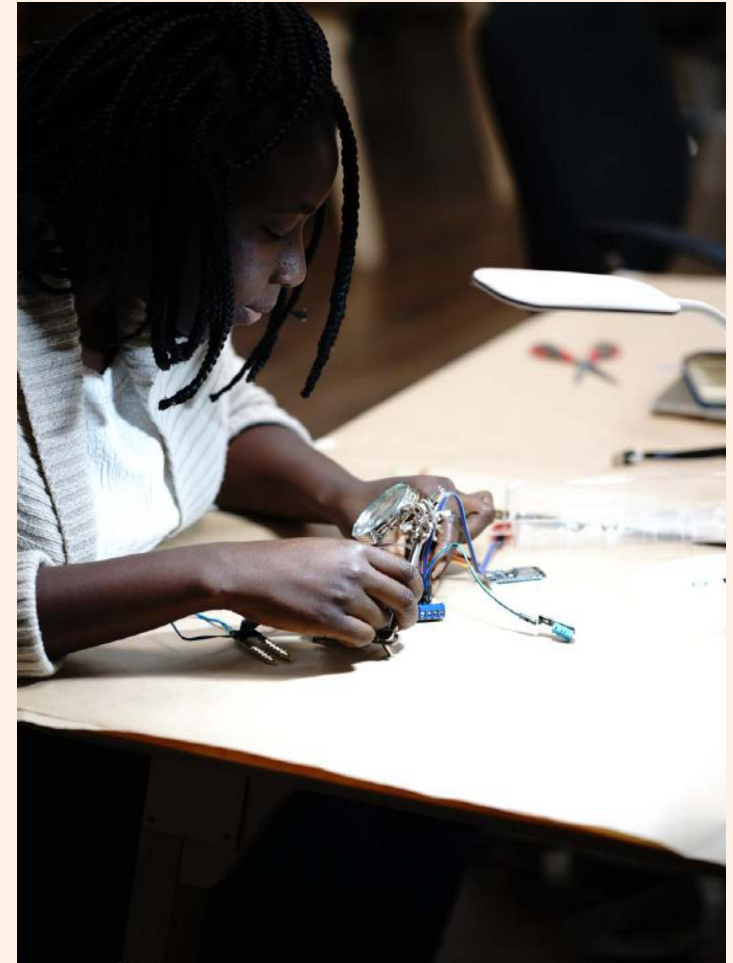Makers' eXchange (MAX) is a pilot policy project supporting the mobility and exchange of experience between the cultural and creative industries, creative hubs, maker-spaces, fab-labs and formal and non-formal learning and skills development systems in a cross-sectoral way

What is a maker?

When we use the term maker in the MAX project we refer to all creatives who make, create and/or produce work and projects, using technology and/or traditional tools and methods.

The mapping exercise

One of the very first milestones set, vital for the success of the MAX project, was a thorough mapping and scoping of existing and upcoming initiatives, relevant to artist and cultural professionals' exchange and mobility.

From February to March and from July to September the consortium successfully identified **140** mobility schemes relevant to maker and artist mobility across Europe

What we examined:

- The target group
- The addressed audience
- The working method
- The objectives of the programme
- Sources of funding

- Financing amounts
- The duration of stay for the makers
- Good practices
- The geographical scope of the programme

Some of the Findings

71 of the schemes identified provided makers with the chance for participation

However, few of the initiatives (15%) mentioned the world "makers" or maker-related spaces (Fab Labs, Makerspaces etc.) in their target groups. What's interesting though is the fact that some schemes (13%) indirectly concerned makers by addressing artists such as designers, architects, visual artists, even in some cases the applicants profile matched exactly the profile of the "maker", when schemes stated that preferred applicants, eager to work with their hands or with manual / fabrication skills or creators / inventors and D.I.Y enthusiasts

Individuals have greater access in mobility
than small groups or pairs and/or organisations

38% of the calls we examined were calls to artistic residencies an important and consistent type of mobility, offering great opportunities for their participants' skills development through peer collaboration and/or mentoring

A broader geographical scope allowed for greater interaction among the participants and can be considered more diverse and inclusive as it can involve participants with different cultural backgrounds to interact.

Inclusion and encouragement of the participation of minority or underrepresented groups is a common good practice

Schemes which occur over a greater timeframe have the potential for greater development of skills, knowledge exchange and overall output production

WhereTo?

First online workshop part of the Mapping exercise,

where we heard some insights from relevant mobility projects such as i-Portunus and Creative FLIP P2P exchange, discussed about impact evaluation approaches of mobility schemes but also we had the chance to discuss on the user needs and reflections on mobility especially in COVID times.

What is important?

- Length and duration of mobility

- Number of participants and diversity

- Flexibility

What happened to mobility when the pandemic hit?

People had the time to reconnect with their peers mostly in online formats, but it was crucial more than ever to stay connected. Also, a lot of informal mappings of peers happened as people were trying to stay connected to respond to the challenge of the times.

Thoughts that were heard during the workshop

"Mobility has a tremendous impact on the way we think, our education and culture"

"We need to focus and invest on open design that embeds local situations, problems and cultural specificities.

Documentation of these processes include to design a language to share a design idea, therefore to design the mobility of the idea"

"We have to invest in how to meet again. The real knowledge and skills transfer are built when people get together, when people are in the same space."

"Makers Talk Mobility" is a series of in-depth interviews, which were conducted by MAX's partners. Makers shared their experience and views on mobility, providing essential insights for the integration of their needs to the design of the mobility pilot.

Tina Dolinšek, Projekt Atol & PIFcamp

"Without these kinds of funding schemes many of interesting and inspiring projects wouldn't come to their full potential. And I'm not talking about the money funds, it's the people you meet and the experiences you gain."

Workshop participants at PIFcamp 2020 © Katja Goljat

Stefanie Wuschitz, Mz* Baltazar's Laboratory

"I was part of a mobility program in 2005 that has changed my life a lot, because I had the chance to go to Syria for half a year and study in Damascus University, and went also a lot to Lebanon [...], it really changed my perspective about marginalization and forms of othering."

Workshop in Vienna at Museumsquartier, Raum D, festival "Make Me! Napravi Me!" CC BY-SA 2.0

Deborah Hustić, Radiona Zagreb Makerspace

"I think the aspects of listening to the needs and having an idea what you want to achieve with a certain program guideline are crucial for enjoying the processes of maker culture in the context of mobility schemes."

(S)witch Soft Circuits ∂ॢ∂ by Deborah Hustic. CC Radiona

What is next

Designing and implementing the first mobility pilot, based on its users' needs and feedback from "Whereto?" and "Call2Call" workshops

Producing a user-friendly online toolkit on embedding makers' mobility schemes in CCIs support programmes based on the experience and lessons learned from the mapping exercise

Sharing the schemes identified with broader audiences through an online platform, which users can update by entering new mobility schemes, contributing and co-creating a network dedicated to Makers' Mobility

Questions

Thank You!

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