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## GENERAL & TECHNICAL SPECIFICATIONS

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## About

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The Walking Neighbourhood responds to the rising hysteria around children in public space and their safety and the gentrification of neighbourhoods without public involvement. Conceived during residencies in 2 schools, Tasmania Australia and Toronto Canada, where 11 year olds shared concerns about their lack of autonomy. Intrigued by tall tales about encounters with adults in cars trying to pick up children (it was someone's mum offering a known kid a lift home!) and rather than fire drills management enforce lockdowns to respond to gun violence in schools, Lenine Bourke and Darren O'Donnell of Mammalian Diving Reflex in Toronto, Canada began a series of conversations that led to a number of creative explorations on the theme with both artists developing two stand alone works.

In Brisbane a research project was commissioned alongside a creative development work with 8 children talking about their thoughts and ideas about neighbours, strangers and community. The project was called 600 000 years based on an UK statistic that asserted a child would need to stand on the side of the road for 600 000 years before they were kidnapped (Warwick Cairns). The project was fast building momentum, engaging children, parents and researchers. It was at this stage in the journey where it was decided that this name was potentially alienating, as children thought it was about dinosaurs and alarming for parents – the two very things not intended – and the project came to be know as The Walking Neighbourhood.

Premiering in Brisbane in August 2012 The Walking Neighbourhood involved 12 diverse, interesting and energetic kids leading walks around Fortitude Valley in Brisbane. The project toured in 2013 to Thailand exploring the old city of Chiang Mai and then to the Aboriginal community of Bagot in Darwin as part of the Darwin Festival.

In each of these processes children walked, took photos, mapped, observed, danced and skipped their way around the neighbourhood whilst interviewing local people, shop keepers, community members, icons and identifying places of neighbourhood significance and notoriety. The Bagot project utilised GPS technology through a connection with the City of Darwin and in Thailand the children created a gallery of found items and self-portraits supported by DFAT.

The Walking Neighbourhood was created by Lenine Bourke in collaboration with various partners. The early stage of the work was created with Mammalian Diving Reflex (Canada), then more recently Contact Inc (Australia). Lenine also wishes to acknowledge the following partners: DFAT, GABFAI, Darwin Festival, Bagot Community, University of Queensland and the Queensland University of Technology, Australia Council for the Arts and Arts Queensland.

## Creative Team

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**Lenine Bourke** (BA Hons, BED) has a broad range of professional experiences in the arts and cultural sector, nationally and internationally, leading various organisations and projects. Recently awarded with an Australia Council Community Partnerships Fellowship exploring Community Engaged Arts Practices and the intersection with Socially Engaged Arts Practices. Focusing the majority of her work collaborating with diverse communities. Recognised as a young leader in 2006 when she was awarded the inaugural Kirk Robson award and in 2009 when she received the Brisbane City Council Lord Mayor's creative fellowship to undertake research in the area of Social Practice.



**Jane Jennison** has been working as an artist, facilitator, artistic director and arts-worker for the past 13 years. Jane has had a fruitful and ongoing relationship with Contact Inc as a past artistic director of Contact Inc, board member and employee. She is currently in her third cycle of working with the organisation. Jane is highly skilled in cross cultural practice and has worked consistently with Aboriginal, Torres Strait Islander, Pacific Islander and recently arrived migrant and refugee communities.



**Nathan Stoneham** likes throwing himself into new situations to see what he'll learn. He works with people on art – theatre, music, performance and design. He prefers stories that often go unnoticed, encourages connections you wouldn't expect, and searches for glimpses of utopia to capture and share.



**Karen Batten** uses visual art, print and web design with groups and individuals using a collaborative approach. This process happens by using dialogue, workshops and training to facilitate concept creation through to the final product. Karen has experience working with individuals, organisations and businesses of diverse cultural backgrounds, genders, age, socio-economic status and abilities. Karen's work and art practice blends a passion for social justice and self-expression with a mix of digital and visual arts.



**Verena Curr** (BA-Drama with CI-Honours & Graduate Diploma of Education – QUT) is a freelance artist whose work dissects multiple disciplines from creator/ performer/ deviser of contemporary theatre and performance, installation and visual arts to facilitating, teaching and consulting across varied settings as a community arts worker and early years educator. Verena has a passion for creating intergenerational arts based projects for children and adults and has a keen interest in creating contemporary work.



**Soraya Del Castillo** is a Brisbane based facilitator, installer and maker with a passion for transforming ideas into engaging collaborative projects. Her training in nursing, midwifery and Montessori trained educator has given her a highly unique perspective on artistic practice and cooperative process. Co-founder of the Wollongong based company CircusWOW she was the key visionary for many productions, co-directing, costuming and performing in successful ensemble. She has designed and facilitated many creative workshops with children and adults including with the State Library of Queensland, CiRCA, Contact Inc. and QPASTT. Soraya is currently a driving force in the artistic landscape at Junction Park State School, designing and installing art works and creating a children's garden from inception to actualisation.



**Larissa (Lara) Deak** is a physical and visual theatre maker with a background in puppetry, stilts, community arts and arts administration. Larissa is currently Co-ordinator the workshop program for Vulcana Kids Circus. Recent work includes facilitating workshops and devising a dynamic performance with adults with disabilities using circus and puppetry (Stronghold a partnership with Vulcana and Access Arts); and a community yarn-bomb project, Safe Travels, facilitating pompom workshops & creating street art to promote community awareness of children and their safe travel between home & school.

Other artists can be found on [www.thewalkingneighbourhood.com.au](http://www.thewalkingneighbourhood.com.au)



## Production Notes

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The Walking Neighbourhood has a simple premise: children companions guide audience members on a promenade curated tour around a specific part of a city, community, venue or site. This is a new way to see and experience places, spaces and buildings in public and private. Children aged 8 - 13 are in control of developing the artistic experience, guiding an audience, navigating the physical space and sharing their experiences of autonomy all the while creating new friendships with people they do not know. The experiences have a base in a central area within the city, community, venue or site to allow audience members and child companions to gather, introduce, share and debrief before and after the experience.

### Participants

The Walking Neighbourhood involves 10 – 20 children/young people aged 8-13 from your community, in collaboration with 2 professional artists under the management of Lenine Bourke as current Producer, and 10-20 adult volunteers acting as personal stage managers for the child companions. The work is developed over 12-14 days in your community.

### Residency and Development

The show tours with a company of 2 professional artists that will be based the neighbourhood for 2 weeks, as a residency. During this time they will work with local artists, technicians, volunteers, the children and local businesses or community members to develop this custom made event. The work is developed over 12-14 days in your community. The local presenting company will source local artists, volunteers, technicians and children.

### Performance

The number of performances can be negotiated but usually results in 4 shows over a weekend at the end of the residency. Other activities such as key notes, masterclasses, community meetings and media can be incorporated across this time.



### Performance Space

The Walking Neighbourhood can be performed in a wide range of spaces, from theatres, studios, community halls, centres, indoor and outdoor spaces. The artists design this space to appear as a Departure Lounge. This lounge acts as the front of house and base for the project; the walks depart from this location into public spaces and return upon completion.

### Audience Capacity

The capacity of this event is dependent upon the number of child companions involved in the project, the health and safety requirements of venues, and the level of community engagement desired by the presenter. It is recommended in most scenarios that each walking group features at least 1 child companion, 1 adult volunteer/stage manager, and up to 10 audience members.

It should be noted that this is a promenade work and as such access issues will need to be considered as the walks are developed. Managing accessibility is the responsibility of the presenter.

## Partnership Requirements

In order for The Walking Neighbourhood to join your community effectively there are a number of elements that will need to be coordinated by the presenter with the guidance of the producer, prior to development.

These elements are:



- Source an appropriate community hub or location to base the walks from. We recommend that this space be utilised for the workshops to develop The Walking Neighbourhood. Preferably it should be an open space with room for movement and visual activities. This space will be the workshop space during the development phase, then the Departure Lounge in production phase.

- Liaise with local businesses, community members and proprietors surrounding the home\_base and invite them to be a part of the project.

- Engage the child companions who will collaborate on The Walking Neighbourhood.

- Engage adult volunteers to assist with the delivery of the walks, we have had great success with teaching and arts students for these roles.

## Tour Requirements

Where The Walking Neighbourhood is presented outside of the greater Brisbane area, the following must be supplied by the presenter, in addition to the presentation fee:

- AUD award standard, or local award standard per diems for 2 people x 2 weeks (or for the duration of the engagement)
- 2 x return economy airfares from Brisbane to destination / or car hire and travel when possible
- 20kg excess baggage per person on all flights (in addition to standard checked baggage allowance)
- Ground transport for airport connections, and all local transport
- Accommodation for 2 people for 2 weeks (or duration of the engagement) in separate bedrooms in apartment preferred
- For International presentations: working visas for both artists, any required working with children checks, public liability insurance and travel insurance for the duration of the project including travel.





## Technical Requirements

The following is provided as a basic list of materials that are required for the duration of the development of the work, as well as for the walks. Additional technical equipment may be requested during the creation of the event.

- 2 x data projectors. Both in cradles able to be rigged, accompanying accessories & VGA cables
- 1 x PA suitable for the space, if possible additional speakers that run outside the space
- 2 x microphones - handheld wireless if possible
- 2 x microphone stands
- 1 x Ipad line mini-jack to mini-jack) in for PA
- 1 X megaphone
- 1 headphone splitter, 2 x headphones (home-base installation)
- 1 x general technician for assistance during the final rehearsals, and event. (Lighting, Sound & Vision)
- Seating for pre and post-show – between 10 – 40 people
- If the departure lounge space is a darkened theatre space a basic room wash can be used to illuminate the space, otherwise standard work lighting is fine
- 4 x Trestle tables
- A separate dressing room/green room space for children to leave bags, and prepare pre-walk
- Healthy food and water for workshops and walk-days for children

## Equipment Provided

The following is a list of equipment provided by the Company.

- Registration board for audience members
- Digital cameras for use by children
- Drawing and visual art materials will be purchased by the company upon arrival in community
- 1 x ipod
- 1 x Macbook with film & video editing software
- International power adaptors
- Some venue dressing and design components

Other materials that are required (excluding technical equipment) will be sourced by the presenter or the producer / lead artists once on residency during the development of the work.





## Sample Schedule

On average this work is developed over 2 weeks via 6 workshops, with the attended walks happening at the end of the second week. 2 weeks is the minimum amount of time for presenting the Walking Neighbourhood. While not reflected in the schedule below, it is our recommendation to have an orientation day in the community with one of the key artists, 3 months prior to the project starting. This scoping allows artists to visit the sites, meet possible children, local volunteers and organisations.

### Week 1

- Day 1 Arrival of creative team (by midday). Site/venue visit. Meet with presenter/local coordinator.
- Day 2 Set up workshop space. In depth scoping of community/area. First meeting with child-companions.
- Day 3 Workshop #1 with child companions. Research community/options for walks
- Day 4 Workshop #2 Further development and articulation of walks.
- Day 5 Workshop #3 Creating digital components, story telling.
- Day 6 Workshop #4 Editing of any digital components, sourcing and preparation of materials
- Day 7 ALL – Rest Day

### Week 2

- Day 8 Further preparation of material & set up of home-base for walks.
- Day 9 Work shop #6 – testing the walks and arranging the walking schedule.
- Day 10 Workshop #7 – the ‘tech & dress’ rehearsals of the walks with test audience.
- Day 11 The Walking Neighbourhood day 1, 2 shows
- Day 12 The Walking Neighbourhood day 2, 2 shows
- Day 13 The Walking Neighbourhood day 3, 2 shows OR bump out & pack down
- Day 14 Debrief (Can include a master class now or earlier in the schedule)