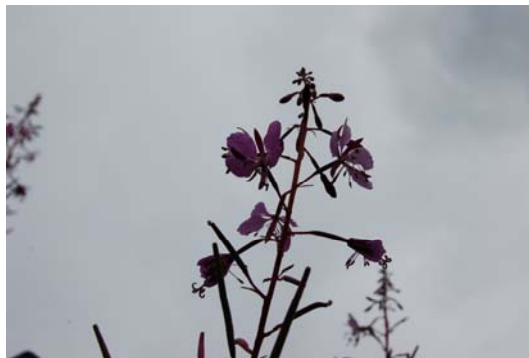




**WASTELANDS**  
a new project by Fablevision

**An innovative approach to creative regeneration projects inspired by derelict and disused land, and developed in partnership with communities**



### Why?

Areas of derelict, disused and desolate 'wasteland' effect the environments around us. They can be the focus of dumping, violence and crime, anti social behaviour and make the local environment unattractive to be around or live in. However, these places were often previously the centre of many local stories and can be redeveloped into areas that are pleasant to visit and an asset to the local community. It is vital that the stories surrounding these areas are discovered/rediscovered, retold and remembered by current and future generations in order to influence the feel and atmosphere of the entire community.

Fablevision thematic creative work is supported by, and developed in response to, the wider policy agenda in Scotland. Our innovative approach and expertise in this field can benefit and support the following national priorities:

- Not in Education, Employment or Training (NEET)
- Closing the Opportunity Gaps
- Education - Curriculum for Excellence, Smart Successful Scotland
- Wider social justice agendas - Anti social behaviour, Health, Regeneration

At all times we work in close partnership with local organisations and partners to ensure that **Wastelands** activity reflects issues which are important to the local area and groups.

### How?

Fablevision projects are always led by professional artists, have a clear intergenerational focus and are created in a bespoke, holistic way. The process for the project (where, when, what and the creative artform) is defined in collaboration with members of the community/group and any partners, to encourage ownership and activate the telling or retelling of their story. The **Wastelands** project involves facilitating creative work that empowers and unites a community around a derelict or discussed space in the heart of their community.

## What?

**Wastelands** can operate on a number of different levels:

- Opens a dialogue about the focus of the project
- Allows members/groups in the community to participate in an exploratory process and celebrate the local environment
- Raises the profile and promotes the local environment as a potential focal point in the community.
- **Wastelands** can act as a catalyst for change or to realise the long-term ambition of the project.
- Make links and networks with the key people and agencies in the community and enable the people in the community to take a lead on protecting and celebrating their own environment and community

Previous **Wastelands** projects have resulted in a diverse range of projects, outcomes and outputs, for example:

- 2006 - Fablevision worked in partnership with Royston Road Project, Copperworks Housing Association and Housing Association residents to create a book celebrating the developments in their own backyard Wastelands area called 'The Backlands'. The result has been a new book to treasure and a Festival Committee to lead programmes of work over the course of the year.
- 2004 – 'That's Rubbish!' – an environmental project working with young people to explore new ways to encourage community citizenship and local regeneration
- 2006 – Working with unemployed people in partnership with Royston Road Project and local people to build/design/create of two new parks in Royston.



## Who?

Partnership working is crucial to the success of any Fablevision project – listed below are some of the organisations Fablevision has worked in partnership with on **Wastelands** projects:

North Glasgow Area Forum  
Housing Associations

Glasgow City Council Environmental Protection  
Royston Road Project

In addition to this Fablevision **Wastelands** projects have resulted in media coverage including features in:

Connector Scotland Website, various Housing Association publications

[All Fablevision creative work is underpinned by Cultural Planning methodology](#)