

Client

Preston City Council

Background

Preston Guild 2012 will mark 833 years since King Henry initially granted a 'Guild Merchant' to Preston and it will be the 23rd Guild since the decree to hold a celebration every 20 years was made in 1542.

As part of Preston Guild and connected to the cultural olympiad and "WE PLAY" Preston City Council wants to form a group of people from arts and creative organisations to create a concept and a program for "Creative Guild" to serve as an umbrella for creative projects and activities carried out as part of Preston Guild.

Sandbox facilitated a 3 half day session for 30 participants, the participants came from organizations that work with creative community projects such as:

- Arts council
- Community arts
- Preston Art

Key words

- Festival
- Events
- Co-design
- Brainstorming
- Collaboration
- Umbrella
- Creativity
- Innovation
- Coordinated approach

Objective

to promote Preston as a centre for collaboration in the creative sector and to be remembered in history as the most creative and engaging Preston Guild ever held.

Process

We facilitated a 3 day participative sessions for 30 people from creative organisations and projects from Preston in connection with the coming Preston Guild in 2012.

The first session was about getting to know each other, creating common ground and exploring a common vision. Using a number of tools and methodologies of participation and dialogue we invited the group to explore and construct a shared view of the team requirements for the success of this initiative of having a unified approach to Preston Guild.

Session two was mainly focused around understanding further the already existing initiatives, the pieces of the puzzle that needed to be put together. This was followed by an "elephant in the room" session for people to share their concerns, assumptions and uncertainties that could have an impact on achieving the vision. We wanted to move the group from just talking nicely or being stuck in judgment to start progressing towards real dialogue, self reflection and co-creation.

To round up with we worked with an open space supported by graphic templates. Open Space Technology moves groups towards action and invite people to engage with others guided by passion and responsibility which is exactly what the project needed at this point.



Tools, methods and approaches

- Graphic recording - templates
- Red
- World cafe
- Chaordic model - Dee Hock project model
- Laughter session
- Open Space
- Appreciative enquiry



For more information and case studies visit:

www.sandbox.uclan.ac.uk

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