

## GROUP ARTWORK



### Summary

*Group Artwork* is an activity that can be used for a number of purposes including evaluation. The activity appeals to creative individuals who prefer to express themselves and communicate through art rather than written or verbal speech. Group artwork promotes teamwork and encourages participants to explore their creative abilities as a group. The resulting outputs can be used for promotional purposes and as a long term reminder of a shared positive experience.



### Keywords

Activity  
Cross sectional data (snapshot)



### Participant Use



### Participant Evaluation



### Resources

Arts-based  
1-2 facilitators  
Art materials



### Group Activity



### Time

The time taken to set up and implement this activity will depend on various factors including people involved, type of artwork, budget available, and the purpose/uses of the artwork



### Frequency of use

As group membership changes significantly



## How to Use This Tool

*Group Artwork* can be included as an activity within a program curriculum. The activity is particularly suited to small, informal groups who have access to a venue in which arts-based activities are acceptable, e.g. a community centre or outdoor space.

Young people attending the program are invited to express interest in participating in a group artwork project. Once a core group of 'artists' is identified, the group can meet to discuss how the artwork project will be implemented. The following topics may be discussed:

1. What is the purpose of the artwork? *Promotional material, group activity, decorate program space, a way of collecting data*
2. What type of artwork will be developed? *Painting, sculpture, collage, photographs, digital story*
3. What budget is available for art materials and/or to pay for artists, venue hire etc
4. When must the project be completed?
5. When will the project be undertaken? *Weekends, evenings, after school, weekly, fortnightly, in one weekend, etc*
6. Where will the artwork be developed?
7. What skills are present within the group?
8. Are external artists required? If yes, does the group know any local community artists?
9. Who will coordinate the project?
10. How will we evaluate the project? *Reflection session, questionnaire, observation etc*
11. How will the progress of the project be recorded? *Group diary, photographic diary, video diary etc*

Creating a 'mock up' following the groups' initial discussion of ideas can be helpful to check everyone is thinking along the same lines. If external artists are involved, they can help with this.

While everyone may be keen to get started on the project as soon as possible, good planning will pay off in the longer term. For example, planning to keep a short video diary is not something that can be decided once the artwork is finished.



## Suggested Uses

*Group Artwork* has many uses:

- Promotional material
- To support funding applications
- Youth participation and engagement strategy
- Teamwork
- Evaluation of program impacts
- Leadership opportunities for young people
- Opportunity for young people to create something as a group that they can be proud of
- Opportunity for creative individual to express themselves



### Complementary Tools

The *Creative Evaluation Strategies for Youth Program Evaluation* describes other arts-based strategies for evaluating youth programs. The *Digital Storytelling* tool may also be of interest.



### Implementation Tips

- Creating art is not predictable and reaching consensus on what will be produced and how has potential for conflict. The activity is therefore recommended for groups who know one another well.
- Artwork may have negative associations for some young people perhaps based on previous experiences at school or young people's doubts about their artistic ability. External artists should be invited to join the project if budget permits and if this gives the group confidence.
- Young people need to be encouraged that it is not their artwork that is being judged but the process of developing the artwork that is important.
- Try to keep the core group of artists quite small (5-8 people) – reaching decisions will be much easier.
- Take time to plan the project well. A preliminary schedule of what will be completed by when is a good idea. This can be adjusted once the artwork begins if necessary. The following considerations are important to avoid delays when the artwork is in progress and to facilitate a smooth project:
  - Booking the space where the artwork will be created
  - Buying art materials – who/what/where/how much?
  - Organizing a place where 'art in progress' will be stored
  - Encouraging artists to invoice in good time to avoid delays in being reimbursed
  - Refreshments for artists.
- Writing up some brief notes after each meeting and sharing with the group is also a good idea to keep a record of the project and to communicate to those group members who may be unable to attend a session.



### Links

[Creative Evaluation Strategies for Youth Program Evaluation](#)

Case Study: [Young Parents Group create a 'Graffiti Wall'](#)

YouthARTS Handbook: Arts Programs for Youth at Risk:

<http://www.americansforhearts.org/youtharts/pdf/youtharts.pdf>



# MY-PEER USER GUIDE

toolkit <sup>[1.0]</sup>



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