

Fun Palaces

1st and 2nd October 2016

Evaluation Report



What is Fun Palaces?



- Fun Palaces is both an ongoing campaign for culture at the heart of every community, and an annual weekend of action – arts, science, craft and tech events run by and for local communities.
- We believe in Everyone an Artist and Everyone a Scientist, and that culture belongs to us all.
- Fun Palaces have two vital outcomes: cultural democracy and empowering local communities.
- Fun Palaces happen anywhere, over the first weekend of October. They are free, participatory, created by the community for the community.
- Fun Palaces facilitate individual and community engagement in arts and sciences, asserting the individual and community's right and ability to decide what culture means to them and their locality – and how best to share it.
- We believe that this hyper-local, grassroots approach to cultural engagement can support community cohesion and help develop a more inclusive cultural and national landscape.
- Over **2 weekends in 2014 and 2015** there were **280** Fun Palaces across **11** nations made by **5262** local people with over **90,000** people joining in.



Fun Palaces 2016 – what happened?

- 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



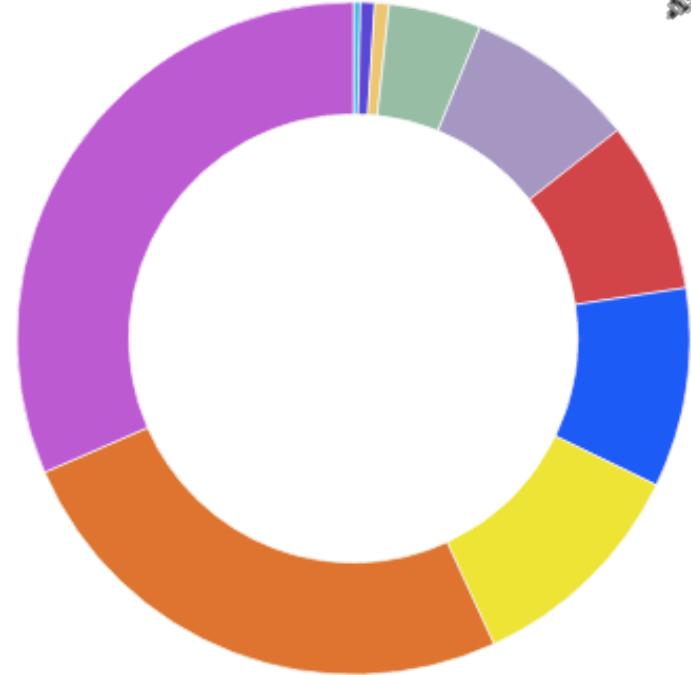


Where did Fun Palaces happen in 2016?

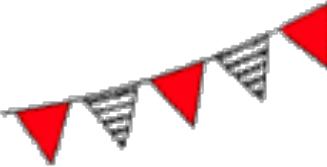
Fun Palaces started in the UK. In 2016 there were Fun Palaces in all four UK nations as well as Guernsey, Ireland, France, Norway, New Zealand and Australia. In the UK, **85%** of Fun Palaces were out of London.

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

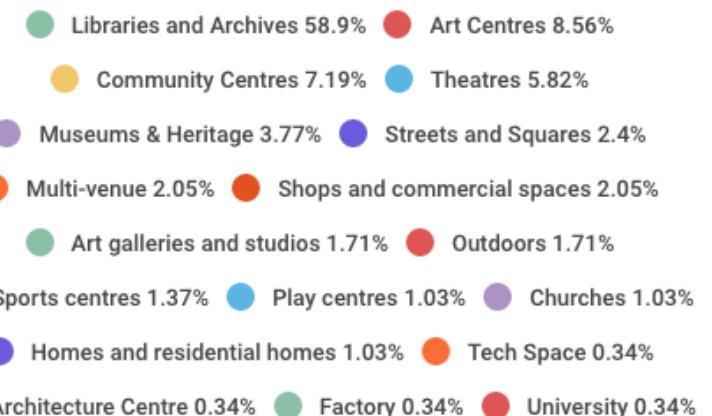


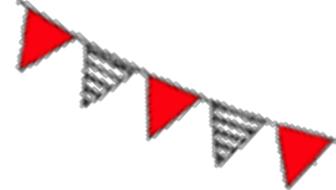
*UK geographical designations based on ACE's area definitions.



Who made Fun Palaces in 2016?

- People make Fun Palaces in teams – the average Fun Palace has 16 Makers.
- People from all walks of life make Fun Palaces (see demographics, page 12)
- 29.8% of Makers had been involved with a Fun Palace before





Fun Palaces in Libraries

- We are delighted that 59% of all Fun Palaces in 2016 happened in libraries across the world.
- Making a Fun Palace welcomed new people into libraries, both to engage with Fun Palace activities and to have a sense of ownership of the library space.
- It widened the offer from libraries often being seen as arts spaces, to libraries as spaces for science, tech, digital and arts.
- It opened up opportunities for libraries as spaces for hands-on participation.
- Of the participants surveyed 52% had not visited the library before.

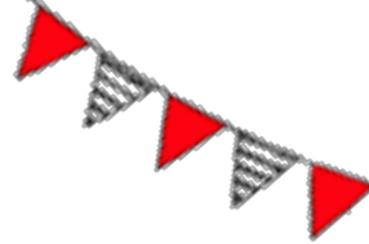


"It completely fits in with our ethos of community engagement and libraries as place-makers within a community where local people are enabled to share their skills and learn from each other."

"An opportunity to engage with people in our community – to showcase the marvellous things available in libraries, to remove some of the 'scariness' around art and science."

"For not only the library to engage with the community, but for the community to engage with each other."

Fun Palaces are 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, and...
- 46% of Makers agree that they got to know people who are different to them through making a Fun Palace.



Fun Palaces are good for communities

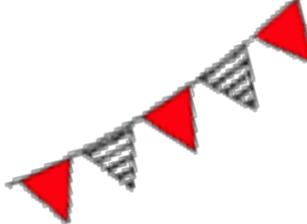
- According to Makers, 52% of Fun Palaces opened up new partnerships / opportunities for their local community.
- By making a Fun Palace, 49% of Makers discovered new resources within their local community.
- 88% of participants agree that "events like this can make a real difference to the local community".
- 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





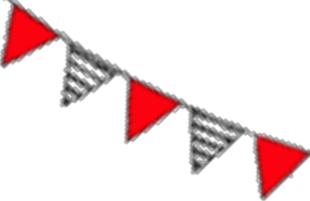
Fun Palaces are great for Makers

- 98% of Makers would like to make another Fun Palace in the future (and 96% of participants would like them to).
- 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



What is it like to join in at a Fun Palace?

“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 spoke to before and she lives on my street, through chatting I’ve found out her Grandma was my best friend at school...”

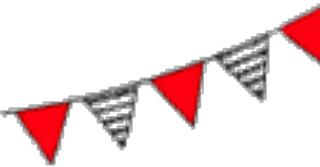
“This is great, I’ve wanted to learn to crochet for years and never got around to it...”

“I can’t believe this is free!”

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

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





Who talked about it?



- #FunPalaces trended UK-wide on Twitter on Saturday 1st.
- Between those dates funpalaces.co.uk received 16,377 visitors, viewing over three pages each.
- Extensive print, radio, internet and broadcast coverage, including from the Daily Mirror, Evening Standard, Guardian, Metro, Huffington Post, The Stage, Time Out London, BBC Radio Scotland, London Live and local radio and press nationally including the Manchester Evening News.



METRO



TimeOut
London



**City
life**

**Manchester
EveningNews**

Client: Manchester City Council
Source: Manchester Evening News (Main)
Date: 25 September 2015
Page: 22
Format: 237x94
Size: 366cm²
Value: 3250.08



Pop along to
palace of fun

Two hundred family-friendly Fun Palaces are popping up across the UK this weekend. You can find them in theatres, museums, gardens, galleries, castles, libraries, schools,

**DAILY
Mirror**

**Fun Palaces host
art and science
of amusement**

LIBRARIES ARE ARRANGING A VARIED PROGRAMME OF EVENTS

Including cake decorating, belly舞 dance classes and origami, which will be run by Manchester's Archibald Project. Councillor Cllr. Ian Edmondson said: "Fun Palaces bring a special, free celebration of the arts and sciences for the whole community."

Manchester Libraries' Fun Palaces programme offers a range of free activities for everyone from computer coders, amateur bakers and origami enthusiasts to poetry fans.

Fun Palaces, said: "This year, we welcome Fun Palaces across Britain and Ireland. We believe that Fun Palaces will be instrumental in helping to promote and develop the idea that learning and working together is a positive way to live our lives, not only brings our communities together, but also creates a culture of fun and enjoyment for all."

To find out about events taking place across Greater Manchester, go to www.funpalaces.co.uk.



Demographics – is it just the usual suspects?

- In 2015 we began collecting demographic data, and were proud of the diversity our small samples suggested. In 2016 we have been 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 (even those whose plans fell through), surveyed over 100 makers in depth, and collected 627 participant surveys from across the country.
- Fun Palace Makers and participants come from all social groups and backgrounds. We aim to reflect the UK's demographics, and we are proud that, to a great extent, we do.
- 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.
- We have successfully attracted more older, Asian, and disabled Makers this year, but we have seen a small drop in Black Makers and participants. We also note the *least* deprived communities are underrepresented among Makers. We expect our Ambassadors Programme (2016-2019) to support our improvement in all of these areas.

*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.

	Sample size	UK population 2011 Census	FP maker	FP Maker	FP Participants 627
			respondents.	INCLUDE	
			105	113	
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%					

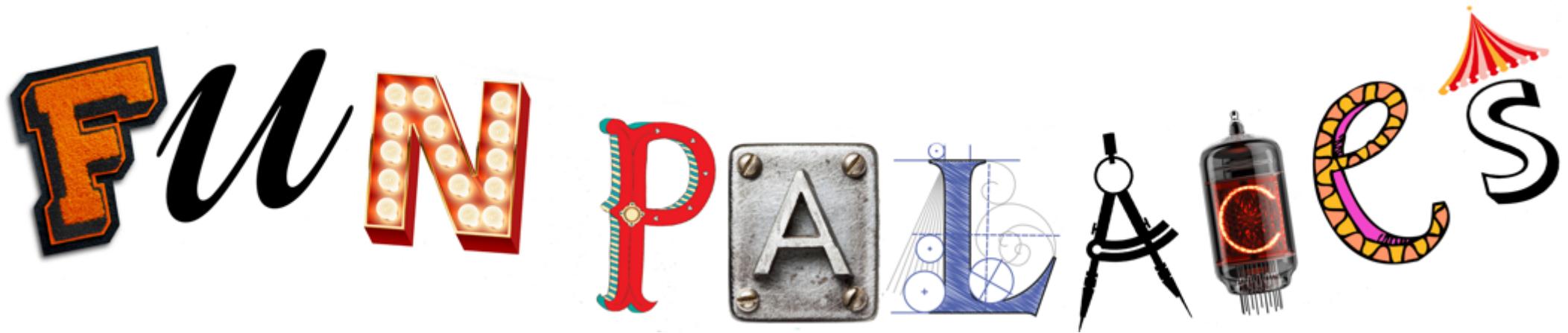
NB: the participant survey was designed for over 18s, so the number of 0-19 year olds taking part in Fun Palaces appears misleadingly low.



Value for Money

- It cost approximately £85,000 to run Fun Palaces HQ in 2016.
- This includes the management and promotion of the campaign, support for Makers, national PR for the weekend and beyond, a series of workshops across the UK, and in-kind support from the Albany to cover overheads and support from the finance department.
- It does not include the costs associated with the Ambassador Programme, 2016 - 2019, (funded by the Paul Hamlyn Foundation and Wellcome) as it has only just begun.
- Fun Palaces HQ is a team of 6 people, all part time.
- Each Fun Palace fundraises independently, and is largely reliant on volunteers and donations, unlocking huge latent value nationally.
- Culture Counts supports Fun Palaces with consultancy and evaluation tools.
- **In 2016 we more than doubled our output and our impact with no extra money, no extra staff and no extra time.**





THE CAMPAIGN CONTINUES - CULTURE FOR, BY, WITH ALL

THE WEEKEND OF ACTION RETURNS - 7TH & 8TH OCT 2017