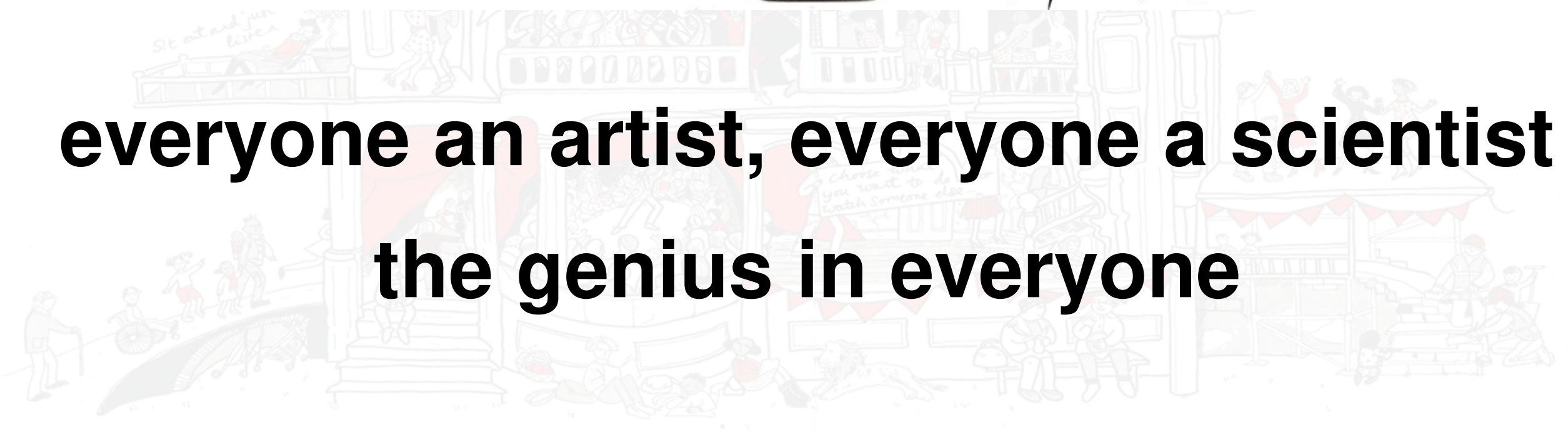




FUN PALACES

everyone an artist, everyone a scientist
the genius in everyone





WHAT IS IT?



An ongoing campaign putting community at the heart of all culture, with an annual weekend of action on the first weekend of October.

Hands-on arts, science, craft, tech, digital and sports activities run by local people for local people.

Free to join in and to take part.

Over **2 weekends in 2014 and 2015** there were **280** Fun Palaces in **11** nations made by **5262** local people with over **90,000** people joining in.



2016

- **292** Fun Palaces
- **9** nations
- **4800** local people were Makers
- **124,000** people took part

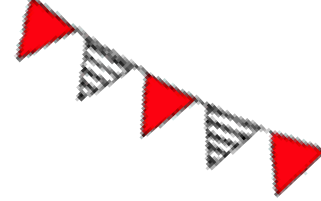
“In an area regularly labelled as economically, culturally and educationally deprived, a Fun Palace says you can learn, you can have fun, you are welcome and you are worth celebrating. These things are vital if we, and the community we're part of, is to flourish.”

Northfield Fun Palace, Birmingham





WHERE?

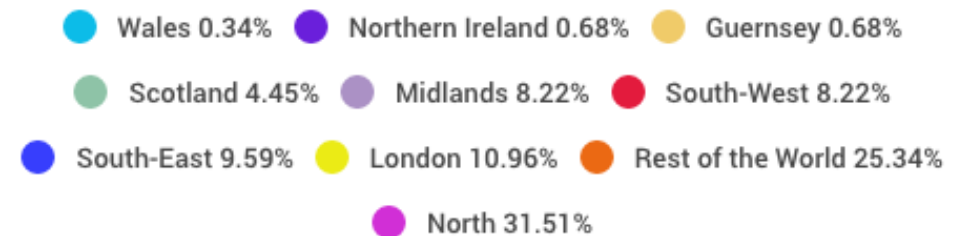
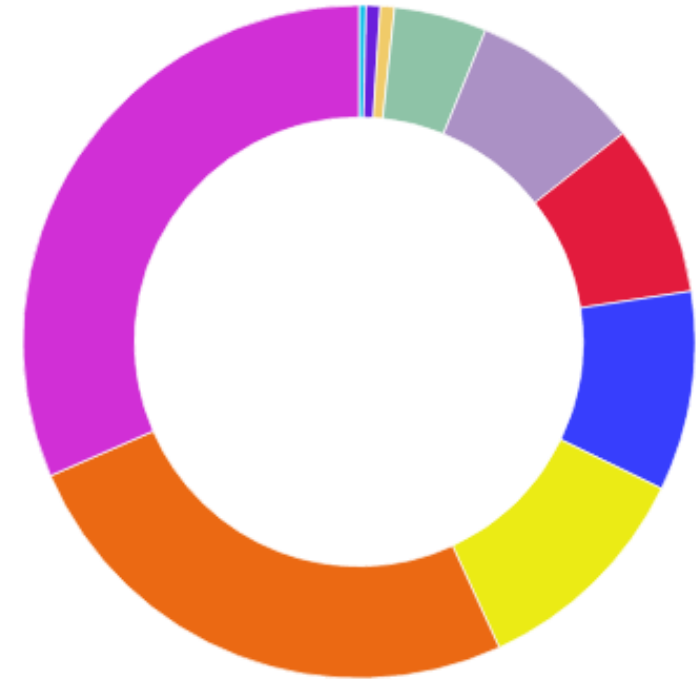


In 2016 there were Fun Palaces in all four UK nations as well as Guernsey, Ireland, France, Norway, Australia and New Zealand.

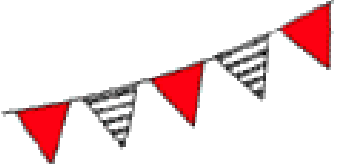
In the UK, **85%** of Fun Palaces were out of London.

Over the two months leading up to the event we experienced an incredible display of community-mindedness and generosity. We had in excess of 1000 people attend our Fun Palace, they were people of all shapes and sizes, ages, all backgrounds and all abilities. Fun Palaces promote connection on a very human level.”

Muriwai Fun Palace, New Zealand

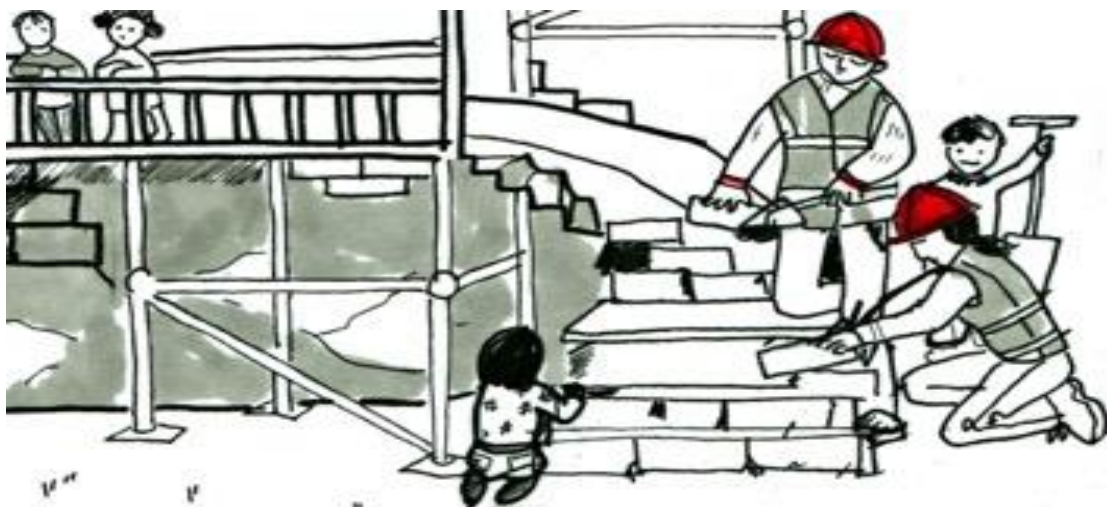
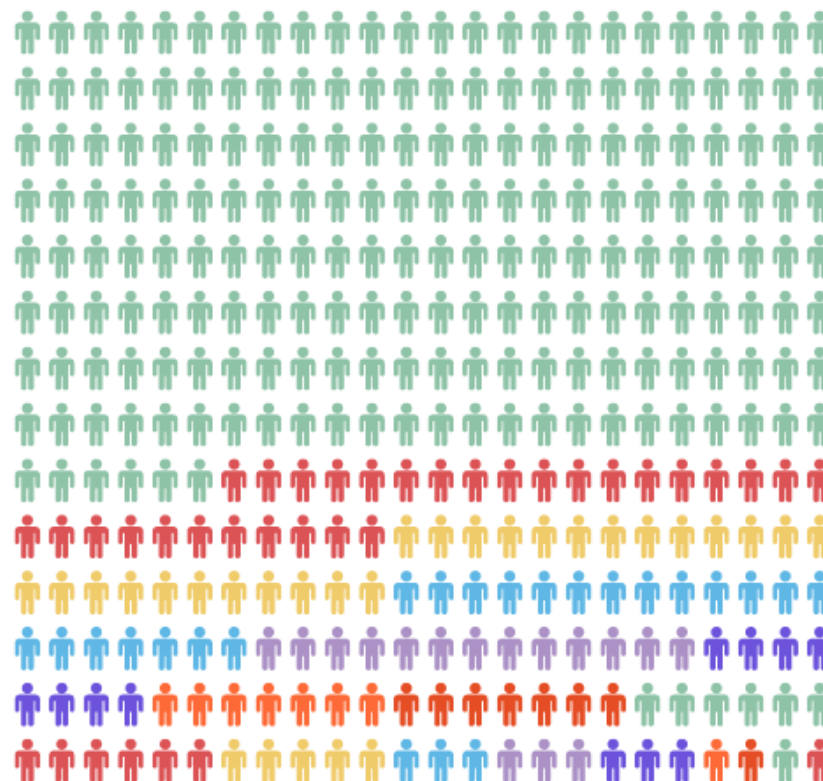


*UK geographical designations based on ACE's area definitions.



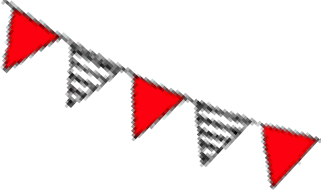
WHO?

- Fun Palaces are usually made by teams – the average Fun Palace has 16 Makers.
- Makers and participants come from all social groups and backgrounds.
- 29.8% of Makers had been involved with a Fun Palace before.





LIBRARIES



In 2016 **59%** of all Fun Palaces happened in libraries.

52% of participants surveyed had not visited the library before.



“The Fun Palace was a helpful event in the light of so many changes in society and the way people use their public spaces. Can’t wait to do another! The library had 586 visitors in the three and a half hours we ran the Fun Palace, twice our average footfall!”

Bridgewater Library Fun Palace

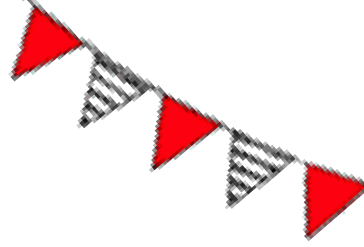
“It allowed us to entertain and inform not only our existing customers, but also people who had never been in the library before and who will now be more likely to come in and see what we do in their community. It was wonderful to hear from those community groups involved in the day saying that they had signed up new members and they wanted to participate in similar events in future.”

Chelmsford Library Fun Palace

Being part of Fun Palaces added an extra excitement to the our event as we were part of a National Campaign to involve our local community, extend our engagement with the local community and introduce them to new technology, science and art which is accessible free and engaging.

Gateshead Library Fun Palace

DIVERSE and INCLUSIVE



“An ideal context to work together and engage with people who do not generally participate in cultural activity. Fun Palaces brings together people of all ages, backgrounds and abilities, and contributes to a genuine sense of community.”

More Music Fun Palace, Morecambe

- 62% of Maker teams included people from an ethnic minority.
- 27% of Maker teams included disabled people.
- 34% of Maker teams included people under 18.
- 30% included people over 65.
- 14% of Maker teams include BOTH people under 18 AND people over 65
- 46% of Makers agree that they got to know people who are different to them through making a Fun Palace.



GOOD for COMMUNITIES

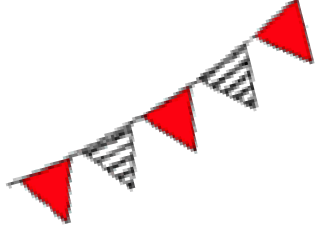
- According to Makers, 52% of Fun Palaces opened up new partnerships / opportunities for their local community.
- By making a Fun Palace, 49% of Makers discovered new resources within their local community.
- 88% of participants agree that "events like this can make a real difference to the local community".
- 82% of participants agree that "this event makes me feel proud of my community".
- 68% of participants agree that "this event makes me want to become more involved in local projects and issues".



"It was important to our community to be part of something bigger, happening across the country and to feel connected to that."

Campeltown Museum Fun Palace





GREAT for MAKERS



- 98% of Makers would like to make another Fun Palace in future.
- 42% agree that making a Fun Palace has opened up new opportunities for them.
- 37% agree that as part of making a Fun Palace, they did something they did not know they were capable of.

“Fun Palaces bring out the best in a community, whether as a Maker or a participant. Because it is free, it’s highly unlikely anyone will say NO. Everyone goes away without realising that they have said YES and learned something new.”

Brockwell Lido Fun Palace, London





TAKING PART

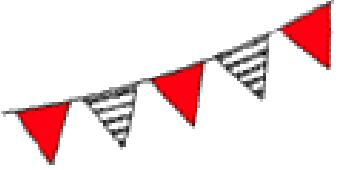
- 96% of participants think it should happen again
- 84% feel motivated to do more creative things in the future

“Lovely idea, glad to see meeting point between theory, practice, academia, fun and community.”

“I’ve met a young girl today who I’ve never spoken to before and she lives on my street, through chatting I’ve found out her Grandma was my best friend at school...”

“Thank you for inviting my dad to do a talk – it’s really been good for him.”





DEMOGRAPHICS – Being the Change



In 2015 we began collecting demographic data, and were proud of the diversity our small samples suggested. In 2016 we were able to collect far larger and more robust samples, showing that Fun Palaces reaches and includes a very wide demographic.

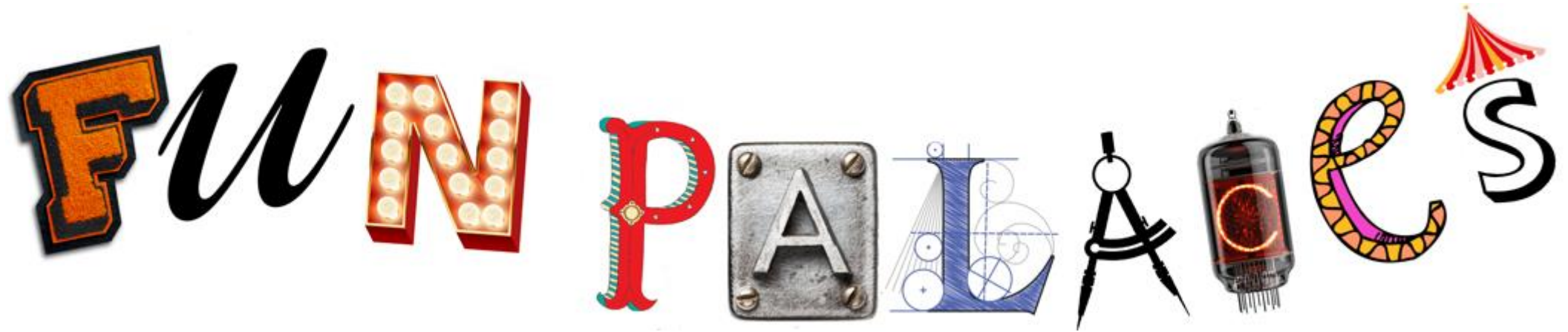
We collected demographic data from everyone who registered to make a Fun Palace, surveyed over 100 makers in depth, and collected 627 participant surveys from across the country.

The ethnic background of both Fun Palace Makers and participants is within 3% of the national distribution for all groups, and they come from all deciles of the Index of Multiple Deprivation*, with most deciles within 3% of the national distribution.

*The Index of Multiple Deprivation ranks all postcodes in England by deprivations. Each decile is 10% of the population, with decile 1 being the most deprived, and decile 10 being the least deprived.

		UK population 2011 Census	FP maker survey (post) respondents.	FP Maker teams INCLUDE	FP Participants
Sample size			105	113	627
ETHNICITY	White	87.17%	88.89%	88.39%	88.76%
	Asian (combi	6.92%	4.04%	29.46%	5.81%
	Black (combi	3.01%	1.01%	22.32%	1.16%
	Mixed	1.98%	2.02%	41.96%	2.91%
	Other	0.92%	4.04%	11.61%	0.39%
GENDER	Male	49.11%	16.20%	85.71%	31.00%
	Female	50.89%	82.90%	100.00%	68.20%
	Other				0.70%
AGE	0-19	23.90%	0.00%	33.63%	16.38%
	20-34	20.15%	34.62%	80.53%	16.81%
	35-49	21.31%	37.50%	83.19%	47.02%
	50-64	18.23%	24.04%	65.49%	10.64%
	65+	16.42%	3.85%	30.09%	9.15%
DISABILITY	Yes	18.00%	4.76%	27.43%	8.90%
	No	82.00%	91.43%	37.17%	91.10%
	Not Sure			35.40%	
INDICES OF MULTIPLE DEPRIVATION DECILES (NB- 1 is the most deprived, 10 is the least)					
	1	10.00%	13.64%		12.40%
	2	10.00%	16.67%		10.70%
	3	10.00%	16.67%		11.00%
	4	10.00%	10.61%		9.00%
	5	10.00%	6.06%		10.70%
	6	10.00%	4.55%		7.90%
	7	10.00%	12.12%		13.30%
	8	10.00%	10.61%		11.60%
	9	10.00%	4.55%		7.30%
	10	10.00%	4.55%		5.90%

NB: the participant survey was designed for over 18s, so the number of 0-19 year olds taking part in Fun Palaces appears misleadingly low.



**THE CAMPAIGN CONTINUES – CULTURE FOR, BY,
WITH ALL
THE WEEKEND OF ACTION RETURNS - 7TH & 8TH OCT
2017**

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