



Alice:

Hi, I'm Alice. I'm an artist and I've worked with the co-designers on the Inclusive Futures project.

Will:

I'm Will. I'm a researcher from the Royal College of Art and a member of the Heart n Soul at The Hub team.

Ben:

Hi, I'm Ben. I'm an artist. I like to make drawings and comics.

Robyn:

My name is Robyn. I'm a co-designer and a core team member at the Heart n Soul at The Hub.

Thomas:

Hi, I'm Thomas. I'm an artist and co-designer and a member of the Inclusive Futures.

Aysen:

My name is Aysen.

Felix:

I'm Felix. I'm an artist. I use code and interactive experiences to let people find out about each other and the world.

Rajah:

Hi, I'm Rajah. I'm a co-designer for Inclusive Futures.

Castro:

Hello, my name is Castro and I'm a co-designer.

Rob:

My name is Rob. I'm a writer, artist, huge fan of Heart n Soul.

Will:

Having gone through this process, we've set out building exhibitions asking the public questions. We've invited lots of artists to apply to join the project and work together, to bring them into the project. We've worked absolutely every week for what feels like months now, with different artists in different ways all online. So much has happened and all these artworks are about to blossom out of the end.

The first moment then when we collided, the co-designers and lots of different artists was the inspiration day.

Rajah:

We was like she's not if they were going to work with.

Rob:

I can just remember it being a day full of ideas and really what a cool gang it was and is.

Alice:

It was a really wonderful day of meeting a whole new world of people who had been working together for a while. And I got a real sense of collectivity in the organization, it seemed to be running in a really very functional and inspiring way. It was amazing. I was a bit blown away by it , it was a really great day.

Felix:

It really widened my sense of identity as an artist, as a disabled artist and opened up my perspectives on that community. You're meeting people with different impairments, different lived experiences, and the focus on access and inclusion was impressive and humbling. The intention of everybody in the room to give everybody else in the room a voice just really shone out.

Aysen's mum:

As the co-designs working with the other artists, you all were equal. And I think that's really amazing to see. There're not many places where you're all treated equally and that's really inspiring to see that.

Rob:

But I can remember all the voices, all the co-designers voices were strong and articulate and artistic and clear.

Will:

After we had the inspiration day, we had lots of artists submit their proposals. And then co-designers, you became the commissioning panel, the people in charge of choosing who to work with. Can anybody remember how we went about choosing?

Rajah:

We looked at all their ideas from all the artists and we decided to see...they sent us a video or we watched a little video of their work, see what we think of their work and see which one we like, which artists we want to choose and work with.

Castro:

I liked it because it was nice to see what all the artists had to offer.

Will:

Can anyone remember? Was it easy to choose or was it hard?

Everyone:

Yeah, easy to choose

Will:

Aysen, what was it like for you to choose the artists? Did you find it easy?

Aysen:

Yeah.

Will:

You knew which people you liked and which people you didn't.

Aysen:

Yeah

Rajah:

Yeah. Well, we decided to choose four artists to work with.

Thomas:

I think it was good working with four because we all had more than one than one that we liked.

Will:

And then artists you got the email, you got the job, we got to work with you. What was exciting you about coming into this project?

Felix:

I was really excited to be chosen by a disability led commissioning panel. Because I know then that the people that I'm workshopping with the people that I'm facilitating and making with are interested and engaged in the idea.

Alice:

It was wonderful and exciting to have been picked, because the context of what we were trying to make was all about the hopes and aspirations of the co-designers, there came a lot of responsibility to make sure that that was the...what was originally going to be an experience managed to successfully convey.

Will:

Then we were pressing go on the project. We had these four amazing proposals, which were all about getting together in the Hub and making and sculpting and doing things. And then we moved online because of COVID-19. I'm thinking co-designers how has it for you working online with all these different artists and in different ways?

Thomas:

I think because I'm a practical, I think I would've found it, I guess, a bit better if we were together. But at least we were still able to do it, which is the important thing.

Castro:

I miss going to the Hub and seeing everyone, because I think when you're not with people, it can change the work I think, or it can change how you feel. I think it's good that we still managed to do the work even though we had COVID-19.

Robyn:

Like Castro said, I miss being in person and seeing everyone in real life. And it's been amazing to see what we could do online. And I love how varied the projects are. We've done an online world, we've done online art exhibition, we've done a newspaper, and we've done a pack of cards. I think a lot of people when lockdown happened, they just stopped and were waiting for it to be over. But the fact that we just carried on, I think that that is amazing. And that's just shows that we're very resilient. As a disabled person you have to be resilient because you have so many more challenges than people without a disability.

Rajah:

Working online with the artists it was easy to do and when I was working with Ben, all that drawing it was brilliant and I was giving Ben ideas and he was helping me to do drawing and I think that was amazing.

Ben:

Rajah, you would explain to me what you wanted me to draw and I would draw it and show it to you. And you would tell me if it was right or what to change or what to add. So I felt like that was really successful and I felt really connected to you when we did that.

I'm a paper and pencil kind of person. Originally the outcome of the project I was hoping would be some paintings that we were all going to work on together simultaneously. So I guess pretty quickly I had to rethink the outcome of the work we were doing. But with regards to the Zoom workshops, for me, I really felt the connection was still there between us all.

Alice:

Running the workshops not in person over Zoom, well the plan was to use lots of tactile materials... We had to think around the problems so that it was a very... It could still be a material process that was tactile. I was really interested with what came out of it, because as much as we were having a visual engagement in terms of this remote digital format, everybody was creating their own material reality in front of them. It gave a lot of space to listen and to make exchanges that way. So there was a real sense of connectedness and the conversations that we had became really central and important.

Rob:

It felt funny to create a newspaper on digital format because they shouldn't go together, but we did it and we did it really well. And although it would've have been really nice to hang out, it felt like we still were able to make friends and create online and that personal communication, you can still have it even though it's digital. So, thanks for that.

Felix:

It's made me think really carefully about the fiscal aspects of art and creating. Because I do a lot of stuff digitally realising what you lose,

being just digital has been important for me, missing the face-to-face, missing the interactive play, which was an important part of the cards project has been important for me to recognise as well.

Will:

And what would be the one thing that you would take away from this project?

Aysen:

Working together and thanks for working with Ben and everyone.

Robyn:

The belief that you can be listened to and you can make a change.

Felix:

Challenge what creativity is. And who it can come from.

Rob:

The brilliance of the co-designers who are just, the work is phenomenally good. I felt like I was with friends. That's my big reaction is just that... Yeah, I felt immediately that I was with my friends, my people it just felt very natural, easy, lovely thing.

Thomas:

Focusing on the good things and chance to make things better.

Alice:

I've learnt about an organisation called Heart n Soul that are doing things on a level that I've never seen before. Just leading the way and



full of people. All of the participants are just incredible people who have got such an amazing set of skills. But seeing the organisation pull all of that together and realise the potential of people has been deeply unexpected and wildly brilliant.

Will:

Castro, what's the one thing that you would take away from this project?

Castro:

Having good memories, having the good memory of good work and knowing that we all make good.

Will:

And last but not least, Ben.

Ben:

Just like pride and joy, that's two things but... Yeah, I feel really proud to have been invited to do this. And I think there's so much joy in creating together. At the end of each session, I just put out, "Wow", I loved the sharing of the artwork.

Will:

I think that being creative is enormously important and the more time that we can spend being creative together, the better really, and that creativity as a thing is something that transcends and goes beyond walls and buildings and finished pieces of art. And it's something that is just about being together.