



**The 21st International Creative Anxiety Workshops Vincent's Pocket
Poznań 10-14 May 2022**

*In creating a vision of the future, let us try to free ourselves from the way it is perceived
by the present and the past*

**CONTEST RULES FOR THE SCENARIO OF A CREATIVE WORKSHOP
FOR CHILDREN AND YOUNG PEOPLE AGED 5-14**

The Children's Art Centre in Poznań invites you to take part in the contest for the scenario of a creative workshop, designed for children and young people, to be carried out during the 21st International Creative Anxiety Workshops Vincent's Pocket in 2022 (hereinafter referred to as the 21st VINCENT'S POCKET).

A. GENERAL RULES

1 The contest concerns scenario for creative workshops for children and young people, in any field of art, related to the subject of the 21st Vincent Pocket. Information on the subject of the 21st Vincent Pockets is attached to these rules.

2 The contest is open to individuals, university students and non-governmental organisations, hereinafter referred to as the Team. The Team should consist of four persons (an academic staff member/artist – supervisor and three animators, including the author of the selected scenario).

3 Each scenario of a creative workshop should include:

- **A workshop scenario in Polish or English:** from 2500 to 3000 characters with spaces (in Word, Times New Roman (12 points) or pdf document for mixed age groups from 5 to 14 years old (number of participants approximately 12 – 14 persons).

- **A short description of the activities:** (no more than 1200 characters with spaces) informing - encouraging the teacher (caregiver) to register the class/group for the proposed activities and encouraging families or caregivers with children aged 5 – 14 years to participate in the family workshop (files in Word, Times New Roman (12 points)).

- **A list of required materials and tools** to run one workshop for approx. 12 – 15 participants.

- **An application form** filled in individually by each person in the Team.

- **Curriculum vitae** of the applicant (individual, no more than 1000 characters with spaces).

- **Information about the Team** of creators and implementers of the project.

4 Applicants should be able to produce their scripts independently in cooperation with the invited Team members.

5 The contest favour artistically valuable projects that also include an extensive, innovative educational component consistent with the artistic aspect. We particularly value interdisciplinary and interactive projects.

6 The scenarios selected in the competition will be realised during the 21st Vincent's Pocket from **10 to 14 May 2022**.

7 The organiser have the right to change the date of the 21st Vincent's Pocket in the event that the state of the epidemic and administrative preventive measures taken by the state or local government administration prevent its realisation in whole or in part in May 2022.

B. PLACE AND TIME OF THE SELECTED WORKSHOP

1 The selected projects will be implemented in the City of Poznań, with indication of the Citadel Park and the Scena Wspólna at the park.

2 The workshop scenarios selected in the contest will be implemented according to the following schedule

- call for projects until **by 5 March 2022**

- implementation of the workshops during the 21st Vincent's Pocket from **12 to 14 May 2022**.

C. COURSE OF THE CONTEST

1 Expectations of the Children's Art Centre influencing the evaluation of the project:

1.1 Degree of connection with the theme of the 21st Vincent's Pocket,

1.2 Innovative and original character.

1.3 Durability of the results of the scenario, possibility of multiple repetitions of the designed workshops.

1.4 Experience in the implementation of events in the field of creativity for children and young people and cultural education.

2 In the first phase of the contest, the director of the Children's Art Centre, together with the appointed Executing Team of the 21st Vincent's Pocket will select the most interesting scenarios for implementation.

3 The authors of the scripts and their teams will be invited to participate in the contest at the expense of the Children's Art Centre and the Artistic and Educational Association Magazyn (a co-organiser of the project) between 10 – 14 May 2022 and to participate in the realisation of the 21st Vincent's Pocket. The workshop leaders and artistic supervisors will receive an honorarium for conducting the workshops and artistic supervision.

The director and the realisation team of the 21st Vincent's Pocket will also select scenarios for the book of the 21st International Creative Anxiety Workshops Vincent's Pocket, which will be published after the end of this edition. The authors of the scenarios selected for publication will receive 2 free copies of a book-catalogue.

D. DEADLINE AND FORM FOR SUBMITTING PROPOSALS AND THE TIMETABLE FOR SELECTING THE PROJECT(S) TO BE IMPLEMENTED

1 Submissions to the contest in a digital form (Word, pdf.) should be sent by e-mail to the following addresses: wnowak@csdpoznan.pl and twieczorek@csdpoznan.pl with the title "21st Vincent's Pocket - scenario contest" by **5 March 2022 until midnight**.

2 Scenarios sent after the deadline or not containing all the required elements will not be taken into consideration, of which the participant will be notified by e-mail.

3 The decision on the selection of projects will be announced by **15 March 2022**. This decision is final, and the organiser does not foresee an appeal procedure.

E. AWARD

The prize in the contest is an invitation for the TEAM with an artistic supervisor of the selected scenario to visit Poznań at the expense of the Organiser, who will also provide the necessary materials for the realisation of the project, accommodation, publication of the 21st Vincent's Pockets with the selected scenarios together with other texts concerning the course of the project and make film and photographic documentation available in electronic form.

F. FINAL PROVISIONS

1 Submitting a scenario for the contest signifies acceptance of these regulations and consent to the publication and dissemination of a scenario in digital media (website, FB profile, etc.) being at the disposal of the Children's Art Centre and in various media promoting the project.

2 The Children's Art Centre, as the organiser of the contest, is not responsible for infringements of third-party rights that occur in connection with the use of the submitted projects, unless the infringement is the sole fault of the Children's Art Centre. In this respect, the person submitting the project releases the Children's Art Centre from liability.

3 Matters not covered by these regulations shall be resolved by the Director of the Children's Art Centre, who is also responsible for interpreting the provisions of the regulations.

4 Approval and publication of these regulations does not create any civil obligations on the part of the Children's Art Centre towards the participants, in particular it does not create any legal relationship that could result in monetary claims, from which monetary claims could result. The participants acknowledge that the Children's Art Centre may not select any winner and may cancel the competition without giving any reason. In such a situation, no reimbursement of any costs to the participants is foreseen.



In creating a vision of the future, let us try to free ourselves from the way it is perceived by the present and the past

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Currently, nothing occupies people so much as thinking about the future. All actions that modern man takes are directed towards the future. In almost every field, the future is already being projected. One can get the impression that the present is justified by the creation of the future, and the nagging feeling of provisionality is a necessary transitional state of the time in which we have come to live. Meanwhile, in the future being designed now, we may not be there, and yet we ourselves live in a future that was thought of, envisioned, and designed by previous generations tens or even hundreds of years ago. So, any future may become a present more or less similar to its original image, a project from the past, or it may not become like this. Perhaps it was at one time a future and present at the same time, with a certain successive thinking and idea about the coming successive future. It can be said that man constantly lives in the future and thinks about it, despite the fact that successive generations do not create it for themselves, but for others who will come after them. When we say "here and now" we mean the present, but in fact we exist in the future of our ancestors. However, we do not have such a sense, because there is a phenomenon of continuity and linearity of consequences, and even the inclusion of everything that is unpredictable. Coincidence, the emergence of the unforeseen is more present in the immediate experience of the present. There will be other unforeseen events, values, outcomes in the future. It is these that will bear and bear the universal property that the present has, namely, the experience of the unpredictable. But the unpredictable can have diverse sources. Let us term them external and internal. The first kind of unpredictability is generated outside of us, without our participation. The second, on the other hand, is related to all our actions. Experiencing these unpredictabilities together is always a present state. But to these two sources of generating the unpredictable, I would add a third: reflections on the unpredictable in the future. Thinking about and designing the future is a kind of creating an unknown with unpredictable consequences. We do not really know how much of what is present in the context of the future will find any possibility of occurrence. It is as if we delude ourselves that in the future, as a result of such practice, we will have more control over everything. Meanwhile, every present moment has caused, is causing, and will continue to cause problems for people currently living in it. Dealing with the future is a kind of avoidance or postponement of responsibility. We live in the present, which is the aftermath of previous generations and it is hard to be tamed. So, we function in a present that seems more difficult for us than thinking about the future. Today we exist in a future that is not our own, which is the present, while at the same time designing another one for future generations.

Let us imagine the future that is near or far away. Let us free ourselves from thinking about it in the present, from all predictions, because everything today is saturated with the future.

Regardless of where and when that future will be, try to formulate a scenario for the workshop so that participants can create it individually or in groups. Your workshop participants, children and young people, will propose their own vision of the future. The next stage is to analyse the fragmentary future generated and work out a way of communicating what needs to be done today to make this future possible. You are not bound by any limits and restrictions as to the time and date of this future. The future can be understood in different ways: in an hour, tomorrow, or in 100, 500, or 1000 years. The future generated in this way can be an excellent guide for us living in the present. The future generated in the imagination can be an interesting attempt to influence different areas in the present time. By making a clear picture of the future, in its chosen areas, the workshop

participants will be able to reframe it more easily. In other words: what needs to be done today to make it so in the future from their own point of view. When creating the scenario for a workshop, remember to keep the participants as free as possible from any information coming from

It is also important to ensure that the nature of your workshop is as simple as possible. It is also important that the nature of your scenarios, as well as the outcomes of your workshops, are not moralistic and instructive. In creating your workshop proposals, try to free yourself from the way the present and the past see the future in order to give freedom to the participants. This is not easy, but it is possible if you set all the parameters and guidelines of your workshops in such a way that you do not allow the use of current information and hints about the vision of the future present in the here and now.

Remember to adapt the workshop proposals to the age of the participants, although there are some activities that can be conducted with ease in any age group. Our participants are young people aged from four to teenagers. Remember that parents' participation is possible. Pay special attention to the materials you propose to use in the workshop. These materials can be very evocative, or you can use new materials that have not been used before, so that creating the future is also justified. You can focus on words and concepts, messages. Try to think of implementation materials in the context of the task you will give to the participants, which of course does not exclude the traditional, practiced ones.

Professor Marcin Berdyszak

Born in Poznan in 1964. Diploma in painting under Professor Włodzimierz Dudkowiak and in sculpture under Professor Maciej Szańkowski at the Academy of Fine Arts in Poznań in 1988. Since 1989 he has been associated with the Academy of Fine Arts in Poznań and currently at the University of Arts. He works as a full professor and runs a studio of spatial activities at the Department of Sculpture and Spatial Activities. In the years 1999-2002 Vice-Dean of the Faculty of Art Education at the Academy of Fine Arts in Poznań. In the years 2002-2008 he held the position of Vice-Rector for students and cooperation with foreign countries. Rector of the University of Arts in Poznań from 2008 to 2016. Member of the Artistic and Educational Association Magazyn which he co-founded with Tadeusz Wiczorek, Piotr Pawlak and Wojciech Nowak.

He creates installations, objects, drawings, paintings and multimedia activities. He presented his works at various collective and individual exhibitions in Poland, Germany, Slovakia, Bulgaria, Spain, Hungary, Czech Republic, Finland, Austria, Sweden, Japan, Switzerland, Mexico, Great Britain, Lithuania, Ukraine, Russia, Georgia, South Korea, Bosnia and Herzegovina and USA. He has participated in numerous meetings and conferences on art education. He has conducted dozens of workshops in Poland and abroad.



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Poznań 10-14 May 2022**

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**CONTEST FOR
THE SCENARIO OF CREATIVE WORKSHOP FOR CHILDREN AND ADOLESCENTS AGED 5 - 15 YEARS**

APPLICATION CARD FOR THE CONTEST

1. Information about the applicant

1.1. The title of the scenario(s)

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1.2. Name of the institution (university, informal group, NGO, individual etc.)

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1.3. Address, e-mail, contact phone

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1.4. The person authorized to represent the reporting scenario(s)

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2. Personal data (concerns individuals).

2.1. Name and surname of the applicant

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2.2. Address, e-mail, telephone number

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2.3. Team's members

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I agree to the processing of my personal data contained in the application for the needs necessary to implement the statutory task and to conduct this contest in accordance with the Act of August 29, 1997 on the protection of personal data (Journal of Laws, item 883, Article 3, point 2). I have been informed that entrusting data is voluntary, and at any time I have the right to request a change or deletion of my personal data.

_____ [legible signature]

3. I have read / understood the Contest Regulations and accept its content. As the authors of the submitted project, we declare that it is our personal and an independent work, we are entitled to all copyrights and other intellectual property rights to works submitted in this contest, and these rights are not limited in any way.

_____ [legible signatures]