

**An overview of our  
programmes, projects,  
events and more.**

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# Hello!

**Creative Dundee** believes that culture and creativity are essential catalysts for positive change – that's why we amplify, connect, collaborate and cultivate the city's creativity. We exist to support Dundee's strong creative ecology.

Working collaboratively with partners through the city, country and beyond, is at the heart of how we develop projects in and out of the creative industries.

We're also committed to creating a culture where equality, diversity and inclusion are prioritised and promoted across everything we do.

Responding to the pandemic in July 2020, we prioritised activities relating to three key intersectional issues facing those in the city and creative industries (Mental Health and Wellbeing; Structures of Inequality; and Recovery: Green, Emerging, Local and Global), across the organisation's four pillars: Amplify, Connect, Collaborate and Cultivate.

Read on to find out how we've integrated these key issues into our work, and about what we've been up to over 2020/21.

# Partnerships

Our work is supported by two key partners—[Creative Scotland](#) and [Dundee City Council](#)—who have been increasingly supportive as we expand and set our sights even higher.

As a social enterprise we also generate income through trading activities, reinvesting profits back into creative businesses and the local community.

We invested over 20% of our 2020/21 annual budget into 60 local creative businesses and freelancers, through commissioned services and paid opportunities. We are committed to fair work and fair pay, and are proud to be a [Living Wage Employer](#).

# Stay in touch

[www.creativedundee.com](http://www.creativedundee.com)  
[news@creativedundee.com](mailto:news@creativedundee.com)





**Mental Health & Wellbeing**

**Structures of Inequality**

**Recovery: Green, Emerging, Local, Global**

**Amplify**

**Connect**

**Collaborate**

**Cultivate**



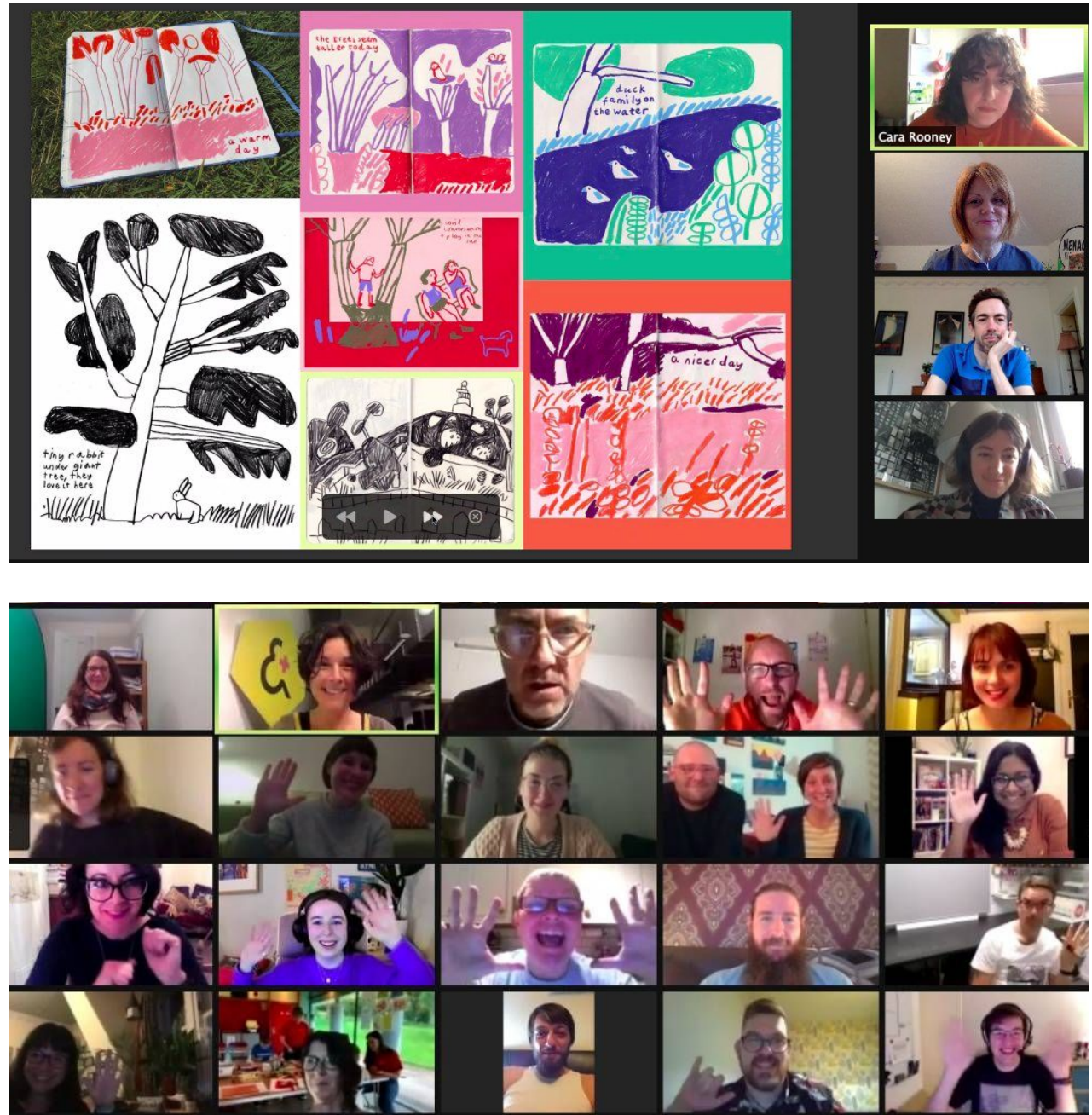
# Amps

Bringing together people who make and cultivate creativity in Dundee, our Amps network has grown in engagement and quantity since the start of the pandemic.

Despite restrictions, Amps were able to connect in meaningful ways at online events via Zoom. This included an annual Meet-Up and weekly digital Breakfasts, which provided space for the community to come together to: find out about each other's work; have open and honest conversations; and share, support and network with one another.

Our Amps network includes individuals, organisations and students, including those supported by Pay It Forward subscriptions made possible through individual contributions and funding.

More about [Amps](#).





# Ampersand+

The pilot of this project launched in November 2020, inviting our Amps community to take part in creative sharing based on timebanking models.

We supported peer-to-peer exchanges of experience-based knowledge/skills through connection and collaboration, resulting in:

- 49 Amps registering
- 27 active supporters who have made at least one exchange
- 21 time exchanges
- 31 hours in total exchanged as of March 2021

After proving a valuable project, we're keen to support this beyond the pilot phase.

More about [Ampersand+](#).





# Community Ideas Fund

This annual opportunity brings our Amps network together and encourages everyone to collaborate on projects that positively impact the wider city, with the community voting for which project should be awarded the fund to enable it to come to life.

50% of all Amps subscriptions go towards the fund; as a result of an increased number of supporters over the year, the fund rose to £2,000—the highest it's been so far.

Tactical Urbanism were awarded 2020's fund, enabling them to host co-design workshops with local community members to reimagine the Hilltown Park.

More about the [Community Ideas Fund](#).





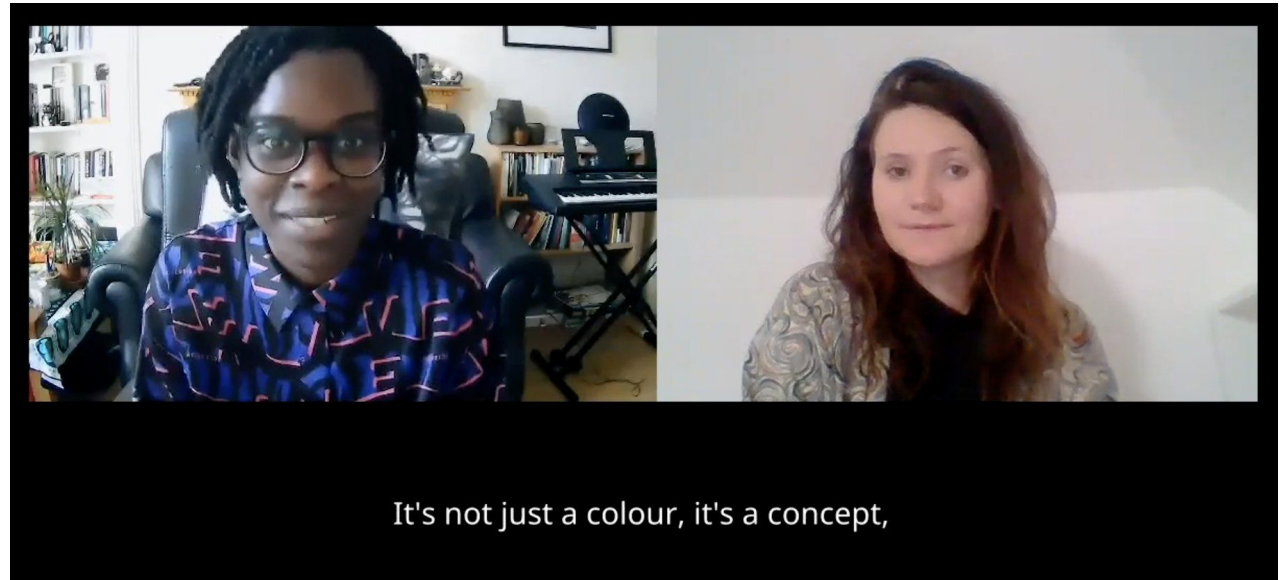
# Digital Features

Our website and social channels have been vital in amplifying the voices of creative practitioners.

Through a newly designed website and original content that includes blogs, showcases, videos and more, our platforms have raised awareness of people and what they do, and of how this work connects to and benefits local and global topics.

Some highlights:

- [IWD2021 Mini-PKNs](#)
- [Parenthood & Lockdown](#)
- [Food, Community & Creativity](#)
- [Split Screen](#)
- [International Pecha Kucha Day](#)
- [Makers' Festive Spotlight](#)



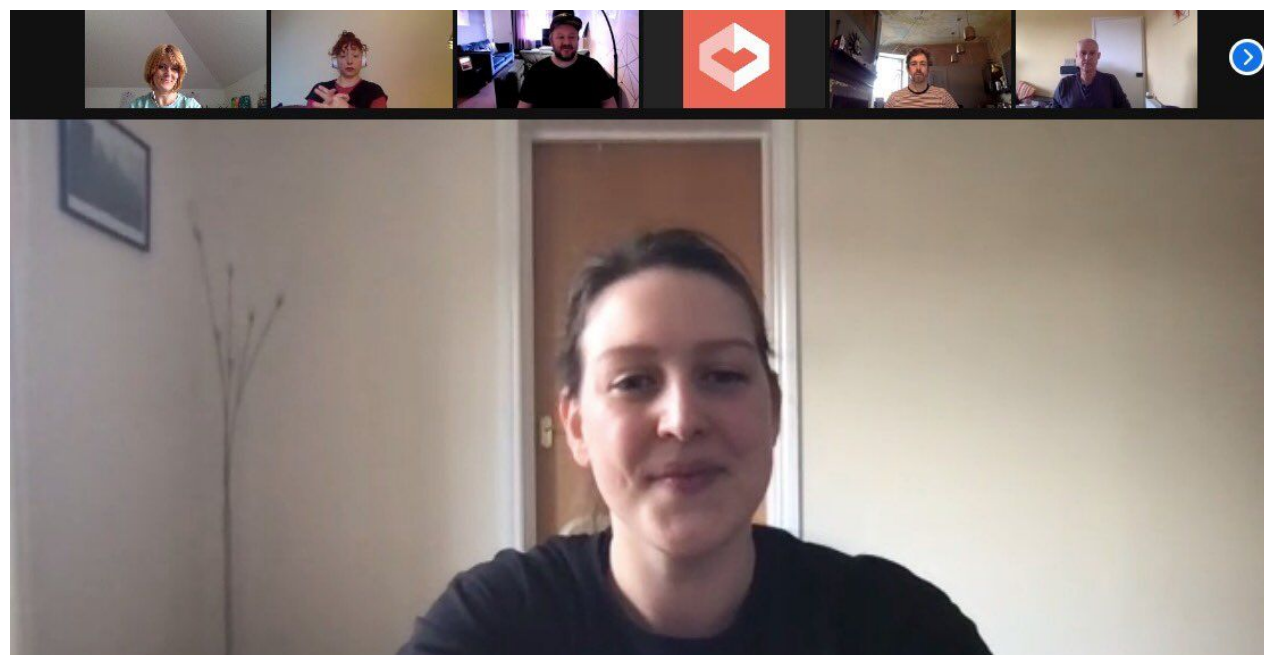
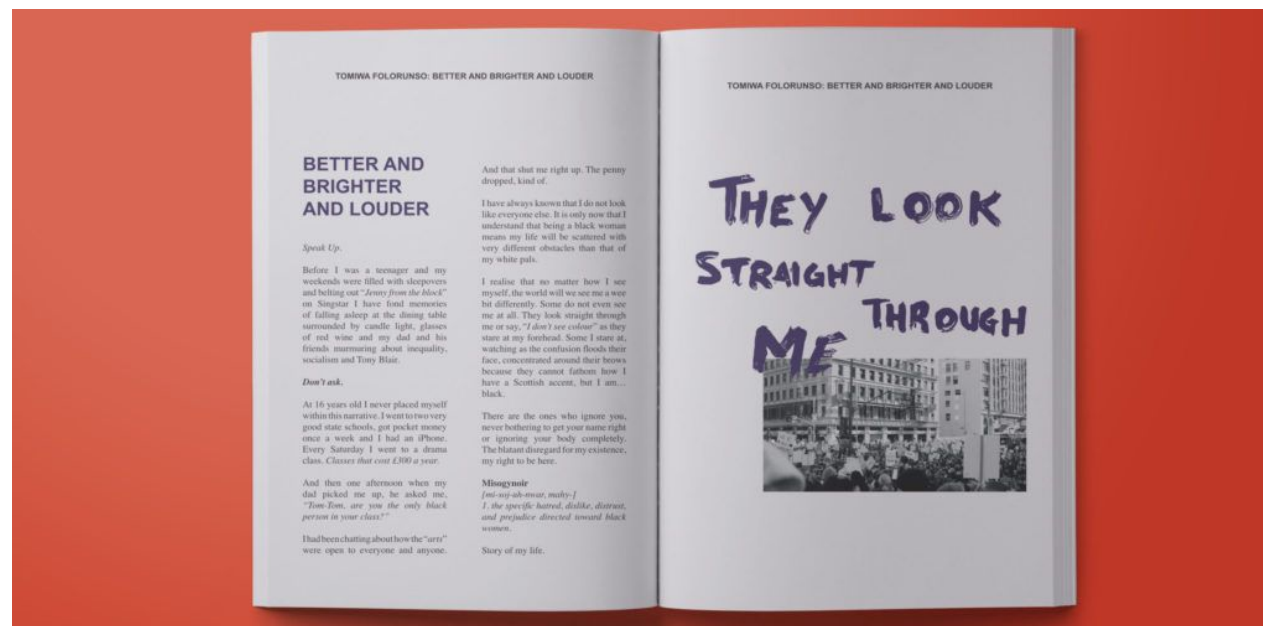
# Inclusion, Access & Wellbeing

We have been clear about our commitment to tackling inequalities, working closely with practitioners and their networks to respond to local issues and injustices within the creative and cultural sectors and beyond.

We continue to develop tools and approaches to access, inclusion and wellbeing, such as establishing a Code of Conduct for digital events, captioned video content, and encouraging care of ourselves and each other.

Find out more:

- [Inequality is not a Coincidence](#)
- [Creativity & Wellbeing Session](#)
- [Code of Conduct](#)





# Intersections of Creativity & Justice

We ran a number of virtual workshops and panel sessions exploring creativity, justice, diversity and inclusion, and provided a platform for guest blogs responding to vital local issues—creating accessible routes for people to engage with these topics.

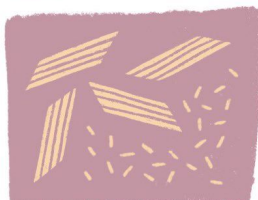
Find out more:

- [A Quest That's Just Begun](#)
- [Food Insecurity Network](#)
- [Sekai Machache & Matilda Williams-Kelly In Conversation](#)
- [Glasgow Women's Library Workshop: Justice & Creativity](#)
- [Workshop: Developing Your Diversity and Inclusion Strategy](#)

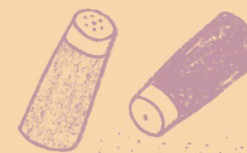
Dundee



Food



Insecurity



Network





# The Full Picture

We held two iterations of The Full Picture, commissioning local artists to explore issues through training, research and creating work in response to their findings.

In 2020, four artists considered barriers that exist in the creative industries; in 2021—in partnership with Gate Church Carbon Saving Project—two artists explored barriers that communities face in engaging with climate justice and environmental activism.

Explore the artists' responses:

- [The Full Picture #1](#)
- [The Full Picture #2](#)





# Dundee's Creative Industries Strategy

To support [Dundee's Creative Industries Strategy for 2017-2021](#), we commissioned research and blogs to understand and assess what's been achieved and what work still needs done, and held our annual peer leadership programme, Fabric, digitally.

In addition to further commissions, we will run Fabric later in 2021 to inform the strategy for 2022 and beyond.

Some highlights:

- [Fashion Case Studies](#)
- [Art & Game Jams](#)
- [Fabric 2020](#)





# CULTIVATE

CULTIVATE is a new peer-leadership programme produced and delivered by Creative Dundee, as part of Creative Scotland's Culture Collective network.

Taking place across the Tay Region over 18 months, secured funding of £300,000 will support 12 Creative Practitioners to work with Community Partners to engage, create and produce locally relevant work with a climate and social justice lens.

Projects will be collaboratively designed with communities typically left out of decision-making—despite being those most likely to face the negative impacts of the climate emergency—and run alongside an Open Community Programme exploring how to bring climate topics to the high street.

More about [CULTIVATE](#).





In collaboration with UNESCO City of Design Dundee and city partners, we re-launched We Dundee in two phases, inviting residents to share their lockdown experience and reimagine the city's future through two prompts:

- What's been surprising about your Dundee during these times?
- Reimagine Dundee. What needs to happen next?

Hundreds of responses were submitted and subsequently displayed online and on billboard sites around Dundee. All responses were shared and fed into the city's recovery planning.

See everyone's thoughts  
at [wedundee.com](http://wedundee.com).





# Indigenous Materials Library

Collaborating with lead partner, MaticHub in Cebu, Philippines, we researched 15 indigenous materials native to the Tay and wider region.

The project aims to enable sustainable and responsible approaches when considering material choices.

This project was enabled through British Council's Connections Through Culture: UK-South East Asia. This is the first collaboration between two creative communities in the UNESCO Cities of Design of Dundee and Cebu.

Visit the [Library](#).





# Small Society Lab

Small Society Lab is an open and experimental project exploring urban spaces of our future.

We produced Small Society Lab: Dundee x Kobe, bringing together two seemingly unconnected cities. As UNESCO Cities of Design, each has experienced dramatic periods of renewal and resilience aided by culture and creativity.

We hosted workshops and conversations between participants from each city to explore: new metaphors, future generational thinking and being a non-human in future.

Read more about [Small Society Lab](#).

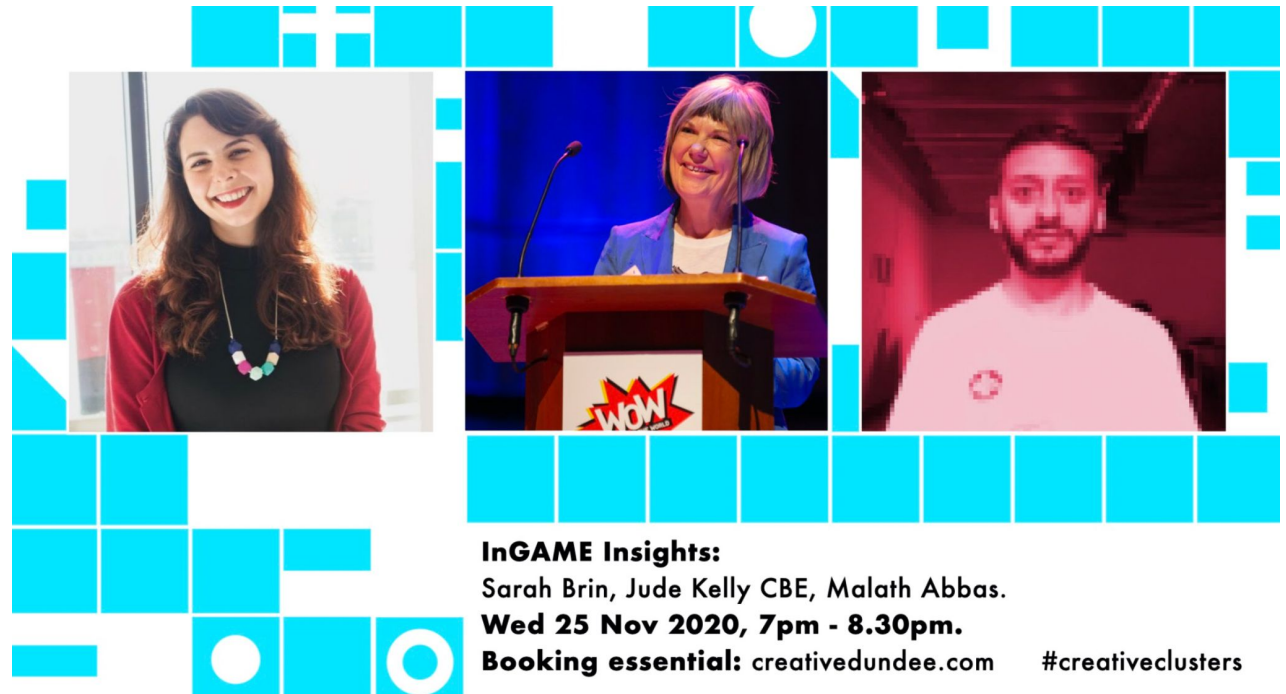


# InGAME Insights

Creating space to explore the future of the local creative and video games sectors has been the main focus of our partnership with InGAME.

To better enable conversations, we ran three events in 2020 with inspiring panelists on the topics of creativity, business, access and leadership. We enabled three new paid collaborative commissions between creative and games practitioners. Since spring 2021, supported by our Insights Digital Content Freelancer, we've developed regular online features to champion the local scene and ensure equitable representation of voices.

More about [InGAME](#).



## InGAME Insights:

Sarah Brin, Jude Kelly CBE, Malath Abbas.

Wed 25 Nov 2020, 7pm - 8.30pm.

Booking essential: [createdundee.com](https://createdundee.com)

#creativeclusters

## Thread

**Creative Dundee** @Creative\_Dundee · Apr 14  
We've been working in partnership with @InGAME\_Dundee to explore the future of the creative industries and video games sectors, locally.

As part of this series, over the next hour @Dev\_Sceal - associate producer at @HyperLuminalUK - will be doing a TAKEOVER of our Twitter!



1 9 33

**Creative Dundee** @Creative\_Dundee · Apr 14  
My name is Niamh Loughran (@Dev\_Sceal) and I'm an associate producer at @HyperLuminalUK and an Alumni of @AbertayUni.



creative\_dundee

creative\_dundee Creative Dundee x InGAME - The White Pube

For this month's InGAME Insights Instagram live we chatted with Zarina Muhammad and Gabrielle de la Puente, collaboratively known as @thewhitepube.

Watch to find out about their upcoming work with @neon\_digital, how what they write about has developed over the years, the differences between games and art fans and their thoughts on Taskmaster, sheet masks and Spyro!

This feature is brought to you by Creative Dundee in partnership with InGAME - creating space to explore

455 views

MAY 26

Add a comment...

Post



# PechaKucha Night

In November 2020, we hosted a very different PechaKucha Night Dundee for a 27th edition, inviting our audience to join from the comfort of their homes as we streamed the event live from Dundee Rep—their first in-auditorium event since lockdown began.

Observing pandemic restrictions, we invited eight speakers to the stage. Attendees engaged via Twitter and a chat box, conversing with one another and providing positive feedback throughout the night.

The first 100 ticket orders received a physical postcard featuring PKN27 artwork by Louise McFarlane.

You can [watch PKN27 online](#).



*PechaKucha Night*  
**DUNDEE** VOL 27

STREAMING LIVE FROM DUNDEE REP THEATRE  
THURSDAY 12 NOVEMBER 2020  
7PM – 8.30PM #PKN\_DND





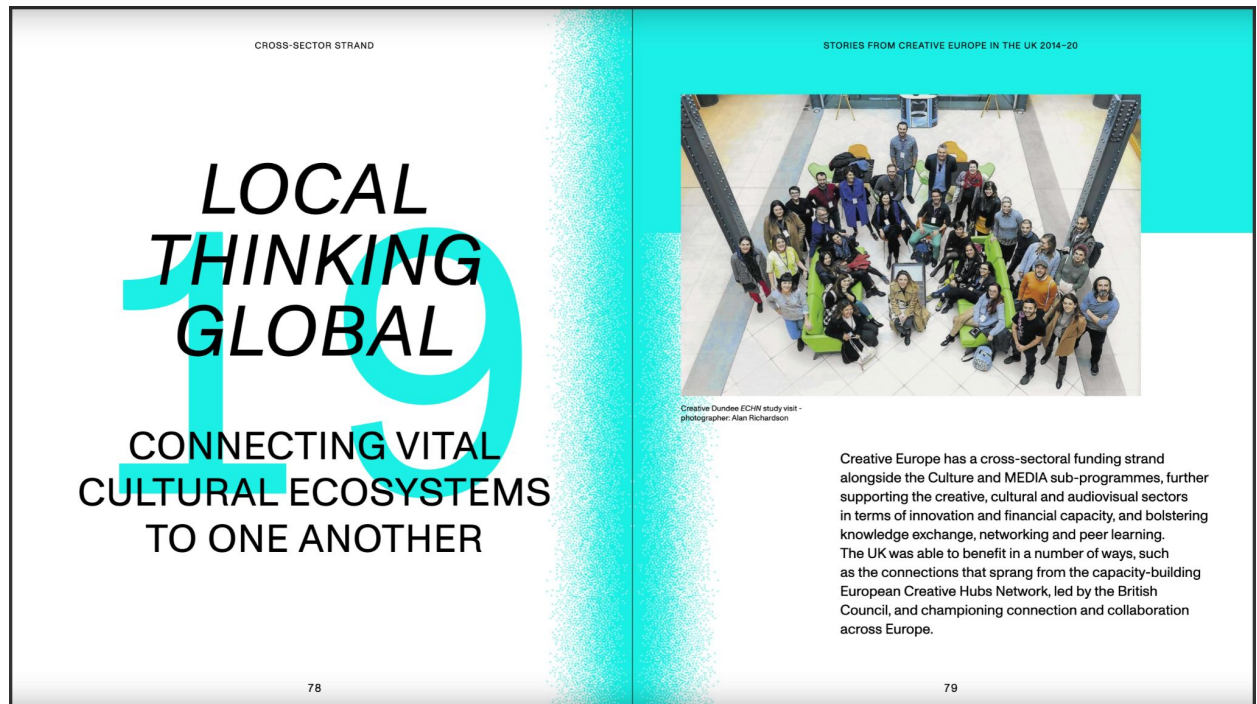
# Place & Sector Development

We have worked closely with Dundee's partners to support the recovery of the city and its cultural sector.

We featured within PEC's [report on cultural districts](#), which included Dundee Waterfront. The report credits and gives recommendation of our role in knowledge exchange, advocacy, skills development and networking.

We were invited to write a case study [Local Thinking Global](#) for '20 for 20: Stories from Creative Europe in the UK', about our part in the European Creative Hubs Network.

We continue to work internationally, delivering workshops and talks on community engagement, placemaking and network leadership.



“...there is a resilient pay it forward model... the city really gives time and care to this sector. Dundee's thriving cultural ecology was developed and strengthened by pre-existing networks, such as Creative Dundee, founded in 2008, which provides visibility, connections and events for local creatives...”



# Team

Our team over 2020/21 were:

Claire Dufour, Programmes Producer  
Sam Gonçalves, Digital Producer  
Andy Truscott, Team Administrator  
Gillian Easson, Executive Director  
Jen Collins, Digital Content Freelancer  
Susie Buchan, Insights Digital Content Freelancer.

Find out about our current [team](#).

We're so grateful for the support, skills and expertise of our voluntary Board of Directors, in 2020/21 and always: Gill Donoghue (Chair), Rachel Williamson (Secretary), Heather Cassidy, Claire D'All, Maryam Deeni, Claire Dow, Suzanne Kerr, Pete Thomas and Chris Trewartha.

A big thank you to [Agency of None](#) for our website redesign.





# Credits

Sliddeck illustrations: [Lauren Morsley](#)

5. Ampersand+ illustrations:  
[Jagoda Sadowska](#)

6. Community Ideas Fund photo:  
[Lydia Smith](#)

7. The Full Picture photos:  
[David P Scott](#) (1-4), [Holly Quinn](#) (5 & 6)

12. CULTIVATE identity: [Tommy Perman](#); illustration: [Cara Rooney](#)

13. Small Society Lab identity:  
[Greg McIndoe](#)

15. Inclusion, Access & Wellbeing  
photo: [Julie Cumming](#)

17. PechaKucha Night photo:  
[Holly Quinn](#)

17. PechaKucha Night postcard:  
[Louise McFarlane](#)

20. Photo: [David P Scott](#) (of artwork by  
[Josh Moir](#)); [Lydia Smith](#) (2 & 3)

