

## (re)Visioning Rundle Mall



The year is 2012. After the final shocking revelations about the improprieties and skulls people had been whispering about for decades, both levels of government have decided it's time – at last – to get together for Rundle Mall.

Maybe this project would be something that could be done properly and creatively.

A steering committee was formed of children and young people, supported by teachers, youth workers and community development people.

Everyone agreed that it was time to bring them into the equation. After all, how many years has it been?

Since it's the *International Year of Cooperatives* this year (last year was Chemistry and Forestry – we couldn't resonate with those...), it's time to think cooperatively.

Your team is one of a small number of shortlisted groups (both private consultants and NGOs) proposing a creative and cooperative approach to the engagement for the revitalisation of Rundle Mall. Your focus must be on **children and young people** and you will be guided by a governing committee of children and young people and their advisors.

You've been inspired by a lunch-time walk around Veale Gardens where you felt that the natural landscape was communicating important messages to you.

**Tasks:** Your tasks are the following:

1. Focus a specific user group whose needs should be identified and taken into account in the redesign and redevelopment of Rundle Mall
2. Draft some specific **creative** approaches that will engage them and bring their ideas and creativity to the fore
3. Chose one to work up in more detail
4. For creative ideas, think about the potential of using stories, mask-making, ritual, myth, play-acting, role-plays, cardboard art, community visioning (creative visualisation and guided imagery) and direct interactions with and/or representations of the natural world
5. Work out how such a creative process might unfold, bearing in mind risk-management constraints (but not bowing to them without thinking them through)
6. What models and theories might you consider?

**Report Back:** You need to report back for 4 minutes on the following 6 topics:

1. Your target group and why you chose it
2. The theories that may have guided you
3. One **creative** approach that you'd like to work up in detail
4. How will you handle the risk-management issues involved
5. How you plan to keep the young stakeholders involved
6. Governance issues: how will the children and young people be able to ensure that their ideas **WILL** be taken into account in the redesign

## Notes to Myself

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6. Governance issues: how will the children and young people be able to ensure that their ideas WILL be taken into account in the redesign?	