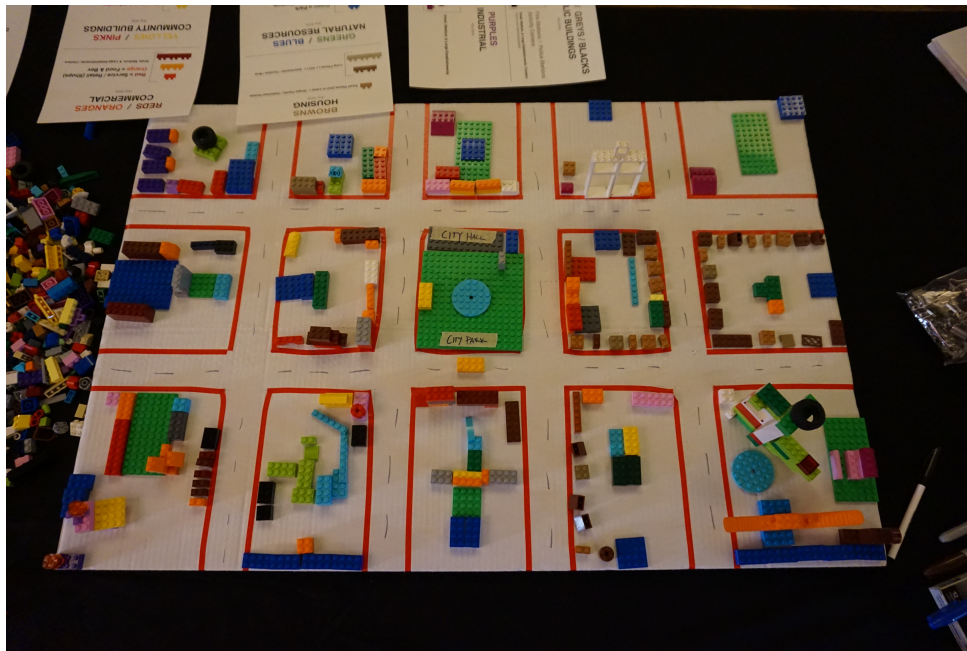


LEGO ACTIVITY

Participants used colored Lego blocks to build a community. Different colors represented different land / building uses. The final number of blocks per color that was used in the activity is listed below. Additionally, a picture of the final community, along with some remarks based on the layout built by participants is also included.

	UPSTATE		LOWCOUNTRY		PEE DEE	
Use	Number	% of Total	Number	% of Total	Number	% of Total
Community Buildings (Also Pink)	25	9.5%	25	18.1%	11	7.1%
Service / Retail	21	8.0%	7	5.1%	21	13.5%
Food & Beverage	33	12.6%	10	7.2%	16	10.3%
Parks	34	13.0%	21	15.2%	25	16.1%
Water	54	20.6%	25	18.1%	23	14.8%
Industrial	6	2.3%	8	5.8%	11	7.1%
Public Buildings	26	9.9%	18	13.0%	13	8.4%
Single Family / Detached	26	9.9%	7	5.1%	8	5.2%
Apartments / Condos / Row Homes	37	14.1%	17	12.3%	27	17.4%
TOTAL	262		138		155	



Items of note from this activity (apply to all Pillar forums):

- No city block has a single “use”, multiple “uses” are included in every block.
- Attendees preferred high density housing to low density (apartments vs single family homes)
- Single, detached family homes are farthest away from the City Center, while higher density residential is closer. Rural creatives are more open to single family being closer to center of city however.
- The inclusion of green space and/or water features are included in almost every city block.
- Community facilities (churches / libraries / community centers / medical facilities) are included in almost every block.
- Industrial is moved farthest from the City Center.

COMMUNITY INVESTMENT ACTIVITY

In this exercise, participants picked up 10 “dollars” based on the role they have in the creative sector. A different color was used for each of the five roles - Artist, Nonprofit / Education Creative, For-Profit Creative, Board Member, Community Arts Advocate. There were six “buckets” - Recreation, Economic Development, Healthcare, Infrastructure, Public Safety, and Housing - in which participants were instructed to place portions, or all, of their \$10 based on what they thought was most important to invest in for their community.

UPSTATE

Role	Recreation	Econ. Dev.	Healthcare	Infrastructure	Public Safety	Housing	Total Per Role	% of Attendees
Community Arts Advocate	19	8	14	6	4	8	59	25.8%
Board Member	4	4	4	4	2	4	22	9.6%
Artist	12	23	9	14	5	12	75	32.8%
Nonprofit / Education Creative	13	11	8	12	6	10	60	26.2%
For-Profit Creative	4	3	2	1	1	2	13	5.7%
						TOTAL	229	
Total	52	49	37	37	18	36		
% of Total \$ Invested	22.7%	21.4%	16.2%	16.2%	7.9%	15.7%		

LOWCOUNTRY

Role	Recreation	Econ. Dev.	Healthcare	Infrastructure	Public Safety	Housing	Total Per Role	% of Attendees
Community Arts Advocate	8	6	6	17	2	11	50	28.7%
Board Member	1	0	2	3	1	3	10	5.7%
Artist	6	13	20	5	4	12	60	34.5%
Nonprofit / Education Creative	5	7	9	13	3	4	41	23.6%
For-Profit Creative	5	3	2	1	1	1	13	7.5%
						TOTAL	174	
Total	25	29	39	39	11	31		
% of Total \$ Invested	14.4%	16.7%	22.4%	22.4%	6.3%	17.8%		

PEE DEE

Role	Recreation	Econ. Dev.	Healthcare	Infrastructure	Public Safety	Housing	Total Per Role	% of Attendees
Community Arts Advocate	2	3	2	0	2	1	10	20.0%
Board Member	0	0	0	0	0	0	0	0.0%
Artist	3	5	3	2	3	4	20	40.0%
Nonprofit / Education Creative	2	3	2	1	1	1	10	20.0%
For-Profit Creative	3	1	1	2	2	1	10	20.0%
						TOTAL	50	
Total	10	12	8	5	8	7		
% of Total \$ Invested	20.0%	24.0%	16.0%	10.0%	16.0%	14.0%		

SMALL GROUP DISCUSSION NOTES

After an overview of the purpose of the forum's activities, attendees broke out into smaller groups ranging in size from 7-12 people. The group were all asked the same basic questions - what are pillars needed for you to have a high quality of life at home, work, and in your community, other than art and culture?

Below are notes from the flip charts and post-it notes used by group members. These are not organized in any specific way but are presented as written on the charts.

UPSTATE

Diversity: More visual cultural diversity within creative leadership community, diverse background and education, diverse art, without diversity art dies, food, equitable distribution of resources across community, willingness to risk exposure to diversity.

Community: parks, greenery, public spaces, allows things to exist that don't create profit, public art, rent control spaces for artists, art events, arts coverage, walkable downtown, vibrant community, clean, safe, rural outreach.

Public Services: shared creative spaces (co-working), public transit, roads, well-funded arts commission, libraries, broadband access, safety, education, healthcare, childcare

Work Environment: dynamic environments, working with others with time for solitude, engaging and challenging work spaces, tolerance for failure, experimentation and risk taking encouraged, versatility, safety and comfort, close to mixed use communities

Special Risks: fire, chemicals, ventilation, lack of business skills, burnout, work/life balance, acceptance, not growing

Personal Financial Security: emergency fund, savings, survival, clear business model, charging the right price, vacation, accurate records of expenses.

Working Away from Home: distinction between work and play, get in the zone, motivation to prove yourself to your peers, you get out of your own way, can vary work, job title can change, can embrace all areas of creative process.

Working at Home: tax break, better focus for some, but need discipline.

Owning Home: set up studio how you want, more affordable in rural areas, artists make areas more desirable, can't kick you out with higher rents.

Renting a Home: financial flexibility, allows you to live in the area you want without breaking the bank, but need more affordable housing for artists.

Good Healthcare Policy: breath easy, create art without hesitation, have security, avoid an extra day job, allow more time to grow your craft, extends your life, allow you to pursue creative opportunities.

Community: public policy protects freelance, resources (contracts, etc), values art (gives way to livable wages), awareness amongst contractors, teaching opportunities, mental health services, artist university, legislative support, “local arts movement” like the “local food” movement.

Work: connections/networking, professional development, business training / support, mentors, basic survival skills for “real world”, marketing / PR, collaboration.

Home: Financial stability, financial planning, time, work space, work/life balance

Home: childcare, pet care, work space at home, low maintenance (small yard, repairs, etc), good light, privacy, quiet, safety, support system, connectivity with likeminded people / open minded, transportation, internet, financial, access to financial services, access to healthcare, ability to provide healthcare, food security.

Work: good benefits, supporting community involvement, tools, equipment, flexibility in schedule, access to beautiful spaces, metro areas, education, technology, training, steady source of income, respect for process, respect for artist, arts in work culture.

Community: corporate / private / public investment, extensive arts education, artists advocate for themselves, arts as a priority, good public spaces, transportation, revitalization with inclusion, public services (trash pick up, etc), community vision, democratization of public spaces, design strategies, diversity, bringing people together, walkability, bike able, utilizing current resources, forward thinking government policy, arts rep @ city council, educated leadership

LOWCOUNTRY

Home: A/C, space, affordable proximity, comfort to the senses, sanctuary, ability to support family, support network, public safety, ownership & security, respectful culture.

Work: Management (better), autonomy, flexibility, space, risks include fire, retirement, value the artist, time.

Community / Quality of Life: Transportation infrastructure, healthcare, non-artist business investment, health access, receptive public officials

Home: laundry (streamline home life), multifunctional housing (open spaces for rehearsal), space for work / creating, arts-focused housing, child care, openness to family experience in arts spaces, networking, living in the community where you work, kids @ performances / museum, daycare, overhead costs taken care of, gig mentality is risky, steady opportunities, platforms to connect artists to consumers.

Community: walkable / bike able, accountability for develops to community, policies to support the arts, collective memberships, greater communication b/w arts and business community, more representation of the arts in city councils and other public bodies, outdoor art (all disciplines) in public and private spaces, policies to protect and not restrict art, diversity in organizations

(focus, ownership, participation), trust between segments, good arts programs in education, adult education, access

Work: financial risks, losing \$ to make art, arts as businesses with addresses, how to not have a secondary income (single artists), unsafe works paces, need more education for emergencies and facility management, financial planning for natural disasters, insurance, legal assistance

Rent Perks: flexibility, affordability of home buying, new to area
Buy Perks: space to work, ability to change space, equity.

Need more info on taxes for renting vs. ownership

Working from Home: freedom, self motivation, focus, no community, be with family, high productivity

Working Away: interchange with others, in-person communication, boundaries of personal / professional, break / change, external motivation, no family interruptions, quality of work with people.

Options and balance between working from home or way needed.

Work: pays well, economic dignity, local fair wages, training opportunities, new challenges, national trainings, takes advantage of national service organizations. Risks include equipment not working, instruments and supplies, bad performances, injury

Healthcare: disability insurance, travel ability, affordability, preventative, dental/eye, birth control, tax incentives

Gig Economy: Weddings are great, need good financial planning, working in advance, product line (options)

Community Markers: zoning for arts, philanthropy, economic benefit, outdoor events, arts spaces, non-traditional funding sources, engaged elected officials, civic literacy, affordable childcare, bike lanes, good roads, public transportation, access for all people, public spaces.

Diversity: of art forms, people, ethnicities, diverse boards

Education Systems: connections to people, critical for understating and appreciation of art, community becomes consumers, art for social change, good citizens, student with arts experiences may better everything.

PEE DEE

Owning Home: Decorate, have your own lifestyle, live your own philosophy (e.g. pets, plants, gardening, solar), work from home.

Renting: Flexibility to move, more finances, can be shorter term, work from home.

Work Away From Home (Better): you can compartmentalize, benefits of focus because you are away from family, choice to have career outside of home and still have family life, opportunities for outside support and inspiration.

Work Away From Home (Worse): travel time, can't take advantage of spontaneous free time, can't lower overhead costs.

Financial Freedom: Freedom to do work that engages, continue to train and learn, have recreation or outlets, freedom from paycheck to paycheck stress.

Chore to get rid of: Laundry, cooking, clean the house, home repair, marketing, tech support

Work Environment: personal audio freedom w/ access to other artists, at home so I can grab free moments, opportunities for quiet at any time

Risks: injuries with tools / machinery, health hazards with materials, financial risk.

Gig Economy: If basic health care, housing, and finances are attainable, then individuals have the time to "gig" and participate in someone else's "gig". On the horizon - community collaboration and information sharing to increase "gig" opportunities", access to sponsorships, more opportunities to link sponsors and gigs.

Community Embracing Creativity: More multi-generational programming run concurrently (kids and adults), businesses providing inclusive events, businesses / sponsors / government including local artwork in buildings and programs, effective information sharing of events, public spaces large enough for gatherings and entertaining, affordable grocery stores and co-ops.

Public Services: supply store, art store, health care, grocery, farmers market, library, technology (e.g. laser cutter), bike path, transportation, community trading outlets.

Diversity: age, race, cultural, economics - considering how to market to and provide services to a diverse population equally. How to maintain creative integrity while making it accessible.

Education in Community: Awareness, financial support, opportunities to expose large populations and younger generations to the arts.

An overall healthy community is inclusive and collaborates between all pillars: economic, environment, health, arts, social services, education.

Other ideas valued: Green spaces, safe places in nature, bike path, walking paths. Grants that include child-care expenses as allowable, time for events to be aware of family needs. Affordable artist housing and work spaces, more access to stipends for base salaries as an artist (per year), easier access to grant info and funding. More national and state funding for art classes and events.

Chore to get rid of: housekeeping / cleaning, bill built into budget that someone else manages, bartering to pay bills, garden / landscaping, errand running

Owning a Home: flexibility of space utilization, rental is shared with limitations on sound and more, renters are not responsible for upkeep, tax benefits for home owners.

Working Away or At Home: Away from home costs time and money but provides collaborative community. Working at home requires discipline but can provide greater flexibility and ability to collaborate online.

Financial Security: How to reduce financial stress?, where are the art buyers?, not living month-to-month, moving away from 9-5, student loan burden (multiple problems, long-term), barriers to mortgages (eg student loans), looking at something other than credit score.

Diversity: defining diversity in broadest terms possible, opening to see things in a different way, kids need to be exposed to diversity, inspiration comes from diversity, arts are the melting pot of diverse populations.

Education: starts at day care to teach diversity / tolerance / empathy, where beside school do kids get exposure to culture / arts, employers want a liberal arts work force, teach skills not just path to college, funding for arts / culture / innovation education.

Communities that Embrace Creativity: business support for the arts, beautification projects (murals, gardens, etc), civic pride, business / education crossover, visionary leadership (elected, business, etc)

Work Environment: individual needs vary, private space AND communal, flexible and open-minded leadership, freedom to be creative, turning ideas into action, non-threatening, trusting

Risks: Distractions, fear of elimination due to funding cuts (e.g. education), financial stability, future need for arts / culture positions, emotional risk, health care issues, tech changes

Healthcare: freedom to work on your own (but may come with higher cost), engage young adults, fear of seeking preventative care, where is preventative care in our basic insurance?, what do we look for?

Gig Economy: “artist donations” hurt, competition with online and large markets, rural community challenges, booth fees, travel costs, sharing is not competitive, small community offers lower cost of living, shared responsibility of the entire creative community, do not undervalue ourselves.