Impact/ value

Learning/ development

Wellbeing/ flourishing

Evidence/ research

Emergence/ complexity

Uncertainty/ knowledge

Planning/ innovating

Progress/ social change

Business models for creativity

Spaces, localities, neighbourhoods, cities; identities of place; Made in Birmingham;

UK, Europe, North America and other places

Identities; capabilities; within structures and organisations; sociologies & ethnographies; ways of being & doing; employability, poverty & learning; cultures, understandings & values

Gallery of images

Painting. Collage, sculpture

Writings: range of styles/ purposes

Creativities and innovations

Art: usefulness, contemporary, public

Participation as promotion; participation as learning; participation as research of new terrains; participation to test progress; participation to illuminate ways forward

Production & promotion

Consumption & research

Engagement & interaction

Accounts

Deliverables

G Bateson: Personal value

Collaborators: Public value

Issues of concern: Social value

Art fragments

Writing fragments

Research fragments

Thinking fragments

Flexible, extended framework for a contemporary exploration