	<ul style="list-style-type: none"> • Nº: 10 people. • Ages: 20 – 23. <p>The workshop was offered to young people in the town of Getxo but the participating group comprised people from other towns and cities.</p>	<ul style="list-style-type: none"> • 4 sessions. • 1st session 1 Getxo. 2h /s. • 2nd session Deriva 8h /s Getxo-Bilbao. • 3rd y 4th sessions BBAA 5h /s. <p>Meal times formed part of the workshop during the drifting and in the two following sessions.</p>





Route between Getxo – Fine Arts Museum (Google-map).

Very different urban situations, both privileged areas and rundown areas, very diverse cultural realities all mixed together... And all in a relatively small territory and with the constant sensation of rediscovering something, re-encountering or re-knowing places. Maybe because “whenever I passed this way, I never really noticed anything or stopped calmly to look”.



Initial identifications with the territory to analysis.

0. CONTEXT

The workshop was an initiative of the Youth Service of the Getxo City Council in order to begin a relationship with the Bilbao Fine Arts Museum and be able to broaden the choice of workshops offered to young people in the town, which in this case was a project proposal based on the Museum's codes.

The Education Department of the Fine Arts Museum (DEAC) has warmly welcomed the idea, agreeing that a union of both parties is favourable.

The Education Department of the Bilbao Fine Arts Museum, which has on occasions turned to CASI TENGO 18 to undertake projects with young people, has on this occasion proposed taking part in the process and thus arose the deriveFANZINE workshop.

1. DERIVE FANZINA

DERIVE FANZINE: a participatory workshop aimed at encouraging the analysis of surroundings through the first-hand experiences of a group of 10 young inhabitants of Getxo.

The workshop was based on observation, critical analysis, expression and communication through the act of *dérive*, or drifting, between Getxo and the Bilbao Fine Arts Museum. During the drifting period, materials were identified and collected (photos, signs, objects...), as well as experiences during the route for later idea-sharing sessions of the group.

The analysis of all the material and experiences, the relationships between these and the different views of the route and its surroundings were the material to work with in order to create a personal fanzine that reflected and expressed the personal visions of the group as a whole.

The workshop ended with the production and distribution of the fanzine.

2. OBJETIVES

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

- **Achieve a creative and participatory attitude in the group of participants.**
- **Encourage critical group work** by observing and analysing the data collected by the participants.
- **Promote critical analysis and spirit of reality.**
- Promote the use of different tools (traditional and technological) to create **personal messages and content.**



An area of unexpected fields (Getxo).

“You didn’t know what you would find when you turned a corner. Perhaps a field, a residential area, a factory... or you realised that it was a place you had been before but could not place on the map.”

- **Create a space of trust**, not only physical but also mental, so that the participants can express their concerns, share their dreams and preoccupations and state their opinions in a group, always in a free manner and using their own codes.
- **Encourage the autonomous development of the group and its members by providing them with emancipatory tools** they can apply to their projects.
- **Provide shared work and relationship dynamics**, thus creating synergies that can work in the future.
- **Connect the participants with the Fine Arts** as a place of reference.
- **Discover new places**, realities and experiences in immediate surroundings between Getxo and Bilbao, as well as a new personal way of looking at the everyday.

And below are some of the general aims 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 developed in the workshop were mainly connected to territory, the immediate surroundings and the different ways we have in relating to each other, how we are and how we act within it, as well as the abilities/possibilities of transforming it.

Work was done on different forms of analysis and production of personal content and, above all, different themes, interests and needs of the group and each participant.

Situationist drifting and fanzines were the nuts and bolts of the workshop, thus we worked on concepts, methodologies and/or forms of self-production, contextualising these terms and working on them in accordance with the interests and needs of the group and its members.

4. METHODOLOGY AND ACTIVITIES

Throughout the course of the activity, actions were carried out combining thought and expression, not only past expression, but also analytical introspection, with which to seek, express and think about themes that interested the participants.



Section next to the metro lines (Astrabudua).

NOTE:

Dérive is a concept proposed mainly by the International Situationist. The word is French and literally means “drifting”, walking without a specific aim, usually in a city and following the will of the moment.



The tracks of the workshop at various route points (Axpe).

A constant sensation of rediscovering something, re-encountering or re-knowing places. Maybe because “whenever I passed this way, I never really noticed anything or stopped calmly to look”.



Time to make a decision (Enekuri).

We used drifting as a tool for observation, beginning from a shared imaginary previously agreed upon by the group. We set off from Getxo in the direction of the Bilbao Fine Arts Museum. The different routes, transport, views and data gathering during the day, our coexistence and experiences were the work material for creating a fanzine by the group as a whole.

We worked with different tools to gather data and experience, such as technological, artisanal and/or conceptual tools, which allowed for later reflection on paper, always stressing the work process above that of the search for exceptional results

The following actions were carried out in the workshop:

- Becoming acquainted action for the group and relating it with its territory (personal everyday maps)
- Day dedicated to drifting
- Participatory and analytical discussion about data gathering and analysis
- Coming up with ideas, creating, (self-)producing and distributing fanzine
- Sending and distributing final fanzine, spaces proposed by the group members and including it in fanzine distribution networks (e.g.: <http://www.fanzinoteca.net>).

5. WORK GROUP

Number of participants: 10 people

Age: 20 - 23 years old

Sex: Mixed group

2 motivational people.

The work group comprised young people from different places in Bilbao and its surrounding areas. There were only two people from the town of Getxo, on which it was originally focused from the start. All of them were Fine Arts students completing the third year of their course and they knew and had interacted with each other beforehand.

The workshop had two motivational people from CASI TENGO 18 and at times had the collaboration of a person from the Fine Arts Museum whose task was to document the work sessions.

6. TIMING

Four sessions throughout the month of October in 2009.

15 October.....2h (6pm – 8pm).

17 October.....8h (10am – 6pm).

24 October.....5h (10am – 3pm).

31 October.....5h (10am – 3pm).



Panorama of the entire territory (Enekuri- Artxanda).

NOTA:

The specific didactic material for the workshop, the kit of materials for the drifting, acted as an introduction for the participants in the work process, as well as its specific use in the drifting.

All this material is available at:

http://www.casitengo18.com/es/proyectos/derivefanzina_1/derivefanzina_02.html



Providing form and content to the fanzine (Fine Arts Museum).

Initial session was two hours in the town of Getxo, acquainting the group members with each other and providing some key points to carry out the activity.

Another three sessions were suggested for the next three Saturdays in the Bilbao Fine Arts Museum.

7. LOCATION

Romo-Getxo culture classroom.

Education Department classroom of the Bilbao Fine Arts Museum.

The first session was held in one of the culture classrooms of the town of Getxo.

The second session, the drifting day, was held between Getxo and Bilbao, ending in the Education Department classroom of the Fine Arts Museum, where the next two workshop sessions were held.

8. MATERIALS

Material:

- 1 photocopier
- 1 computer + image processing programmes, Bluetooth, card reader
- 1 printer
- 1 projector/video projector
- Creditrans (for possible transport)
- Office material (markers, pens, pencils, glue, scissors, adhesive tape, sheets of stickers, scrap paper, paper sheets...)
- Erasers
- Paper and card
- Kit of materials for data gathering (photo camera, notepad, bags to collect "evidence" ...)
- Territory maps
- DIMO material (fungible material)

Infrastructures:

- 1 workroom in Getxo (first session, first contact with group)
- Multiuse room in DEAC

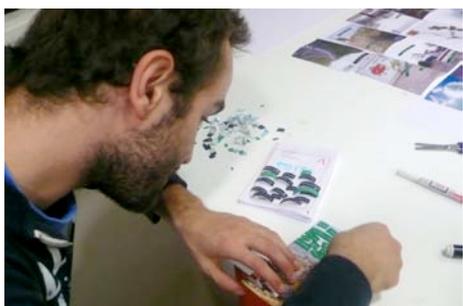
Materials participants had to bring:

- Participants could bring their own photo/video cameras
- They had to dress appropriately for the drifting (sport, mountain, rain...).



Outline of ideas with drifting experiences.

Surprise and contrast are the two main sensations experienced in the drifting.



Participant completing the credits for the fanzine.



"Vida-Gritona", double page under construction.

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.

10. DOCUMENTATION

Book: *Open Creation and Its Enemies Situationist Texts about Art and Urbanism*
Ed. La Piqueta.

Workshop: A LA DERIVA: EL OBSERVATORIO AMBULANTE coordinated by Jaime Iregui in Arteleku within the HIRI-EKOIZPENAK programme.

<http://www.hiriekoizpenak.net/>

National Topographical Map of Spain. Algorta/37-IV and Bilbao/61-II.

Some of the links suggested in the kit of materials provided to each of the participants to provide further information about drifting and fanzines:

Theory of the dérive

<http://www.sindominio.net/ash/is0209.htm>

El observatorio

<http://www.elobservatorio.info.index.htm>

Culture Jamming: Ruido en la transmisión

<http://www.flylosophy.com/2005/03/culture-jamming-ruido-en-la-tranmisisin.html>

La cartoteca

<http://alpoma.net/cartos/?p=879>

Fanzinoteka Naparheid

<http://www.arteleku.net/mediateca>

Fanzinoteka ibiltaria

<http://www.fanzinoteka.net>

RASTERBATOR

Computer programme that helps to create large-scale images with which the work map was created.



Time to produce 150 copies.

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

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

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This file is licensed under a Creative Commons 3.0 Spain licence. Feel free to use it to prepare a workshop with your group, but remember that there is no master formula and it is preferable that you adapt the contents depending on the context and needs of the group.



<http://creativecommons.org/licenses/by-nc-sa/3.0/es/legalcode.es>

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



1st SESSION

OBJETIVES	<p>Get to know the participating group and its relationship with the territory. Explain situationist drifting as a method of analysis. Establish personal and group interests for the analytical work of the territory. Discuss as a group the route and set action guidelines for the drifting.</p>
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TIME	ACTIVITIES	CONTENTS	MATERIALS
15 min.	Presentation.	Work stages.	Forms and registration. <u>Kit of materials</u> for each participant.
15 min.	Becoming acquainted action. Profiles.	Participating group acquaints itself.	
60min.	Map work. Actions: <ol style="list-style-type: none"> 1. Portrait and place of residence. 2. Places you usually go to. 3. Routes and means of transport. 4. Characteristics and location of ideal house. 5. Themes of interest. 	Usual routes. Regular places. Ways of inhabiting space. Personal desires and interests.	Colour markers. Large map of territory. Photo camera.
30 min.	Planning the drifting.	Action plan, group needs and interests. Teamwork Fases del trabajo.	

Workshop presentation-----15 min.

The workshop is presented by briefly explaining the different stages of the work process. The participants complete the process of registering in the workshop by filling in an information form.

The material corresponding to each participant is handed out, a prepared kit for the duration of the workshop.

The kit of materials comprises:

- An informative fanzine briefly explaining the concepts to work on in the workshop, the drifting and the fanzine, including informative references for further information.
- Blank fanzine, so that each participant can jot down ideas throughout the workshop.
- Bags to collect "evidence" for the analytical work of the drifting.
- Writing pad for the becoming acquainted actions.
- Pencil.
- Stickers with workshop image.
- Workshop badges.

Becoming acquainted action-----15 min.

Portraits:

Each participant must have a blank notepad and a different colour marker from the rest of the group. The action consists of quickly portraying all the other group members. Pairs are formed and in 10 seconds and without looking at the paper, you have to portray the person in front of you by looking at him or her in the eye. Once the 10 seconds are up, you have to pass the portrait to the person who has been portrayed.

The pairs change over until all the participants have been portrayed and there are personal portraits of all the group members.

Once this has been done, each participant chooses one of all the portraits based on his or her own personal choice criteria.

**Map work**-----**60 min.**

A map of the Getxo-Bilbao surroundings is put up on the wall, the territory with and in which we will work.

This initial work with the map serves to identify the participant's most usual routes and places and observes the way they relate to them, creating a shared imaginary of the relationship with the territory.

Each participant uses the colour chosen for the portrait action throughout all the interventions carried out on the map.

Interventions to carry out on the map:

1. Place the chosen portrait on the map and point out your place of residence.
2. Show the places you usually go to.
3. Mark out the routes you usually take between one place to another and show how you move from these: by metro, bike, car, walking, etc.
4. Write on a paper the characteristics of the house you would like to live in and place it on the map.
5. Repeat the action, but each participant notes his or her themes of interest.

The actions are talked about and discussed as a group, making clear the different relationships and attitudes of the group with their surroundings, so that each participant thinks about and acts based on their own personal interests.

Planning the drifting-----**30 min.**

Decisions to make for the second session: the drifting. Place and time of departure and place of arrival, materials, lunch, suitable clothing, etc.



2st SESSION

OBJETIVOS	<p>Achieve a participatory and creative attitude within the group of participants. Experiment with other tools and methods of observation and analysis. Promote a critical analysis and spirit of reality. Discover new places, realities and experiences in immediate surroundings between Getxo and Bilbao, and a new way of looking at the everyday.</p>
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TIME	ACTIVITIES	CONTENTS	MATERIALS
30 min.	Pre-drifting decisions.	Group work.	Kits to collect samples. Map of area.
240 min.	Drifting.	Territory. Immediate surroundings.	Photo camera. Comfortable clothing.
60 min.	Meal.	Architecture, people, spaces, routes, etc.	Meal.
120 min.	Drifting.	Work on personal interests of each participant.	Personal utensils and ideas needed for the drifting.
30 min.	Arrive at Bilbao Fine Arts Museum. Visit workroom.	Fine Arts Museum workroom.	

Pre-drifting decisions-----15 min.
 Once the group is together for the drifting, some decisions are made to carry it out before setting off. Depending on the number of participants, certain decisions are made and there are various possibilities as the day progresses, possibilities of separating into small groups or remaining together.

Drifting-----240 min.
 First part of the route, beginning in Getxo and until the decision is made to have some lunch. The route can take different directions based on the interests, stops and observations, etc of the group. The entire route structure depends on the way in which the group functions and the events and situations that arise within this specific space and time.
 Both the notepads and stickers that the group have can be used in different ways, to mark the route or for specific places, etc.

Lunch-----60 min.
 When the group decides it is best, a time and place for lunch is set. This is not a pre-determined place because the decisions of the drifting are taken at any given moment, without forgetting that the end of the route has a specific time and place.

Drifting-----120 min.
 This part is understood as belonging to the stage of the route to carry out after lunch and with a specific final destination: the Bilbao Fine Arts Museum.

Arrive at Bilbao Fine Arts Museum-----30 min.
 The group visits the classroom of the Fine Arts Museum, where the next two sessions of the workshop will be carried out. The physical samples collected during the day are left and group members are told to jot down possible recalled sensations about and throughout the week for a later idea-sharing session as a group.



3st SESSION

OBJETIVES	<p>Create a space of trust, so that the participants can express their concerns and share their opinions, dreams and worries.</p> <p>Promote the use of different tools (traditional and technological) to create personal messages and content.</p> <p>Encourage young people with values such as participation, creativity or civic awareness.</p>
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TIME	ACTIVITIES	CONTENTS	MATERIALS
30 min.	Welcome and organisation.	Workshop structure. Actions and times.	Computer and card reader.
30 min.	Let's talk about fanzines.	Differences between fanzines.	Different fanzines.
100 min.	Construct mental map. Aims and themes of fanzine.	Drifting, analysis & experiences. Creative Commons licenses. Group work. Learn from others. Sharing.	Mural paper for the shared outline on the wall. Thick markers in various colours.
20 min.	Decision-making.	Idea. Form and content.	Format outline for the fanzine.
60 min.	First sketches for fanzine.	Title. Texts. Images.	A3 sheets for the sketches.
60min.	Production work. Decision-making.	Cover. Information of participants. Distribution and n° of copies.	

Welcome and organisation-----**30 min.**
The first half hour is used to adapt the work space to make it suitable and organise the digital materials of each participant for later viewing.

Let's talk about fanzines-----**30 min.**
A few different fanzines are presented and discussion about the possibilities of these, highlighting some of the points believed to be essential when it comes to creating one in the workshop, such as the relationship between form and content, shared work, Creative Commons licenses.

Construct mental map of the drifting-----**100 min.**
Brainstorming about the drifting that was carried out: observations, experiences, collected samples, etc.
Note everything on a mural to visualise all the concepts, sensations, ideas, etc, and everything arising in the discussion is organised to begin constructing a mental map about everything, combining concepts and ideas on the map.
While the map is being constructed, different aspects are considered about both the analytical methodology and the contents arising from this, whether they are personal and/or group based.

Decision-making-----**20 min.**
As a group, the basic idea or ideas to create the fanzine are extracted from all that has been discussed or organised. The group as a whole decides on the type of fanzine, its form and content and dynamics of creating and organising its contents. Personal collaborations versus group development of all the contents.

**Initial decisions for the fanzine-----60 min.**

The group as a whole begins defining possible ideas about the fanzine's graphic content, messages, layout, etc. Once the group has a shared idea for the fanzine, decisions are made about how to create it, in terms of the needs and manner of group work, with the tasks of its final creation perhaps being distributed or not in accordance with the workings of the group.

The following are some of the aspects that the group has to define:

- Title.
- Texts.
- Images.
- Cover.
- Staff, information about participants, workshop and institutions making it possible.
- N° copies and distribution.

Production work-----60 min.

The final hour is dedicated to giving form to some of the decisions made earlier.



4st SESSION

OBJETIVOS	<p>Encourage the autonomous development of the group and its members by providing them with emancipatory tools they can apply to their projects.</p> <p>Promote a critical analysis and spirit of reality.</p> <p>Provide shared work and relationship dynamics, thus creating synergies that can work in the future.</p> <p>Connect the participants with the Fine Arts as a place of reference.</p>
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TIME	ACTIVITIES	CONTENTS	MATERIALS
20 min.	View material made.	Idea and form.	First sketches.
15 min.	Specific shared ideas.	Title. Texts. Images. Cover. Information of participants. Distribution and nº of copies.	Computer and card reader. Mural paper for the shared outline on the wall. Thick markers in various colours.
60 min.	Create final design.	Idea/messages and image/form. Decision-making. Teamwork.	Format outline for the fanzine.
180 min.	Production of fanzine. Make copies. Fold A3 and A4. Assemble copies.	Production. Teamwork. Divide tasks. Time management.	A3 sheets for the sketches. Photocopier. Material for new fanzines. A3 sheets. A4 coloured card. Erasers.
10 min.	Plan distribution.	Communication. Distribution places.	Image stamp of workshop fanzines.
15 min.	Evaluation.	Expectations. Aims.	

View material made-----**20 min.**

View the proposals made, ideas, sketches by the group for the final creation of the fanzine. The visualisation can be done with different media or tools depending on the proposals, digital material, hand-drawn sketches, etc.

Specify common ideas-----**15 min.**

Once the different proposals have been discussed as a group, agree upon some common points:

- Title.
- Texts.
- Images
- Order of ideas for each fanzine page.
- Cover.
- Staff, information about participants, workshop and institutions making it possible.
- Nº copies and distribution.

Group work and personal interests will lead to specific ideas and a way of carrying these out. Individual work methods or work in small groups depends on the interests and desires of the participants and their ways of working and organising themselves as a group.

**Create final design-----60 min.**

The group as a whole, regardless of how the work process is structured, decides on the final design of the fanzine. The original and final designs leads to the production of the fanzine issue that the group thinks is suitable for distribution.

Once the decisions of form and final contents of the fanzine are made, the colour of the cover is decided and the number of copies to make in accordance with the places decided to distribute them and the time available to produce them.

Production of fanzine-----180 min.

The production of the copies requires making photocopies of the final idea of the fanzine, as many photocopies as fanzines that the group wants to make. These copies are made in A3.

The same quantity of copies of the cover is made in A4 and preferably on card or another sturdier material than the fanzine pages.

Once all the copies have been made, the group then folds all the copies in accordance with the model proposed for the fanzine and its later assembly.

Plan distribution-----10 min.

Once all the copies have been finished, they are distributed according to what has been agreed upon and each person is responsible for the distribution in order to communicate the completed work.

Evaluation-----15 min.

Evaluation of the group's expectations in respect to the workshop's aims, as well as the evaluation sheets to complete for the evaluation system used for the Getxo workshops.