



CREATURES



CREATURES DELIVERABLE

D2.5 RESOURCES FOR TRANSFORMATIONAL CREATIVE PRACTICES V1

Grant Agreement number	870759
Action Acronym	CreaTures
Action Title	Creative Practices for Transformational Futures
Funding Scheme	H2020 Societal Challenges: Inclusive, innovative and reflective societies
Version date of the Annex I against which the assessment will be made	October 9 th , 2019
Start date of the project	January 1 st , 2020
Due date of the deliverable	December 31 st , 2021
Actual date of submission	December 22 nd , 2021
Lead beneficiary for the deliverable	AALTO
Dissemination level of the deliverable	Public

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This document has been produced by the CreaTures project, funded by the Horizon 2020 Programme of the European Community. The content presented in this document represents the views of the authors, and the European Commission has no liability in respect of the content.

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Abstract
<p>This deliverable presents the first outcomes of our research into resources and tools for transformational creative practice. Focusing specifically on those resources that hold the ambition to foster sustainable eco-social change, we investigate how they are being put to use across diverse areas of transformational creative practice, by whom, and with what audiences. This first version of the deliverable (D2.5) details 27 examples of resources (tools, toolkits, card decks, manifestos, guides and more) and will be followed by an extended, final version (D2.6) to be submitted in M35. The resources collection will be made available on the project website.</p>

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1. Introduction

1.1 Creative practice and sustainability transformations

Creative practices have a role in mediating and supporting sustainable eco-social transformations. They can help us realise our interconnected existence and reflect on our place in the world; they can inspire and stimulate critical imaginaries of more sustainable ways of living (Irwin 2015; Light et al. 2018; Maggs & Robinson 2020). As any transformation towards sustainability must be imagined before it can be realised (Meadows, 2014), creative practices' power to evoke imagination has potential to help pave pathways towards social justice and environmental citizenship (Fazey et al. 2018; Lopes et al. 2017). Creative practitioners and researchers have long experimented with diverse methodologies, theories and approaches to support transformative social action; showing that creative practices in art and design are potent in provoking situations that bring together stakeholders in reflective and situated exchange (Björgvinsson et al. 2012; DiSalvo et al. 2008; Light et al. 2018; 2019; Neal 2015). By bringing a unique experiential and aesthetic quality to sustainability projects, creative practices can have "a significant affective, political or spiritual impact on self and others, often to a stated end but not always articulated in the work" (Light et al., 2018: 4). Along with these capacities, creative practices are well positioned to support transformative thinking and action.

Such transformational creative practices are, however, often fragmented, poorly resourced, and badly understood (Light et al. 2019). As such, they are currently under-utilised agents of transformation in society, ripe with the potential to be developed further to this end. In addition, Light et al. (2018) notice that sustainability-oriented creative practitioners and researchers are often unable to easily find and connect with each other across fields of practice and discipline. A part of our ongoing work in the CreaTures project has been to map and bring together diverse existing tools and resources that creative practitioners across multiple creative fields have been using in their work. In this deliverable, we present the first outcomes of our ongoing research into the resources for transformational creative practices aiming to investigate how, why, and with whom such resources are being used and how they could be applied across disciplines and fields of practice. In doing this, we aim to help identify ways that can improve the fragmented representation and understanding of creative practices that hold the ambition to foster ecological and social change.

1.2 Resources and tools for transformational creative practice

A basic definition of a tool is an object that extends one's ability to transform features of a particular environment. Tools can have multiple forms (e.g., from tangible to imagined; object-based to performative), and can be reappropriated differently in different contexts. As social artefacts, tools embody particular ideologies, politics, and values, while at the same time shaping identities, interpersonal relationships, thought, and creative expression. Tools enable communication at multiple levels and can serve purposes for which they were not originally intended (Mattern & Zubalsky, 2020), ranging from everyday-life purposes to supporting creative pursuits, provoking radical imaginaries and enabling creative subversion of the existing expressions (e.g., Debord & Wolman, 1956). Tools can become part of and enable access to resources, as evidenced in games, maps, cookbooks, zines, card decks, manifestos, lexicons, almanacs, field guides, DIY protocols, performance scripts and more. Their adaptive and communicative qualities often make them particularly useful for participatory creative practice, enabling embodied and sensory forms of co-creative engagement with participants. These experiential modes of creative exchange can help engage publics and communities more viscerally in thinking about sustainable transformations (Costanza-Chock 2020; Light et al. 2018; Vervoort & Mangnus 2018; Pelzer and Versteeg, 2019).

1.3 The purpose of this deliverable

With this in mind, this deliverable explores the concrete tools and resources that contemporary creative practices are using to reconceive and redesign forms of interaction between different disciplines, audiences and cultures for sustainability transformations. Coming from the research context of the CreaTures project, we have been looking specifically at those resources that hold the ambition to foster eco-social change – that is, addressing social and ecological sustainability as interrelated issues (a detailed discussion on eco-social is available e.g., in Dolejšová et al. 2021 or in D2.3 and D3.1). We have been focusing on creative resources exploring sustainability transformations as a topic connecting issues of social justice, cultural diversity and ecological restoration, by bringing together diverse interested individuals and groups into a co-creative reflection.

In a world already saturated with various creative tools, toolkits and how-to guides, the aim of this deliverable is to focus on how we can make use of and creatively engage with tools that already exist or are emerging, rather than to develop new ones. Within the scope of this deliverable D2.5 and the upcoming, second version D2.6, we are compiling diverse creative tools to collectively explore how these can be applied in different creative contexts and made available in ways that are useful for individuals involved in transformational creative practices. Our aim is to help cross-fertilise the work that practitioners are doing in diverse areas and disciplines to respond to current sustainability challenges. We do not intend to make a definitive collection of tools and resources for transformational creative practice; rather we aim to provide examples that present opportunities for creative practitioners to come together, become familiar with each other's work, and experiment with one another's tools.

This first version of the deliverable (v1) details 27 examples of existing or in-progress transformational creative tools shared by creative practitioners from within and outside of the CreaTures consortium (Section 2). This compilation of existing and emerging resources presents the first outcome of our research into the resources for transformational creative practice and will be extended into a more comprehensive compendium to be presented in the final, second version of this deliverable (v2, D2.6 due November 2022).

1.4 How this deliverable was produced

Our initial overview of resources and tools for transformational creative practice reported in this deliverable is informed by a literature review of existing collections of creative resources; a series of co-creative workshops with practitioners both in and outside of the CreaTures project; and a series of short informal interviews with CreaTures practitioners and researchers.

The review of existing compilations of creative tools and resources was conducted by three CreaTures researchers from WP3 and WP5 in April - December 2022, to get an overview of how tools and resources are defined by other scholars in the area of creative practice. The compilations that informed and are reflected in this deliverable include, among others, Shannon Mattern and Or Zubalsky's syllabi and teaching materials for their Tools seminar at The New School (Mattern & Or, 2020); a list of resources for critical technical practice, pedagogy and inventive methods compiled by Laura Forlano and collaborators (Forlano et al., n.d.); and the Covid Creatives Toolkit, initiated by Kit Braybrooke to provide a set of curated, time-specific, mostly free and open source resources to support creative practitioners during the COVID-19 pandemic (#CovidCreativesToolkit, n.d.). These compilations do not necessarily include resources from the specific area of eco-social transformation that we are focusing on here; however, they provide a good starting point to get acquainted with the range of diverse resource types that exist within creative practice.

The workshops series (May - December 2021) has so far involved four online co-creative workshops inviting participants from diverse areas of creative practice to share resources and tools they have designed or were inspired by in their own creative work (Table 1). Our aim with the workshops has been to find out how various tools are being put into diverse forms of creative practice; what kind of change they aim to trigger and for whom; and what eco-social issues and entanglements they help to reveal. Each workshop was run by a different group of practitioners and researchers from the CreaTures Laboratory; two of them were organised internally and two were open to public participation beyond the CreaTures group. This openness in workshops approaches, both in terms of facilitation and audience engagement, enabled us to collect diverse insights into what resources for transformational creative practice can be and how they can be used. Each workshop was recorded (upon consent) and used a Miro board as the main co-creative canvas (Table 1 & Figures 1-4).

Table 1 - overview of organised workshops

Workshop title	Organised by	Venue & date	Audience	Links
Feral Ways of Knowing and Transformation (further as WS1)	Markéta Dolejšová (Aalto), Cristina Ampatzidou (RMIT), Jaz Hee-jeong Choi (RMIT), Andrea Botero (Aalto)	Uroboros 2021 festival / 11. 5. 2021	Creative practitioners and researchers selected from the pool of Uroboros festival followers (open call + by organisers' invitation)	https://miro.com/app/board/o9J_lG98Gns=/
Resources for Transformational Creative Practices – Mycelial Ways (further as WS2)	Eva Tausig (Superflux), Anab Jain (Superflux)	InternallyCreaTures / 14. 10. 2021	Creative practitioners and researchers from the CreaTures consortium	https://miro.com/app/board/o9J_lsOn3JU=/
Resources for Transformational Creative Practices (further as WS3)	Markéta Dolejšová (Aalto), Kirsi Hakio (Aalto)	InternallyCreaTures / 11. 11. 2021	Creative practitioners and researchers from the CreaTures consortium	https://miro.com/app/board/o9J_lI2uZVw=/
Mapping artistic methods and tools to foster transformative change (further as WS4)	Rosalia Gutierrez (ZEMOS98), Felipe G. Gil (ZEMOS98)	Fiber festival 2021 / 8. 12. 2021	Creative practitioners and researchers selected from the pool of Fiber festival followers (open call)	https://miro.com/app/board/o9J_lkF3Plc=/

Two researchers from WP3 further conducted a series of short interviews with 11 CreaTures Laboratory members who are ExPs authors to ask about their experiences with designing, using and otherwise encountering various creative tools and resources within their own practice. The interviews took place online, in November - December 2021 and helped us to collect more detailed insights into selected resources.

Some preliminary insights for our further research (D2.6) that have been derived from the workshops and interviews so far include questions on how the creative tools can help distribute capacities and among whom (who has access); how to capture people’s personal transformations provoked by a creative tool; or how to document change in people’s feelings and emotions in a non-obtrusive way (see section 2 for details).

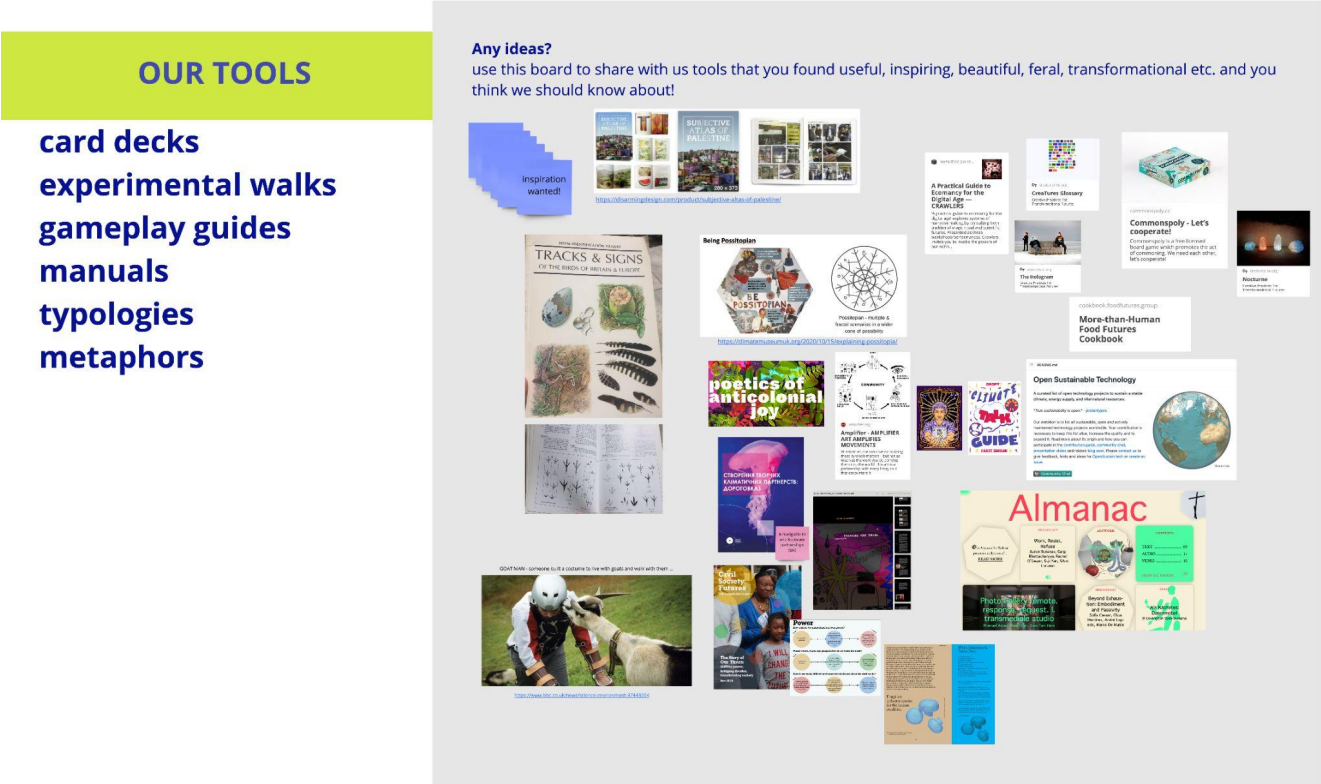


Figure 1: Collaborative gathering of creative tools at the Feral Ways of Knowing and Transformation workshop (image credits: CreaTures).

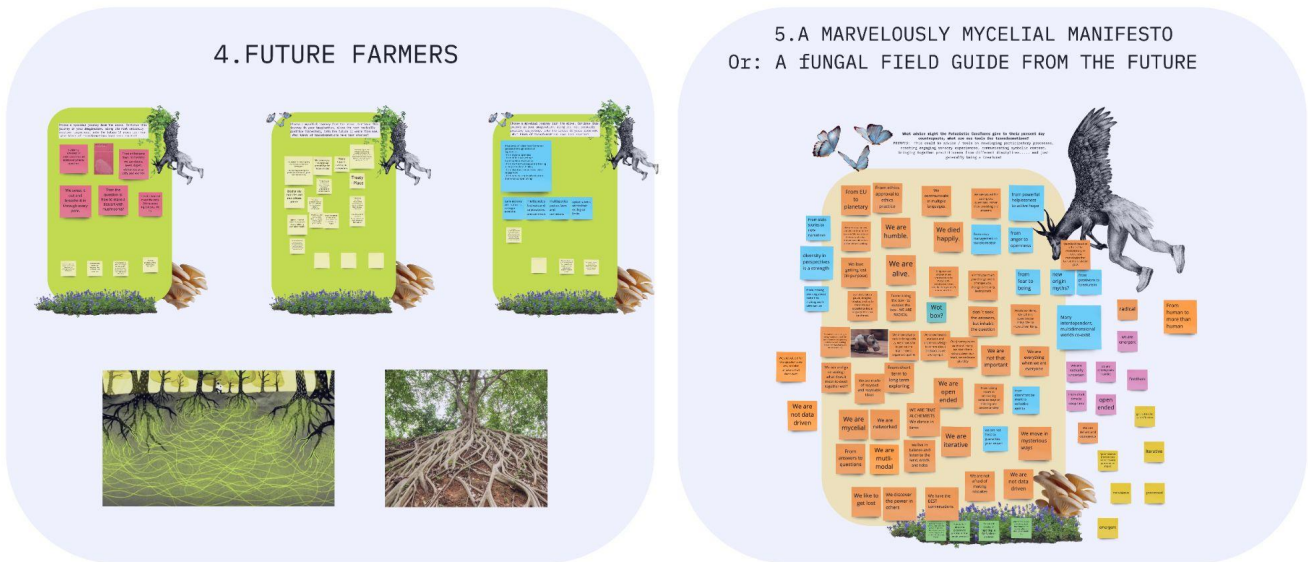


Figure 2: The second workshop on Resources for Transformational Creative Practices – Mycelial Ways and a playful ‘mycelial mapping’ exercise (image credits: CreaTures).

2. Evolving list of resources for transformational creative practice

The 27 resources reported in this section have been collected via our review, co-creative workshops, and interviews with CreaTures creative practitioners. For each resource reported below, we include various details including the resource name and type; its author(s); what is the resource for & what does it aim to do; for whom is it intended; how was the resource gathered and also our notes. We also include links to original resource locations (websites). Accompanying visual materials for selected resources are available in the Annex I.

Table 2 - Resources for transformational creative practice compiled by M24

Nr	Resource name	Author(s)	Type	What does it do?	For whom is it intended?	Link	Source & Notes
1	Dérive Drift	Kit Braybrooke, Jaz Hee-jeong Choi	Guide for experimental drifts through local & personal spaces during the pandemic	The Dérive Drift follows a psychogeographic-inspired approach to explore the local spaces of care, escape, solitude and refuge that shape our worlds. It offers playful provocations in the form of a <i>dérive</i> , or critical socio-spatial tour through the small spaces, places and memory palaces of everyday life.	Practitioners interested in creating occasions for experimental explorations of local and personal landscapes.	https://kitfox.org/The-Derive-Drift Full pdf: https://creatures-eu.org/Dérive-Drift.pdf	Source: Interviews Notes: The Dérive Drift inspired the development of the More-than-Human Dérive resource (see resource nr. 2).
2	More-than-Human Dérive	Jaz Hee-jeong Choi & Care-full Design Lab	Guide for experimental urban drifts & attunements to more-than-human worlds	More-than-Human Dérive aims to playfully inspire anyone wishing to become more attuned to the more-than-human worlds that surround them. Inspired by the Situationist International's artistic strategies, the tool interweaves more-than-human stories and perspectives to imagine our shared futures. Through drifting, we might	Practitioners interested in creating occasions for experimental explorations of more-than-human themes and landscapes.	https://more-than-human-derive.net/	Interviews The tool has been used e.g. in the Open Forest ExP (Melbourne Knowledge Week). We have a collection of tools focused on guiding experimental walks in/through local

				augment sensing and knowing what surrounds us to include more-than-human stories, 'voices', and perspectives by exploring new ways of mapping with expanded, multisensory ideas of data.			landscapes (see also resources: 1,8,9,10).
3	More-than-Human Food Futures Cookbook	Feeding Food Futures	Cookbook for regenerative food futures	The cookbook contains eleven co-created, experimental food futures recipes that aim to provoke imagination and inspire critical thinking on how human-food practices could be different, supporting sustainable flourishing. The book draws on experimental design methods to activate food as a research subject, object, context; and as tangible bio-design material and bring together diverse food sustainability stakeholders into a critical, co-creative exchange about food systems transformation. The objective is to imagine societal transformation collectively, and thereby better understand how to support profound and meaningful change.	Food designers, researchers, and practitioners interested in experimental methods to foster sustainable eco-social change in food systems.	https://cookbook.foodfutures.group/ Pdf version: https://creatures-eu.org/FoodFutures-Cookbook.pdf	Interviews + WS4 The tool is a direct outcome of the Experimental Design for Sustainable Food Futures ExP. It follows on the Human-Food Interaction Zine (see resources: 19). The Cookbook was published in the EU's RRI toolkits collection. Includes critical reflection on the concept of "more-than-human" - see also resources: 11.
4	Parlour of Food Futures - Food Tarot	Markéta Dolejšová	Card deck of 22 future food-tech archetypes	The Food Tarot deck is a tool for food designers, researchers and other experimenters enabling co-creative explorations of plausible food-technology futures. Inspired by the Tarot de Marseille, the Food Tarot deck presents 22 imagined food-tech	Food designers, researchers, and practitioners interested in experimental, co-creative methods to explore human-food-technology entanglements and related sustainability issues.	https://foodtarot.tech/ Full pdf: https://creatures-eu.org/FoodTarotDeck.pdf	Interviews The deck has been used in co-creative, performative settings and supported the co-creation of the More-than-Human Food

				tribes such as Datavores or Turing Foodies that embody emerging food-tech practices; provoking participants' reflection on potential issues and opportunities in the growing technology presence in everyday food practices. Food Tarot readings can happen anywhere and include anyone interested, including passersby at various street corners.			Futures Cookbook (see resource 3).
5	CreaTures Glossary	Amira Hanafi	Open code of the online glossary tool + methods for rapid collection of definitions from diverse stakeholders	The CreaTures Glossary is a radically open, fluid and changeable, collaborative platform for giving meaning to a lexicon of terms related to creative practice and transformational change. It thinks of language as a dynamic social thing, belonging to no one in particular and to everyone at the same time. The source code of the online glossary tool will be shared on the github platform. The artist plans to compile a guide for how to facilitate workshops and exercises for a co-creative collection of diverse definitions of glossary terms.	Practitioners interested in designing open, collaborative glossary interfaces / co-creative collections of terms for various thematic contexts (within and beyond eco-social contexts).	https://glossary.languagin.gs/	Interviews The tool is developed within the Glossary ExP; currently in progress and being iteratively developed through a series of co-creative workshops with various audiences.
6	Deep Phytocracy - Anarchetypes	Špela Petrič	Tool to facilitate a human-plant roleplay and expeditions	A fabulative expedition into plant wilderness. Participants explore plant-life guided by the so-called recombinant tools of 10 anarchetypes - humorous and often absurd characters that	Creative practitioners interested in setting up performative, collective explorations of more-than-human themes and issues 'in the wild'.	https://www.spelapetric.org/deep-phytocracy	WS1 "In a way all these exercises are really banal, get their value from sharing" (Špela)

				embody various real-world cultural values and approaches to plants. They multiply instead of clarifying and keep our mind busy investigating phytopolitics while the body has a chance for its own encounter with plants.			Multi-species Roleplay - see also resources: 7,10,22
7	Algorithmic Food Justice - Live Action Role Play Toolkit	Sara Heitlinger, Lara Houston, Ruth Catlow and Alex Taylor	Guide for Live Action Roleplays (LARPs)	A guide for how to run a multi-species Live Action Roleplays (LARPs). It consists of an introduction, guide to setting up a LARP, templates for the material elements (badges, ID forms, cards etc.) then a series of scenarios for gameplay.	Creative practitioners interested in organising LARPs to explore more-than-human themes and issues.	http://algorithmicfoodjustice.net/	<p>WS1; WS4</p> <p>“If tools provide ways to distribute capacities, then they need to have embedded mechanisms for evaluation and feedback, and self-reporting”</p> <p>(how do we evaluate such performative tools? See a related discussion in WS4 Miro board)</p> <p>Role play - see also resources: 6,10</p>
8	Machine Ghosts!	Kit Braybrooke, Emma O'Sullivan	Guide for experimental urban walks	Machine Ghosts is a replicable model for a psychogeographic tour of urban spaces which explores the city as an algorithmic playground, unveiling the more-than-human encounters and histories that are typically overlooked in everyday life.	Practitioners interested in creating occasions for experimental explorations of more-than-human themes and landscapes in urban contexts.	https://kitfox.org/Machine-Ghosts-of-Brighton	<p>WS1</p> <p>“How do we talk to other inhabitants of the city?”</p> <p>“People as co-facilitators to make the familiar environment become a matter of discovery”</p> <p>“Exploring how to move beyond reflection-space and invite the encounters</p>

							<p>to be more active, activist - e.g. sending letter to local members of parliament or city councillors, in collaboration with community groups.”</p> <p>(CP scaling out: from small situated encounters to real-life action - See discussion in Dolejšová et al. 2021)</p> <p>Experimental walks - see also resources: 1,2,9,10</p>
9	Walking one sense at a time	Iryna Zamuruieva + Splice & ACC	Guide for experimental walks	Sensory Walks + methodology for conducting them focusing on engaging with the place through smell, sight, touch & hearing. Each sense has its own methodology that's composed of three sections, maps & guiding questions. The walks are aimed as a participatory, playful & thoughtful attention-shifting socially-engaged practice.	Practitioners interested in creating occasions for experimental, multi-sensory explorations of local landscapes and engaging with their environment in more attentive ways.	https://miro.com/app/board/o9J_lG98Gns=/	<p>WS1</p> <p>“It creates a space for unleashing experimentation with spaces and ideas; can be enjoyed at multiple levels - just for the fun of it, but also to foster deep & meaningful conversations about big topics (capitalism, imperialism, feminism, etc.).”</p> <p>“How these observations could be used as evidence-based suggestions for city planning dept. to argue for car removal or other</p>

							<p>placemaking interventions.”</p> <p>Experimental walks - see also resources: 1,2,8,10</p>
10	Ministry of Multispecies Communications	Rachel Clarke	Manual for experimental multi-species walks	Training manual for those wishing to join the (fictional) Ministry of Multispecies Communications. The manual introduces a near future scenario where all creatures have fled cities for safe refuge elsewhere. A team of secret government officials are then tasked with finding ways to make the environment better for them to come back. The manual provokes creative thinking and reflection on changing local multi-species biodiversity and related eco-social issues. It also includes co-creative mask making activities and guided walks and prompts that can be organised as a face to face event or online using synchronous and asynchronous platforms such as WhatsApp and Slack.	Practitioners interested in facilitating experimental walks and co-creative roleplaying activities to explore local more-than-human landscapes and possibilities for other ways of engaging with local spaces and issues.	https://openlab.ncl.ac.uk/ministry	<p>WS1</p> <p>“How people collect data as other species. What does data <i>mean</i> to other animals? Probably nothing but there are other ways that species use to communicate with each other?”</p> <p>Experimental walks - see also resources: 1,2,8,9</p> <p>Multi-species roleplay - see also resources: 6,7,22</p>
11	Engaging the world through a Sancocho-Style approach	Leonardo Parra-Agudelo & David Rincón	Relational platform for human-nature engagements	A relational platform with multiple access points aiming to 1) uncover entanglements that can provide avenues for relating to our kin, 2) integrate ourselves in co-existence with the natural, abstract, artificial and spiritual, 3) integrate ourselves with other forms of thinking, feeling, being	Practitioners interested in exploring the integration of natural, artificial, abstract, and spiritual relationships, and repairing damaged relationships with the more-than-human worlds.	https://miro.com/app/board/o9J_lG98Gns=/	<p>WS1</p> <p>“it makes me think about the generalising "human"; what is the importance of situating oneself before situating the so-called more-than-human?”</p>

				and doing.			<p>Critical reflection on more-than-human - see also resources: 3</p> <p>Relational tools for human-nature engagements - see also resources: 27</p>
12	Commonspoly Ambassador's Guide	ZEMOS98 and Cristina Ampatzidou	Guide for playful engagements and critical discussion on commons	This guide is aimed for ambassadors of the Commonspoly game who act as facilitators of gameplays and commons-related discussion among participants. Commonspoly is a non-profit, open-source board game that encourages a culture of cooperation and supports a peer-learning about commons and commoning practices as more socially sustainable alternatives to neo-liberal economic regimes.	Practitioners interested in setting up and facilitating playful sessions and co-creative reflection on commons themes (related to Commonspoly but can be used at other occasions as well)	Nil / in progress	<p>WS3 + Interviews</p> <p>Developed within the Commonspoly ExP.</p> <p>Transformative economies – see also resources: 13</p>
13	Feminist Finance Zine	Ania Molenda, Cristina Ampatzidou	Zine	A printed zine collecting contributions on care, cooperation, locality, value(s), and alternative finance models, comprising contributions from the Moneylab network – a collective of artists, designers, researchers, geeks and activists dedicated to the task of experimenting with more equitable, diverse, and sustainable futures for finance and economy.	Practitioners & anyone else interested in themes in transformative economies.	https://networkcultures.org/RADICAL_CARE.pdf	<p>WS3</p> <p>“Zine is a special format, more based on visual material than text. Can connect different contributions from different authors.”</p> <p>“Zine as an easy-access tool; low threshold.”</p> <p>Transformative economies – see also</p>

							resources: 12 Zine format - see also resources: 19
14	MyCoBiont creative hub template	Kersnikov a	A set of templates to curate a community space for co-creative work with fungi	A set of templates to curate a long-term community space for co-creative work with fungi ("Mycelium Creative Hub"). Includes templates for organising fungi workshops, co-creating fungal artifacts, setting-up exhibitions, organising laboratory work, and documenting the process while maintaining adequate safety protocols. The aim is to create a communal space for imaginative experiments with sustainable biomaterials and fungal metaphors.	Practitioners and curators interested in facilitating community spaces for experimental work with fungi.	Nil / in progress	WS3 + Interviews Developed within the MyCoBiont ExP. Community organising - see also resources: 14
15	Caring City map	Toni Arribas & ZEMOS98	Graphic recording method to document co-creative events	The Caring City map illustrates a graphic recording method used to capture activities at the Mediactivism European Hackcamp. It is a low-threshold method to capture with text and graphic expression what happens in a co-creative activity, whether it is a conference, a congress, a workshop.	Practitioners interested in using the method to capture co-creative events – the prototype can be replicated and adapted for different cities, taking into account its local characteristics.	https://www.youtube.com/CaringMap Full version: https://Caring-the-city-map.jpg	WS3 Developes in relation to the Hackcamp ExP.
16	Superflux Manifesto I: Calling for a More-Than-Human	Superflux	Manifesto (text)	The manifesto provides a guide for people to shift their considerations from a human to more-than-human perspective. It has been circulated widely and is hoped to inspire other	Practitioners and anyone else interested in learning about more-than-human politics and approaches to creative work.	https://medium.com/more-than-human-politics	WS3 + Interviews The manifesto has been a foundational guide in steering two Superflux ExP's 'Invocation for

	Politics			practitioners and thinkers in generating sustainable more-than-human approaches in their own work.			Hope' and 'Refuge for Resurgence'. Manifestos - see also resources: 17
17	Superflux Manifesto II: We're calling time on human exceptionalism	Superflux	Manifesto (text)	Manifesto for humankind, to stop people seeing themselves as separate from nature and start thinking beyond. It encourages people to reflect and consider their ways to live together through an experiential storytelling path.	Practitioners and anyone else interested in learning about more-than-human politics and approaches to creative work.	https://www.dezeen.com/superflux-manifesto	WS3 + Interviews The manifesto has been a foundational guide in steering two Superflux ExP's 'Invocation for Hope' and 'Refuge for Resurgence'. Manifestos - see also resources: 16
18	Social Presencing Theater (SPT)	Arawana Hayashi	Guide for practicing SPT	The guide shows how to practice SPT - a method for co-sensing the social systems through social fields and embodied intelligence. It allows participants to gain insight into their current (individual and collective) situation and makes opportunities for change and future directions visible and tangible.	Practitioners and researchers interested in facilitating embodied methods for transformative change on an individual (introspective) and small-collective level.	https://www.presencing.org/tools/4D-mapping https://arawanahayashi.com/SPT.html	WS3 SPT is included in the Theory U tools, which is a transformation framework emphasizing the paradigm shift from ego-systems awareness to eco-systems awareness. Embodied methods - see also resources: 21
19	Human-Food Interaction Zine	Feeding Food Futures	Zine	The Human-Food Interaction Zine is a collective open-access publication co-created by participants of a food design workshop. It summarises workshop discussions, scenarios and walk-shop activities to draw	Food designers, researchers, practitioners interested in working towards sustainable eco-social change in food systems.	https://foodfutures.group/ZINE	Review Zines - see also resources: 13 Prequel to resource 3

				a set of recommendations for creative, equitable, and sustainable research in the field of sustainable human-food interaction.			
20	DIY Trust me, I'm an artist (TMIAA)	Anna Dumitriu, Bobbie Farsides and Lucas Evers	Toolkit for facilitation of ethics procedures in bioart and DIYbio projects	Toolkit for artists, curators and arts organisations to investigate how to engage deeply with biotechnology and biomedicine. With this new toolkit, you can create your own DIY TMIAA event using our successful format for investigating, revealing and debating the ethical issues that arise through the process of collaborations between art and bioscience.	Practitioners, curators interested in organising their own TMIAA events.	http://trustmeimanartist.eu/DIYTrust Full pdf: http://trustmeimanartist.eu/DIYTrust.pdf	Review
21	The Dream Turbine DREAMPAK	A+E Collective	Guide for dreaming and embodied processing of more sustainable ways of being and doing	The Dream Turbine is a speculative, participatory tool for stimulating, processing, converting and sharing sustainable and postcapitalist imaginaries. The Dream Turbine is at once a resource site and a generator of public engagement, ecological thought and re-visioning through the energising gestures of dreams. By encouraging attentive forms of dreamwork from the potential space of sleep, The Dream Turbine invites you into a mode of transfer, speculative turn, ongoingness and the tender commons of shared velocity. The DREAMPAK guide includes practical and galvanising	Practitioners and anyone else interested in experimenting with connections among the practice of sleeping, dreaming and sustainability themes.	Full pdf: https://thenewbridgeproject.com/DREAMPAK.pdf	Review Embodied methods - see also resources: 18

				suggestions for sleep preparation exercises, dream recording, and more.			
22	Council of All Beings workshop/ritual	Joanna Macy and the deep ecology movement	Manual for more-than-human rituals and workshops	The Council of All Beings is a communal ritual in which participants step aside from their human identity and speak on behalf of another life-form. The work includes a creative mask-making exercise that allows participants to immerse themselves in the role of the creature they represent.	Practitioners interested in hosting and facilitating roleplaying rituals and workshops exploring our fundamental interconnectedness with each other, the Earth and all life.	http://www.earthwell.com.au/council-of-all-beings	Review Based on a Book: Seed, John, Macy, Joanna, Fleming, Pat and Naess, Arne (1988). Thinking Like a Mountain: Toward a Council of All Beings, Philadelphia, PA: New Society Publishers. Multi-species roleplay - see also resources: 6,7
23	Susplace - Sustainable Place Shaping Project	Susplace research team	Toolkit for personal emotional transformations	A collection of arts-based methods for transformative engagements, including instructions and practical tips for organizing and facilitating. Special focus on deep personal transformation - 'change from the inside out': engaging with emotions, changing cultural narratives and worldviews, and stimulating specific mindset shifts conducive to socio-ecological innovation.	Practitioners interested in eco-social transformation toward regenerative societies, including the inner personal dimensions of sustainability.	https://www.sustainableplaceshaping.net/toolkit Full pdf: https://edepot.wur.nl/441523	Review The toolkit is a result of the Susplace project team's collective research and experimentation with creative and arts-based methods of engagement.
24	Resourcing youth-led groups and movements	The Youth Collective, CIVICUS Youth	Reflective playbook for youth community organisers	The playbook collect stories and activities for resourcing and organizing youth community groups and movements focused on social justice and sustainability themes.	Practitioners interested in mobilizing their local youth communities, organizing sustainability-led activities and imagining new alternatives.	Full pdf: https://www.civicus.org/Playbook.pdf	Review Community organising - see also resources: 14

		Action Team, Recrear International		The playbook was compiled by CIVICUS – a global alliance of civil society organisations (CSOs) and individuals dedicated to strengthening citizen action and civil society for a more just, inclusive and sustainable world - and Recrear - a network of young professionals working to integrate young people more holistically in community processes through a model of participatory action research.			
25	The Social Change Ecosystem map 2020	Deepa Iyer, Building Movement Project	Map with a reflection guide	The Social Change Ecosystem Map is a framework that can help individuals, networks, and organizations align with social change values, individual roles, and the broader ecosystem. It encourages people and groups to get aligned with their values and purpose, and to weigh the themes of equity, shared liberation, inclusion, and justice in their projects.	Practitioners and organisations interested in building and implementing social change projects.	Full pdf: https://buildingmovement.org/Ecosystem-Guide.pdf	Review More details: https://www.youtube.com/channel/UCAzZ0l0CgrVZqli6WwbQmBA
26	Six forms of Reflexivity with Design Methods	Josina Vink, Kaisa Koskela-Huotari	Collection of methods studied in an academic publication	This resource highlights the transformative potential of service design methods by highlighting how they help people build reflexivity by exploiting six different interrelated states: temporal, material, physical, relative, cultural, and cognitive. Building	Practitioners and researchers interested in exploring how well-known service design methods can be used otherwise, to promote reflexivity in their projects	https://journals.sagepub.com/sixforms	Review More details in: Vink, J., & Koskela-Huotari, K. (2021). Building Reflexivity Using Service Design Methods. Journal of Service Research, Vol.

				reflexivity informs people's awareness of (hidden) institutionalized mental models and social structures that can be then accessed, addressed and reshaped in the creative processes.			0(0) 1–19. https://doi.org/10.1177/10946705211035004
27	Brussels Health Gardens	Vitalija Povilaitytė-Petri, Sugir Selliah, Wendy Wuyts	Community garden model to nurture relational human-nature experiences	The Brussels Health Gardens is a community garden model aiming to support an inclusive space for embodied peer-learning about more-than-human care. Situated in the local urban context of Brussel, the collective serves as a model to inspire cultivation of biocentric relationships with nature and peer-to-peer education about more-than-human ecosystems.	Creative practitioners interested in organising community practices and processes based on relational human-nature experiences and mutual learning, and thereby building a sense of agency for change.	https://www.facebook.com/garden	WS4 Relational tools for human-nature engagements - see also resources: 11

3. Future steps

This D2.5 deliverable version offers an exploratory mapping of the landscape of existing and emerging resources for transformational creative practice. Throughout the M25-35 this version will be developed into a more extensive compilation of resources to be presented in the final deliverable D2.6 (M35). The upcoming final version will built on and extend the initial mapping presented here, and work towards highlighting meaningful connections among resources from diverse fields and disciplines. The resources compilation will be made available on the project website during the last year of the project.

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Annex 1 – Visual materials

This annex includes visual imagery for selected resources reported in the Section 2.



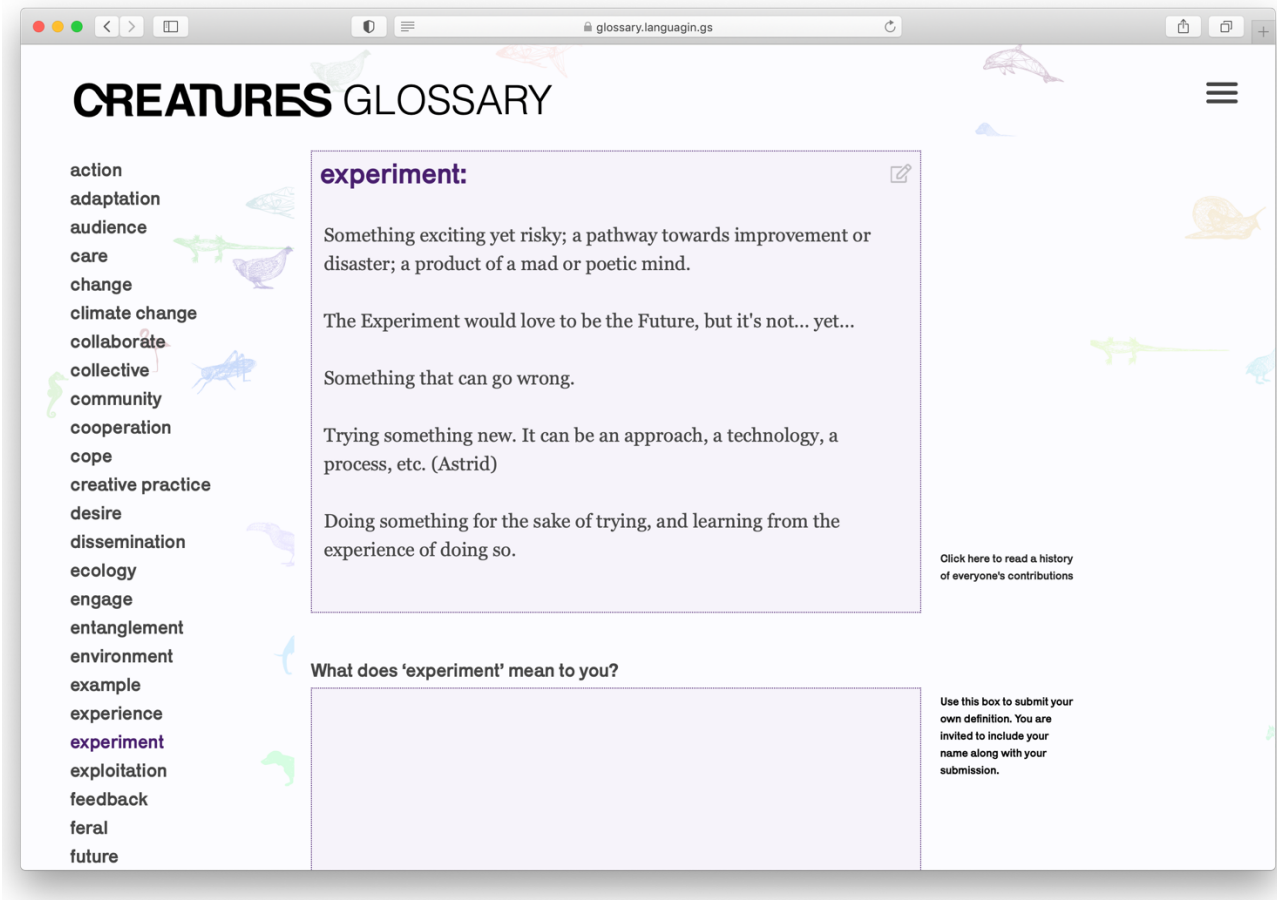
Dérive Drift (Kit Braybrooke, Jaz Hee-jeong Choi)



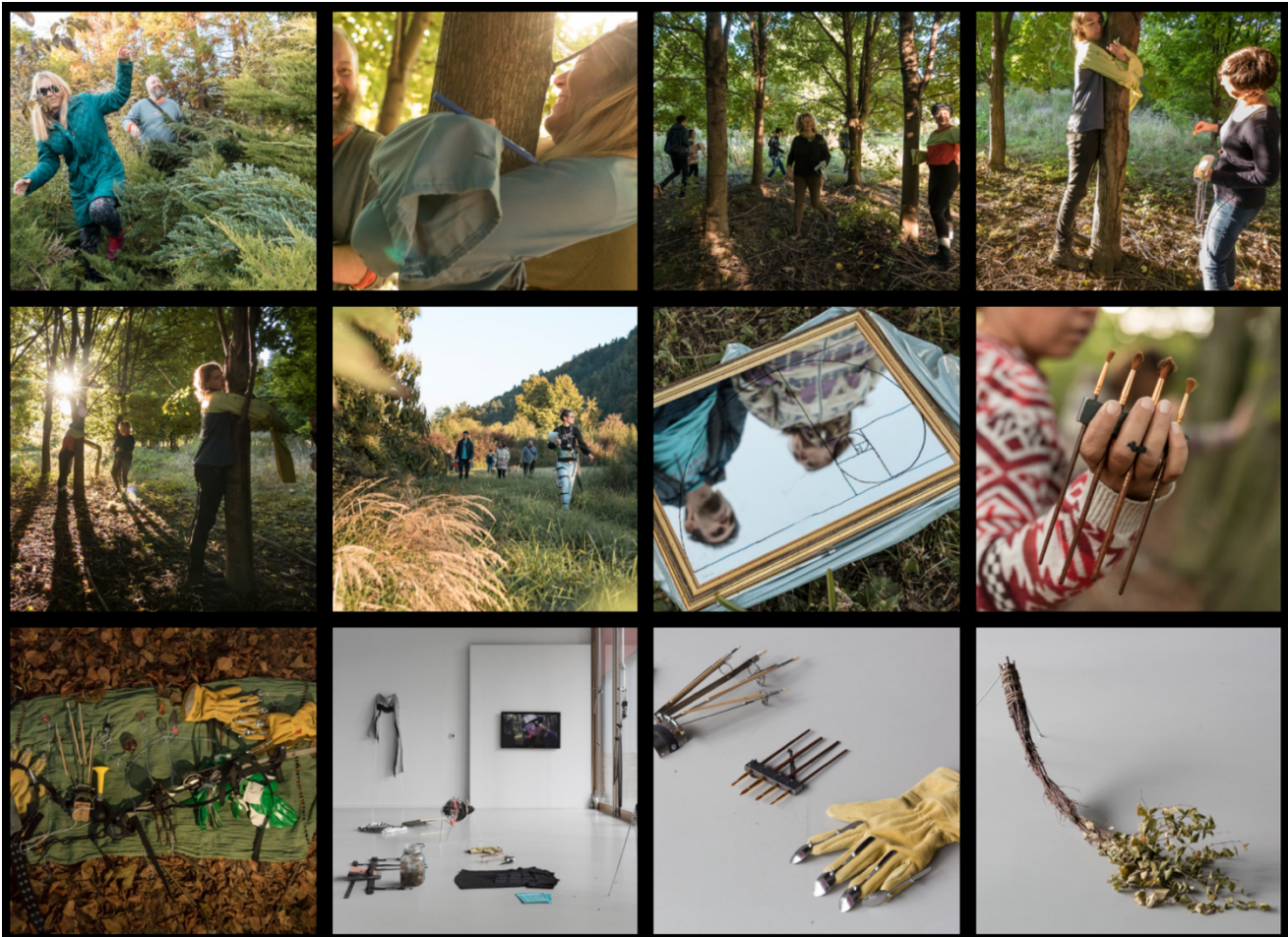
More-than-Human Food Futures Cookbook (Feeding Food Futures)



Parlour of Food Futures – Food Tarot (Markéta Dolejšová)



CreaTures Glossary (Amira Hanafi)



Deep Phytocracy – Anarchetypes (Špela Petrič)



Algorithmic Food Justice - Live Action Role Play Toolkit (Sara Heitlinger, Lara Houston, Ruth Catlow and Alex Taylor)



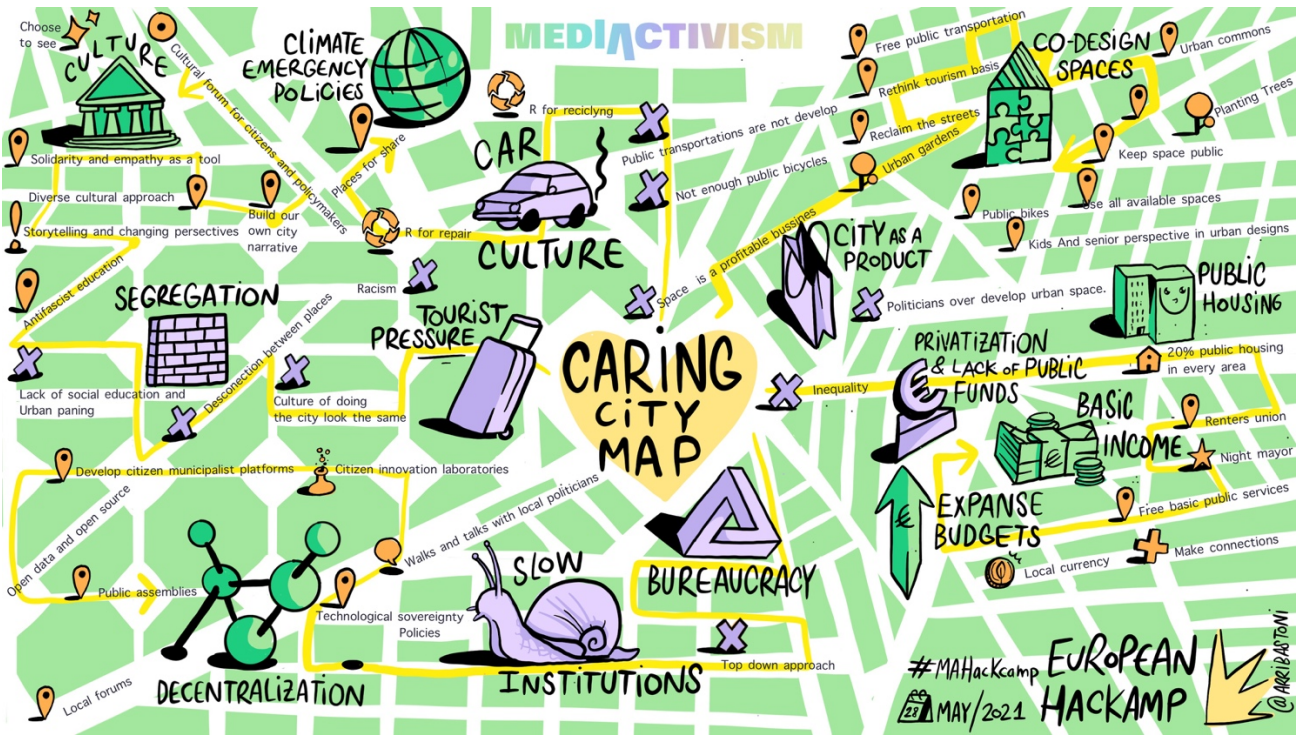
Ministry of Multispecies Communications (Rachel Clarke)



Engaging the world through a Sancocho-Style approach (Leonardo Parra-Agudelo & David Rincón)



Feminist Finance Zine (Ania Molenda, Cristina Ampatzidou)



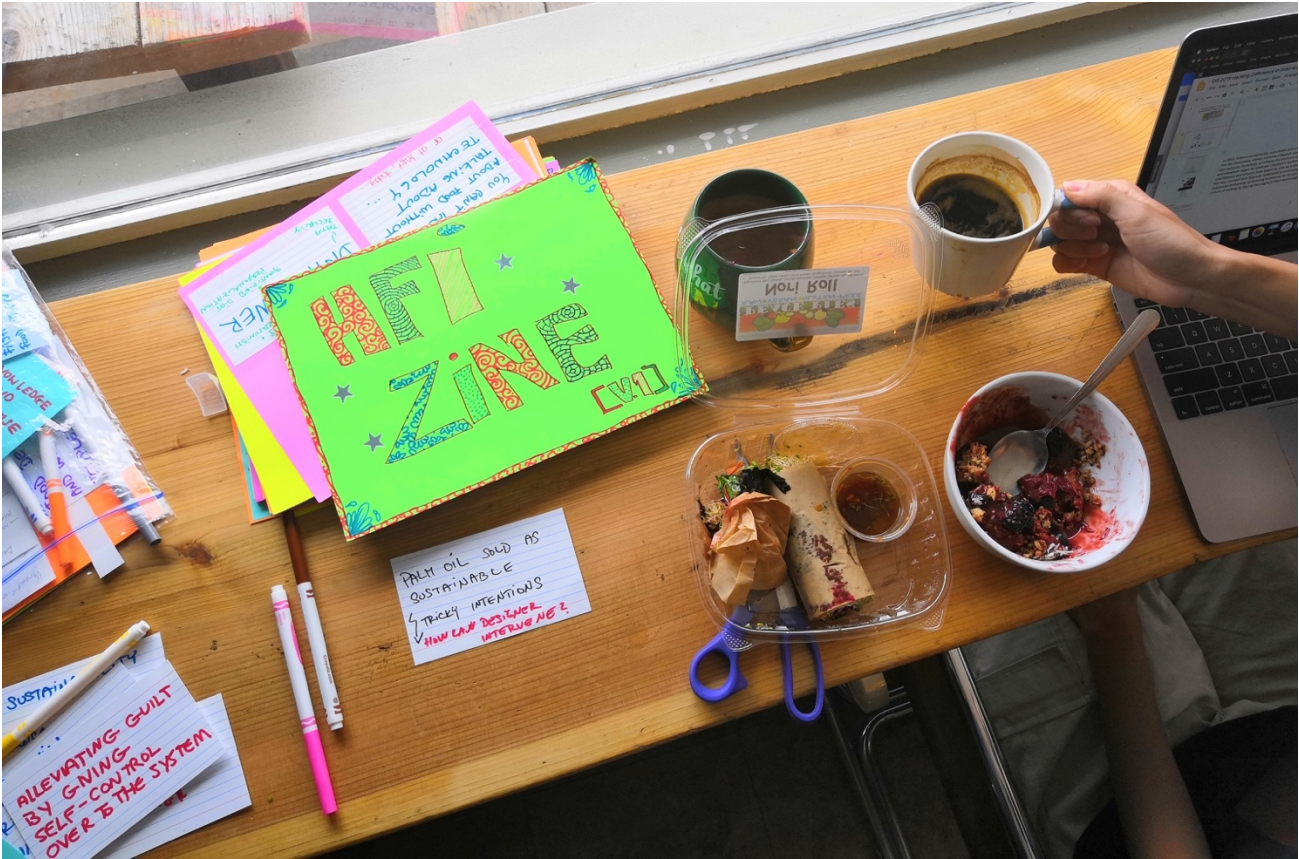
Caring City map (Toni Arribas & ZEMOS98)



Superflux Manifesto I: Calling for a More-Than-Human Politics (Superflux)



Social Presencing Theater (SPT) (Arawana Hayashi)

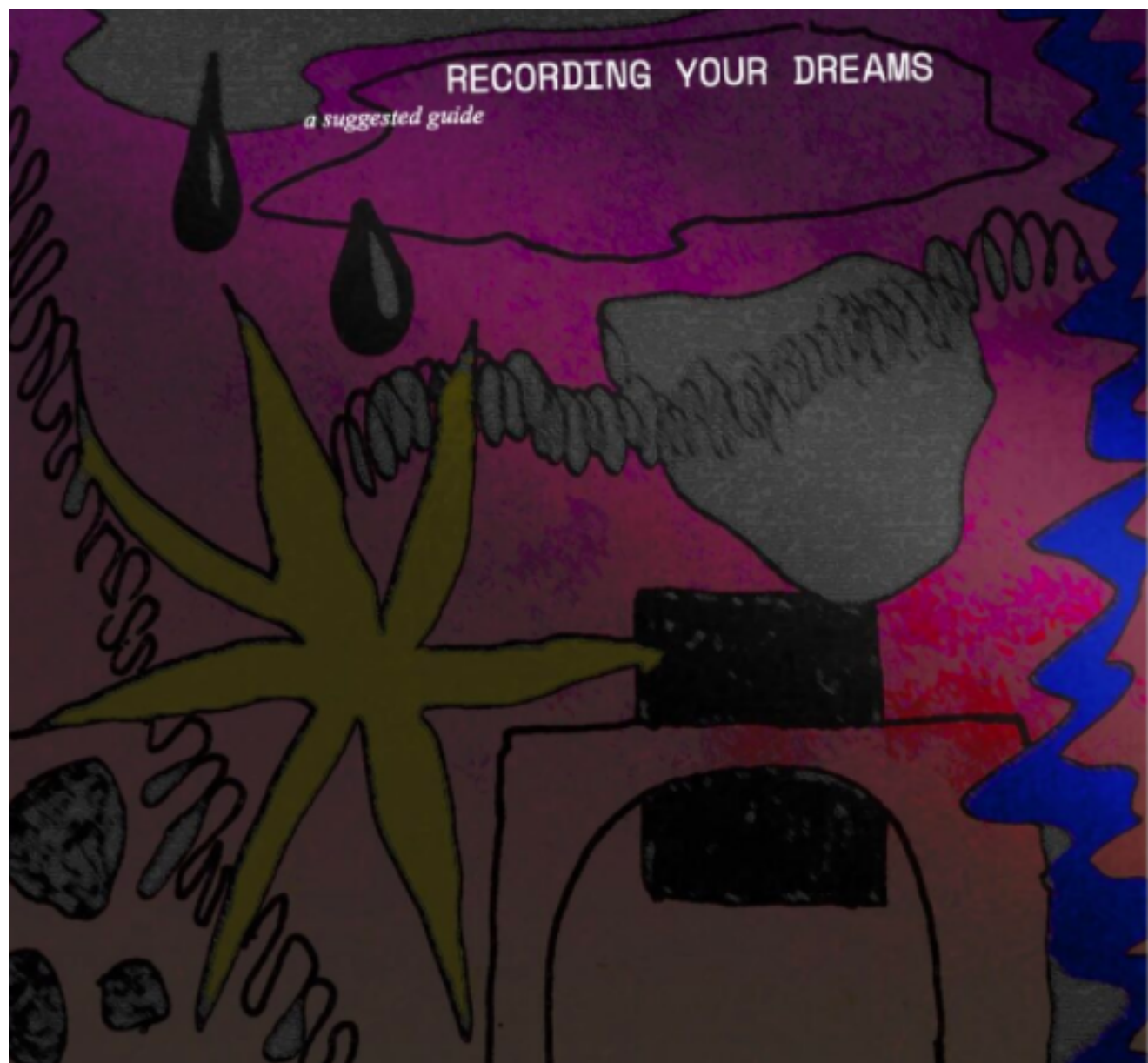


Human-Food Interaction Zine (Feeding Food Futures)

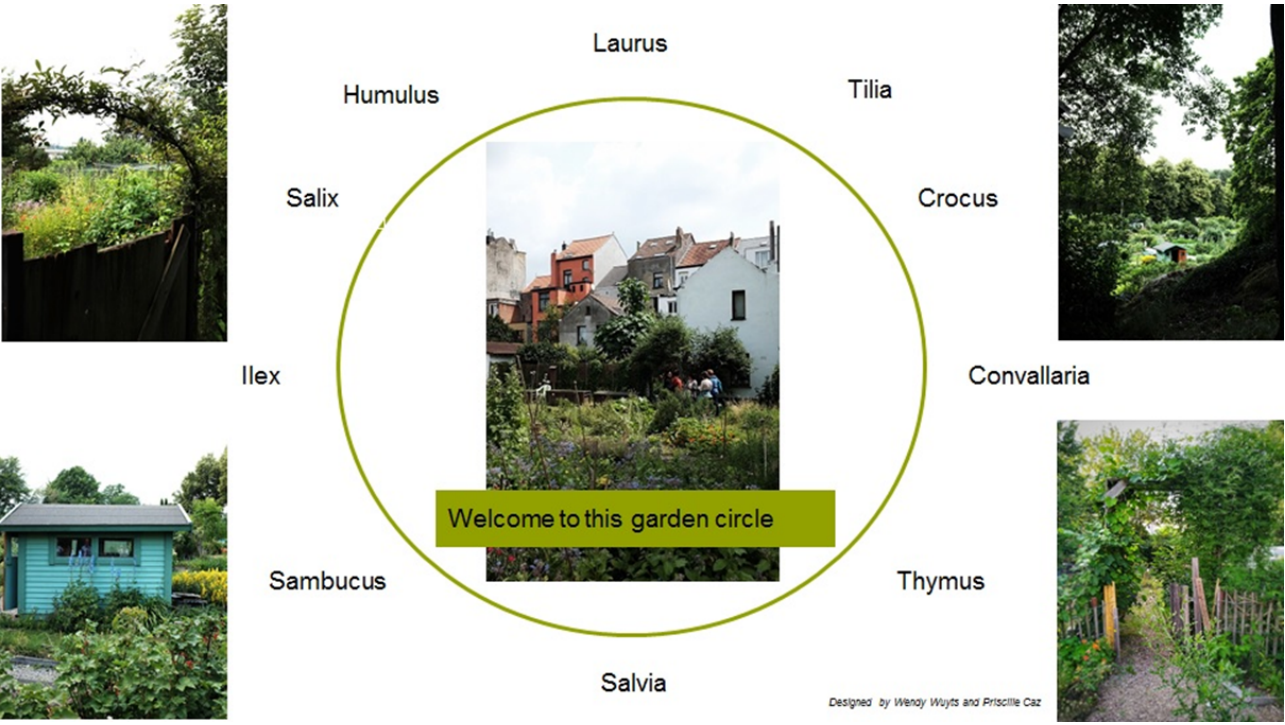


DIY Trust me, I’m an Artist toolkit is available

DIY Trust me, I’m an artist (TMIAA) (Anna Dumitriu, Bobbie Farsides and Lucas Evers)



The Dream Turbine DREAMPAK (A+E Collective)



Brussels Health Gardens (Vitalija Povilaityte-Petri, Sugir Selliah, Wendy Wuyts)