

WOLVERHAMPTON
CITY OF
YOUTH
CULTURE



Executive Summary

Partner project activities

University of Wolverhampton

Institute of Community Research and Development

Focused on developing a project Theory of Change, recruiting, training, and supporting Community Peer Researchers for Year 1 evaluation activities.

Target: Recruit 20 volunteer Community Peer Researchers, engage with 3 professional artists.

Achievements: Recruited 7 Community Peer Researchers, participated in observation activities with 3 professional artists.

Wolverhampton Music Service

Delivered two large-scale live music events at The Halls Wolverhampton: An Orchestral Adventure Through Time and Singing in the Halls.

Target: 7,000 live audience attendances, engage 30 volunteers and 80 professional music artists.

Achievements: Attracted 5,087 live audience members, engaged 55 schools, 30 volunteers, and 80 professional music artists.

Gazebo Theatre in Education

Hosted 'Creative Taster' workshops in mask/prop design, special effects, mould making, software training, stage combat, voice-over recording, and circus skills, with some sessions supporting Bronze Arts Awards.

[Gazebo Theatre](#) | [Wolverhampton](#) | [Facebook](#)

Target: Deliver 2 x 10-week sessions for 30 participants, engage 12 professional artists and 2 volunteers.

Achievements: Delivered 2 x 10-week sessions to 19 participants, engaged 4 freelance professionals, 7 Gazebo team specialists, and 2 interns.

Same Difference Festival

(Cultural Education Partnership)

Organized a one-day inclusive arts festival for young people, families, and carers in Wolverhampton.

Target: Involve 15 young people in festival design, collaborate with 20 professional artists, and attract 500 attendees.

Achievements: Engaged 15 young people in co-creation, collaborated with 20 artists/organizations, and delivered activities to 1,115 attendees.

LearnPlay Foundation

Delivered 'Creative Career Pathways' workshops on games development, design, coding, and virtual/augmented reality while mapping creative and cultural organizations in Wolverhampton.

Target: Deliver 25 sessions to 250 participants.

Achievements: Conducted 23 sessions, engaging 383 participants.

Visual Arts Trail

Offered creative workshops to young people, enabling them to co-create artworks to be exhibited across Wolverhampton as part of a physical and virtual visual arts trail. Led by [Newhampton Arts Centre](#)

Target: Commission a Visual Arts Producer, 4 local professional artists to deliver workshops for 50 young people in 4 cohorts, and a digital developer.

Achievements: Engaged 48 young people to co-create 4 artworks. Three physical pieces are being digitally developed through augmented reality for a virtual arts trail.





Wolverhampton: City of Youth Culture is a three-year programme with the aim of working with young people to transform their participation in cultural activities. Wolverhampton has one of the highest rates of youth unemployment in the country. City of Youth Culture will aim to increase young people's engagement with cultural activity; raise awareness of the cultural sector as a potential career sector and provide a cohort of young people with early-career training and experience. In achieving these things, we will have contributed to ensuring young people have the resilience, self-esteem and social skills they need to succeed in life.



Project aims and objectives

We will do this through:



Providing inspiring and high-quality opportunities for 7-11's to participate in culture through a programme of extra-curricular activities taking place in the Civic Hall (Big Sing and Orchestral Concert)



Staging an annual cultural festival for 11-18's in West Park co-designed with young people and delivered by local artists and organisations



Engaging youth groups 11-25 to develop their creative skills through co-designing a digital arts trail around the city with local professional artists and a leading digital tech provider



Providing short courses for young people 16-25 not in education and employment equipping them with the skills to return to training or gain employment



Improve creative and cultural education for children and young people



Widening and improving opportunities for children and young people to take part in creative activities outside schools



Supporting children and young people to develop their creative skills and potential



Developing and improving pathways towards careers in the creative industries

Partner Activities



Newhampton Arts Centre

Newhampton Arts Centre is the lead organisation of the project partnership. A Programme Manager was employed to oversee the project over the lifetime of it. Newhampton Arts Centre is responsible for the governance, financial processing, project reporting, programme management, marketing, recruitment and the visual arts trail element of the project.

University of Wolverhampton Institute for Community Research & Development

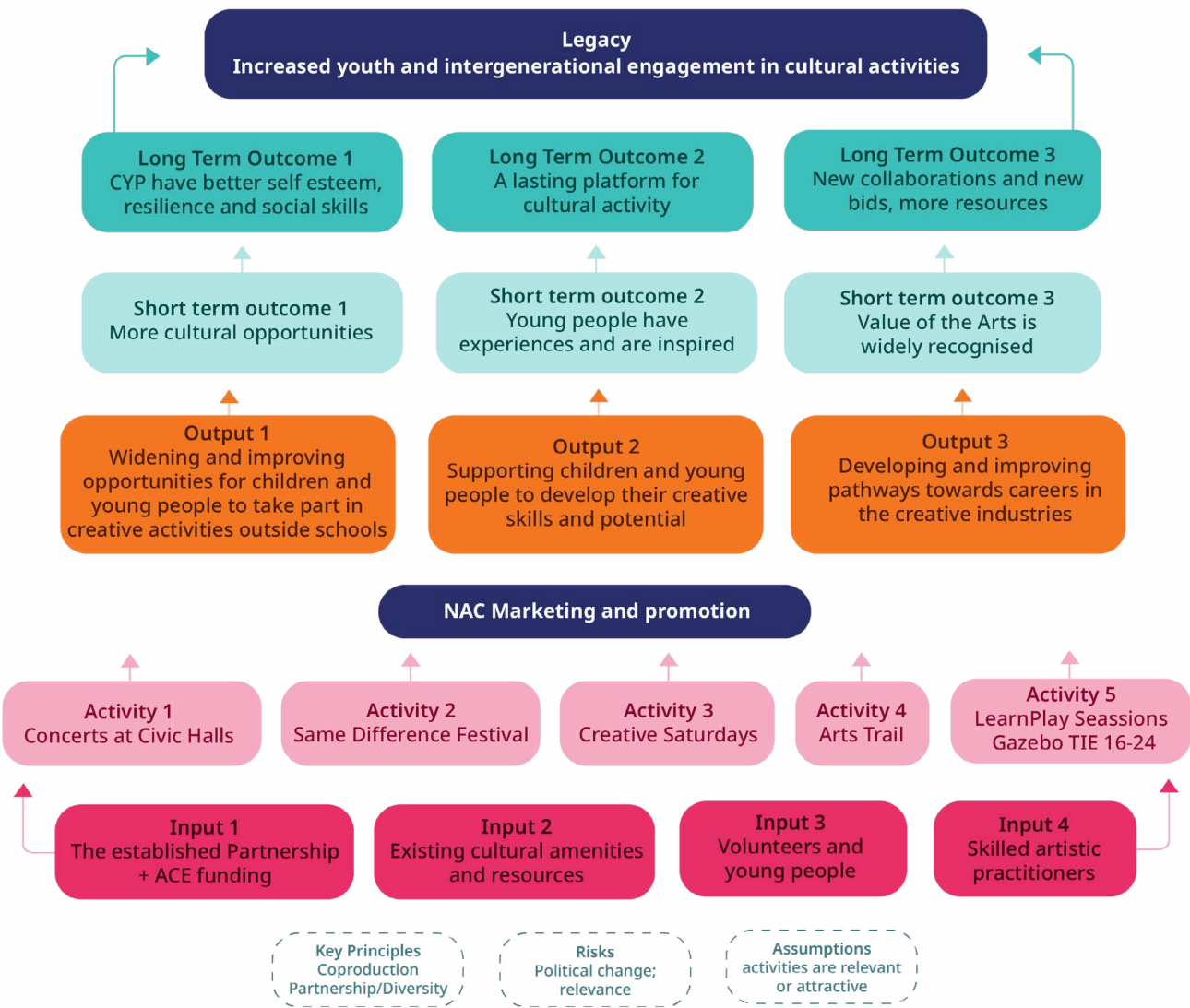
Overview of Year 1 evaluation activity. For the ICRD evaluation team, Year 1 activity for the WCOYC has focused on two key areas: developing a Theory of Change for the project through engagement at partnership meetings and reviewing of the evolving activities: and recruiting, training, and building relationships with a team of community peer researchers and supporting them in Year 1 evaluation activities.



WCOYC Theory of Change

Developing a WCOYC Theory of Change.

The ICRD team have developed a Theory of Change for the project building on discussions gathered from all partners in the initial partnership meetings at the beginning of Year 1 as well as a workshop delivered by the ICRD team to the partners on ‘Developing a Theory of Change’ in February 2024. The Theory of Change provides a roadmap to support all partners in working towards a shared vision, informed by the project’s overarching aim and guiding questions. Additionally, short and long-term outcomes at individual and city level are included, and the activities that will support the outcomes. Importantly, the evaluation team views the Theory of Change for the project as a working, live document that will be updated as the project evolves. Following feedback from recent partnership meetings, new factors of importance are emerging, such as gender-disparities for young people in accessing arts and cultural activities, as well as barriers young people have shared around safety which impact their access to activities (shared in October 2024 meeting). These key factors will be incorporated into the Year 2 iteration of the Theory of Change.





It was wonderful to see students from different time periods of those projects return to see their work displayed. Many participants were thrilled and felt a deep sense of pride seeing their art exhibited for everyone to admire. They were all engaged, commenting on each other's pieces and reflecting on their own.

The team are also in the process of collating all the evaluation data from each of the partners from their Year 1 activities and will carry out some mixed methods quantitative and qualitative analysis and continue this cycle during Year 2.

Peer Researchers: Recruitment and Training

In March 2024, seven peer researchers were recruited for the project: a widely diverse group spanning different ages, linguistic backgrounds, cultural heritages, and bringing a variety of work and study experiences to the project. All the group were either originally from the city of Wolverhampton or now living in the city, with all having strong connections to the city. Throughout April and May 2024, the ICRD team a four-part peer researcher training series at the Newhampton Arts Centre to support the development of peer researchers' knowledge in conducting evaluation activities and to develop practical research skills. The training covered multiple topics including: an overview of the WCOYC project and its aims; the purpose of a ToC and WCOYC project's ToC; types of evaluation formats; research methods including interviews, observations, and creative methods; and ethical principles of research and data analysis. The sessions were interactive in nature, with discussion and planning tasks to prepare for some of the early evaluation activities. In the final session, one of the peer researchers, who is a working artist, led some of the input, sharing with the group examples of co produced arts projects.

Peer Researchers: Evaluation Inputs

Some of the peer researchers have been particularly active in carrying out observations of the Year 1 activities, so far submitting observation reports of the Big Sing event in April 2024, the arts trail workshops from July to Sept 2024, and the end of workshops celebration event for young people in Oct 2024. To give a sense of the observations, the two peer researchers who submitted observation reports for the Big Sing event commented on such aspects as audience rapport and engagement; notes of potential sensory barriers for children with special educational needs; spatial descriptions of the venue and perceptions of the environment. More recently, the peer researcher's report from the final workshop celebration event incorporated photographs and observations of the environment, and interactions between the young people: Plans for Year 2 In January 2025, the evaluation team will re-advertise for more peer researchers as two of the peer researcher team are unable to commit to further work in Year 2 due to work and study commitments, and the team will repeat the training for the new researchers. The Year 2 peer researcher team will be supported to carry out further observations as well as wider methods to gather qualitative data and be invited to engage in analysis activities.

Wolverhampton Music Services

On 6th February the Wolverhampton Youth Orchestra partnered with Wolverhampton Symphony Orchestra (WSO) to deliver a free orchestral concert for Wolverhampton schools. This activity was part of their ongoing commitment to ensure that all children had the opportunity to experience the joy of a live orchestral performance in the city's largest cultural venue – The Halls Wolverhampton. 2305 young people and 217 teachers attended the 2 concerts delivered on that one day. A further 65 young people performed on stage as part of the massed orchestra of performers. A suite of teaching resources was designed and circulated in advance. Last years' resources and programme can be downloaded [HERE](#)



An Orchestral Adventure Through Time consisted of 9 pieces ([see video link](#)) [An Orchestral Adventure Through Time | Wolverhampton Music Service Schools' Concerts 2024](#) ranging from Vivaldi's Four Seasons, Beethoven's Symphony No5 through to contemporary film scores from Slumdog Millionaire and How To Train Your Dragon. In May, over 2500 young people from 55 schools across Wolverhampton attended 'Singing in the Halls' over 2 sessions. ([see video link](#)) https://youtu.be/ytiVLPdk_v8



Same Difference Festival

Cultural Education Partnership

An inclusive festival for young people, families and carers from the city of Wolverhampton took place on 3rd August at West Park, Wolverhampton. Drop-in workshops delivered by local arts organisations and members of the Cultural Education Partnership included:



Fabric Tattoo

Cup and bag design workshops

Orchestras for All

Concert on the main stage

Real Arts Workshop (RAW)

Offered a range of paper based creative/craft workshops

Flexus Dance Collective

Dance workshops and performance

Hit the Dhol

Painting workshops

Kath Fabre (Professional Artist)

Stone Painting and Friendship Bracelet making workshops

My Baobab Learning

Portrait painting and flag making workshops

RTC medical

First Aid point

Wolverhampton Music Service

Main stage curating performances by young people

Food and Refreshments

Thomas Ices, I'm at Little Tea Pot, Calabria Street Food

Royal Wolverhampton NHS Trust Arts & Heritage Group

Card making workshops

The Grand Theatre

Learn about the theatre

The Way Youth Zone

Badge making, stress ball and bead stick workshops

Gatis Youth

Giant games and find out more about Gatis

#Yo Wolves

Find out more about youth forums

Yo Active

Find out more about sports activities for young people

City of Youth Culture

Come and tell us what you think

Sing Pod

Have a go at some Karaoke

Wolverhampton CEP (Cultural Education Partnership)

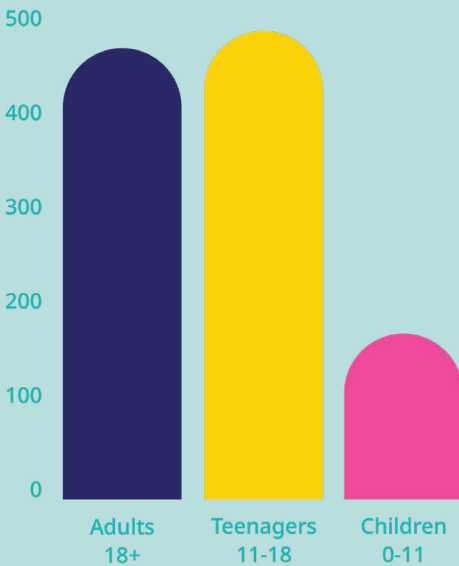
Information/wellbeing point

RAG arts and Gazebo

Installing and volunteer support

1115
Visitors

Were attracted to The Same Difference Festival over the 1 day across both sites



The New Horizons Tent

The second site for the festival took place at Newhampton Arts Centre in their New Horizons Tent, just a few minutes walk away from the main festival site. This was run by Big Top Music. This part of the festival was aimed at young people 7 -25 years with access needs. It consisted of both bookable and drop-in sessions including sensory music workshops, drumming sessions, Scratch Band Musical Jam and an unwinding soundbath. There were also sensory bubbles performances from Creative Lives. The events were all fully inclusive, on level access with hoist changing and toilet facilities available on site.



Great Vibes all around.

[Vox Pop 1](#) | [Vox Pop 2](#) | [Vox Pop 3](#) | [Same Difference 2024 Vox Pop FULL](#)

Please see link to the festival summary document. [Same Difference Summary 2024.pdf - Google Drive](#)

Gazebo Theatre in Education

Creative Tasters

The first round of Creative Tasters was delivered from Monday 3rd June to Friday 9th August 2024. 12 young people aged 18-24 engaged in the programme, with 7 successfully completing and receiving certification for the Bronze Arts Award.

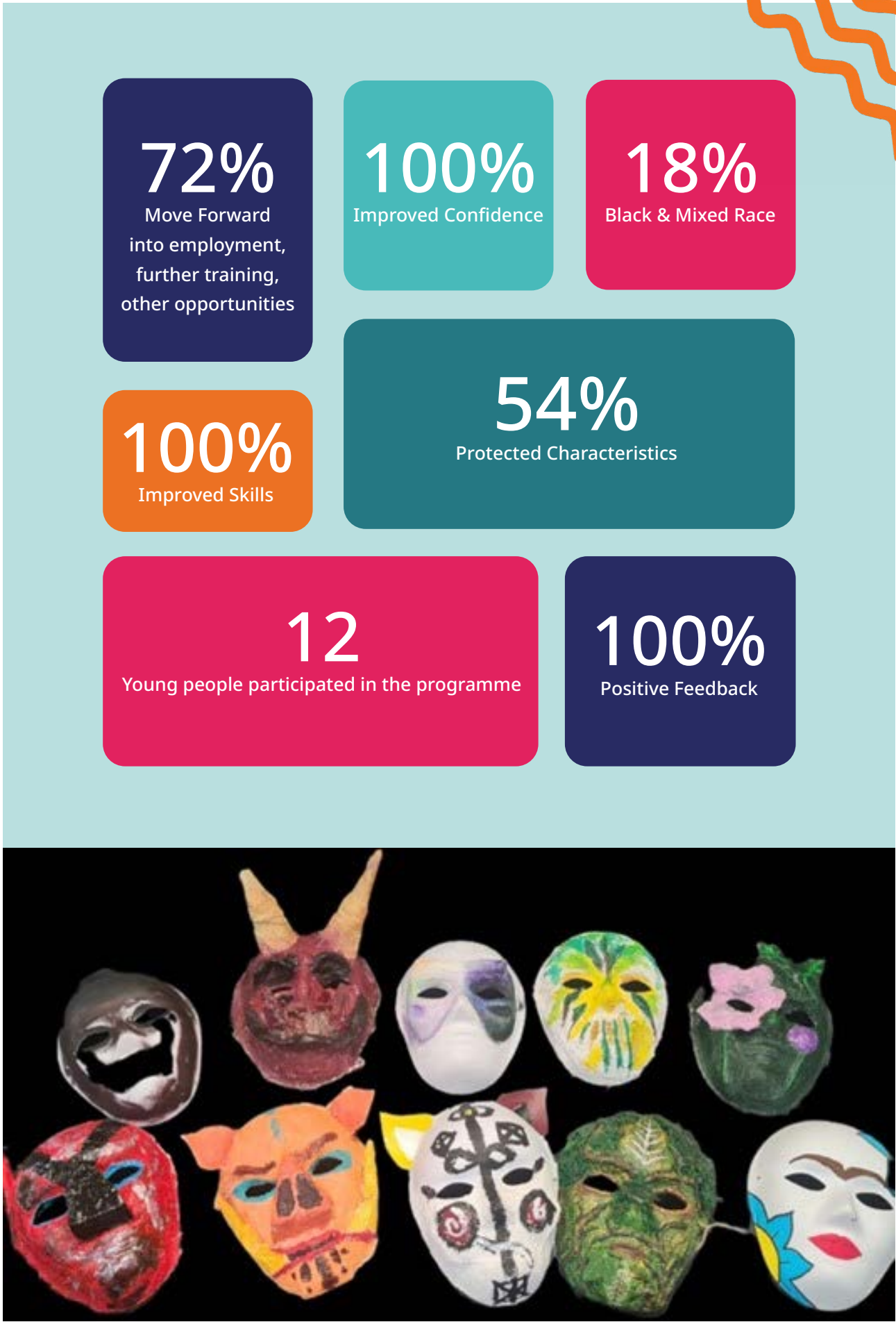
Workshops / tasters delivered

- Team Building and Games Playing
- Prop design and making – Witches Potion Bottle
- Mask design and making
- SPF make up and latex prosthetics
- Mould Making and Casting
- Logic Pro Workshop
- Final Cut Workshop
- Stage Combat
- Voice Overs and Recording
- Circus Skills
- Specific sessions on Bronze Arts Award and completion of work

They also had the opportunity to visit other Arts Organisations such as The Arena Theatre, completing 2 workshops, one on Access and Inclusion, the second an Introduction to Technical Theatre. They attended a networking event set up by other young creatives to engage in activities and to find out more about specific opportunities they could get involved with. Volunteering opportunities were offered to the group, with one successfully volunteering at the Same Difference Festival.

Outcomes

- Team Building Activities / Designing own game
- Mask Design and Making – Using Mod Roc
- Designing and creating a prop – Witches Potion Bottle – using Clay
- Voice Over Workshop with Actor Dominic Thompson
- Designing and painting a canvas bag
- Zoe’s Skills share
- Visit to The Arena Theatre



Creative Tasters Round Two

Year One

The second round of Creative Tasters are currently being delivered. This round started on: 9th September and is due to finish on 15th November. The group consists of 7 young people aged 18-24. 5 of this group are on course for completing their Bronze Arts Award. This takes the total of young people engaged in Creative Tasters with Gazebo Theatre to 19 for Year One.

During this round, young people have engaged in the following:

- Team Building and Games Playing
- Prop design and making – responding to the theme of Bilston Market
- Preparing for our Winter Production Mr Bob's Midnight Market
- Music making and editing
- Creating a soundscape for performance
- Logic Pro Workshop
- Final Cut Workshop
- Tile printing – lino etching and printing
- Making shoes out of cardboard and paper (for winter production)
- Poetry workshop
- Specific sessions on Bronze Arts Award

Creative Tasters sessions still to complete:

- Stage Combat
- Voice Overs and Recording
- Spoken Word Workshop with Emma Purshouse (previous Wolverhampton Poet Laureate) creating spoken word for exhibition and performance

Alongside the delivery of taster sessions, Gazebo have also:

- Delivered from Arena Theatre, Newhampton Arts Centre and Wolverhampton Art Gallery, broadening the young people's knowledge and understanding of arts organisations in Wolverhampton
- Attended a performance at the Legacy Centre of Excellence – Never Grow Old
- Back stage tour and talk at Grand Theatre Wolverhampton



Further opportunities

There will be further opportunities to engage with Gazebo Theatre – all current and previous participants have been offered the opportunity to get involved in our upcoming Winter Production. There is support given to any Gazebo Theatre participant from our Community Hub – which supports in terms of confidence building and social skills, engagement in a range of activities, and support with job applications / further training.

- Induction and Team Building at Arena Theatre
- Visit to Wolverhampton Art Gallery – tour of the exhibitions and working on making props out of paper / card
- Finished Shoes – for us in Gazebo Theatre's Winter Production
- Workshop on setting up PA equipment and recording techniques (Newhampton Arts Centre)
- Visit to Grand Theatre Wolverhampton – Backstage Tour and Careers Talk
- Visit to see Never Grow Old – Legacy Centre of Excellence in Birmingham

Staffing

7 core staff have worked on the Creative Tasters programme including our Engagement Worker, Admin Staff and delivery team. Gazebo has employed 4 freelance staff to deliver parts of the programme or support delivery / recruitment (marketing and social media). Gazebo Theatre has two interns who are supporting the delivery of the second round of Year One. Sessions have also been delivered by staff from Newhampton Arts Centre, Arena Theatre and Grand Theatre. This includes sessions on Access and Inclusion, Careers, Technical and Tours of Venues.



LearnPlay Foundation

As part of LearnPlay’s participation in the project, they worked towards the delivery of 20+ sessions reaching 200 young people between January 2024 and August 2024. The sessions were a mixture of IAG sessions, specific coding and game development sessions alongside other interactive digital media sessions including film production. All sessions were geared towards exposing young people to the world of creative and digital arts and opportunities for career pathways within this sector.

Delivery

Project delivery started in earnest at the end of April 2024 and finished before the end of the school year. A key learning point was that schools thought they would benefit from this in the autumn term and winter term as the summer term proved very difficult for them due to the scheduling of exams and other activities. As a result of this, it was agreed at the partnership meeting Sept ‘24 that delivery would begin earlier. As part of their 2023/2024 results, LearnPlay reported a reach of 383 young people in a total of 23 sessions. This surpassed project expectations and will aim to continue this trajectory during Year 2 delivery.

LearnPlay delivered a range of activities to the 383 young people. These included the following:

- Development and coding sessions: young people were given the opportunity to understand the basics of coding and how to develop games
- Access to 3-D printing pens which allowed young people to design and develop printed outputs
- Robotics: young people were able to code and command and understand how to interact and instruct robotics
- VR: young people were able to engage with VR headsets as well as understanding the scope for their use with both the creative and everyday world
- AR: people were shown AR markers and were given a taste of how these were constructed and how they could be used within different environments
- General game-based interaction: allowing consultation and discussion to around digital and creative careers. It also created shared interests and a slight competitive element for young people to engage in.

These activities allowed a range of skills to be developed in the young people. As well as the exposure to technology, they got to understand the basics and the applications of some of these technologies. They certainly developed soft skills, collaborative skills and specific technical skills.



Feedback

We had exceptionally positive feedback from schools and young people alike. Teachers felt that the deliveries provided a fantastic opportunity for young people to get their hands-on cutting-edge technology as well as understand about career options within the creative sector. Many of the schools have contacted us since requesting more sessions as they were received incredibly well by both teachers and students. Young people loved interacting with some of the newer technologies that they may not ordinarily have access to.

'We are in the most deprived area of Wolverhampton with 70% pupil premium. Thank you so much for running the Programme. The children have loved it and we have had some great feedback'
Charlotte Underwood (Headteacher) Bushbury Primary School

'Our children have really enjoyed the sessions that have been provided'
Sam Davidson (Headteacher) Lanesfield Primary School

'Thank you for delivering the project to or school, the children have thoroughly enjoyed the sessions. We wish we could offer them more'
Jamie Morgan (Headteacher) SS Peter and Paul

Marketing

Most schools were contacted directly via the telephone as many sat within LearnPlay’s existing network and did not require any specific marketing materials.



Visual Arts Trail

The purpose of the arts trail is to:

- Enable young people to contribute collectively to the trail that will improve the public realm of the city through the placing of physical and virtual artworks in a trail.
- Enable local artists to develop new visual and digital skills by working with a digital developer.
- Leave a long-lasting digital and physical platform for siting new visual art in public realm locations throughout the city.
- Increase the range of visual arts activities for visitors to do in the city

Key outcomes

- A producer was appointed to identify with Wolverhampton City Council and other public realm stakeholders, key sites for temporary artworks within ten minutes' walk of the city centre. The producer managed the commissioning process and the development of the trail continues.
- 4 visual artists based in and around Wolverhampton were commissioned to work with individual young people's groups in the city to co-create the trail content (The Way Youth Zone, Beatsabar and The Urban Room/01902 city centre space). They developed collaborative artwork together.
- The artists worked with the producer to create pieces of work for physical installation and virtual artworks for installation on the 'virtual trail' platform.
- The producer appointed a digital arts trail developer to be responsible for both the virtual trail platform and the upskilling of local artists to create work in this realm.
- Four pieces of artwork were created and three of them are currently being digitally developed and will be physically exhibited providing a strong and immediate presence in the city for visitors and citizens and the virtual element will enhance the participant ability to get involved. The work will also be accessible online.
- 48 young people were engaged across the workshops and co-created all 4 pieces of work.

Animation ideas

- No sound, just visuals
- Movement of the planets, the light at the top of the light house building etc
- Highlight the cosmic element and each piece representing going on a journey through Wolverhampton City observing its cultural monuments
- The 3 pieces will be looped together – representing the connection of the ring road which brings the city together.



Overview

Created by a talented youth group for Wolverhampton City of Youth Culture, beautifully captures the essence of the city's key spaces. Inspired by the theme of space, artwork pays homage to Wolverhampton's cherished landmarks, including The Halls, Grand Theatre, The Way Youth Zone, Arcade and the ring road. Through vibrant colours and imaginative strokes, the artwork invites viewers on a cosmic journey, celebrating the unique cultural significance of these iconic locations.

The Halls: As one of Wolverhampton's architectural gems, The Halls stands as a testament to the city's rich heritage. This majestic structure, with its intricate design and historic significance, has become a symbol of Wolverhampton's cultural identity.

Grand Theatre: A true gem in Wolverhampton's theatrical landscape, the Grand Theatre has been captivating audiences for over a century. With its stunning architecture and exceptional productions, this historic venue continues to be a cornerstone of the city's performing arts community.

The Way Youth Zone: Embracing the power of youth, The Way Youth Zone is a hub of inspiration, support, and opportunity for young people in Wolverhampton. This dynamic space offers a range of activities and programs aimed at empowering and enriching the lives of the city's youth

Reasoning: The title "Cosmic Routes" captures the theme of space and exploration, evoking a sense of journey and discovery. It symbolises the creative pathways embarked upon by the youth group in their artwork while also referencing the city's cultural heritage. The phrase "Illuminating Wolverhampton's Cultural Constellations" further highlights the key spaces known to Wolverhampton, such as The Halls, Light House, the Grand Theatre, and the Way Youth Zone. It suggests that these spaces are like stars in a constellation, each contributing to the vibrant cultural landscape of the city. The word "illuminating" also implies shedding light on the lesser-known aspects of Wolverhampton, bringing attention to its rich history and cultural significance.



**Cosmic Routes:
Illuminating
Wolverhampton's
Cultural Constellations**

Beatsabar

Youth Group (X2 beats and repetitive pattern making)

Title: “Echoes of Wolverhampton Youth: Unique Visual Arts Piece by Beats a Bar Youth Group”
The term “Echoes” symbolises the resonance and reverberation of the voices, experiences, and emotions of the young people. It suggests that their stories and perspectives are interconnected and carry a profound impact.

Animation ideas

- Sound from the beats created by the group to play over the Digital pattern
- Movement from the patterns to sync in with the beat
- Visual pop-up words across the pattern to appear then fade away – words such as, social Media, youth crime, TIK TOK influence

Narrative and Composition

The patterns may tell a visual story when combined. The arrangement of individual patterns within the overall piece should consider factors such as visual balance, flow, and focal points. The patterns should collectively capture the essence of youth culture in Wolverhampton.

Overview

The artwork was created through a collaborative process involving the youth group, a music producer and a pattern-making artist. The youth group first created beats that depicted their unique youth culture, reflecting important aspects of their lives as young people living in Wolverhampton. These beats serve as a visual representation of their experiences and passions. Once the beats were completed, the youth group collaborated with a pattern-making artist who transformed their beats into intricate patterns. Using lino blocks, the artist and the youth group created individual patterns that were later combined to create a cohesive body of work. Each pattern tells a story and contributes to the overall narrative of the artwork. The final visual arts piece showcases the diversity and creativity of the Beatsabar youth group. It serves as a testament to their talent, passion, and the importance of artistic expression in their lives. Through this artwork, the youth group aims to raise awareness of youth culture in Wolverhampton and highlight alternative forms of self-expression and skill-building for young people.

Theme

The patterns reflect the theme of youth culture and important aspects of their lives as young people in Wolverhampton. The patterns may incorporate symbols, motifs, and imagery that represent the interests, experiences, and identity of the youth group.



Colour Palette

The choice of colours used in the patterns is crucial in conveying the emotions and energy associated with youth culture. Vibrant colours like blue, grey, green and pink can be utilised to create an energetic and visually stimulating effect.

Collaborative Techniques

The collaboration between the youth group and the pattern making artist may have involved experimentation with different pattern-making techniques. Techniques such as block printing, screen printing, or stencil work can be employed to create the patterns using lino blocks. Each pattern would be carefully crafted and then pieced together to form a cohesive body of work. Based on these observations, a suitable title for the visual arts piece created by the youth group at Beatsabar could be “Rhythms of Wolverhampton Youth: Vibrant Patterns Reflecting Our Lives.” This title captures the essence of the collaboration, the incorporation of patterns that depict youth culture, and the importance of the artwork in reflecting the lives of young people in Wolverhampton.

“Wolverhampton Youth” specifically acknowledges the city and its vibrant youth community. By incorporating the location in the title, it establishes a sense of identity and pride for the young artists, highlighting their connection to their hometown. The choice to use “Youth” in the title emphasizes the age group and highlights the unique perspectives and experiences associated with being young. It also acknowledges the significance of their collective voice in representing the broader youth culture. Additional information - Participants reflected on important aspects of their lives as young people in Wolverhampton. Topics included: clothing, music preferences, leisure activities, necessities, and emotional triggers. The genre of song was decided by young people using a Drill/Trip type beat.

Sound association

- Football chants (representing Wolves FC)
- Dirt bikes motor (some of young people ride bikes, Surrounds), smashing glass, and knife sounds (representing crime and anti-social behaviour)

Group 2 created a similar method to Group 1, with a focus on social media and technology sounds. Genre of song was decided by young people - Jersey type beat

Examples of sounds used

- Phone charging (representing how young people cannot live without phone)
- Netflix startup sound (representing how they enjoy watching Netflix)
- TikTok sounds (love of social media)
- Shopping till noises (how they love to go shopping)



Echoes of
Wolverhampton Youth:
Unique Visual Arts Piece
by Beats a Bar
Youth Group



01902 Urban Rooms

Youth Group (X2 Canvas Collage)

Title: "Neon Dreams: Urban Reflections of Youth Culture in Wolverhampton"

Animation ideas: Sound to be added – capturing sounds of the city (night and day sounds) will be captured. Movement to be added to the symbols and signs as well as adding movement to the elements related to nature, the stars, trees etc – this is to be finalised.

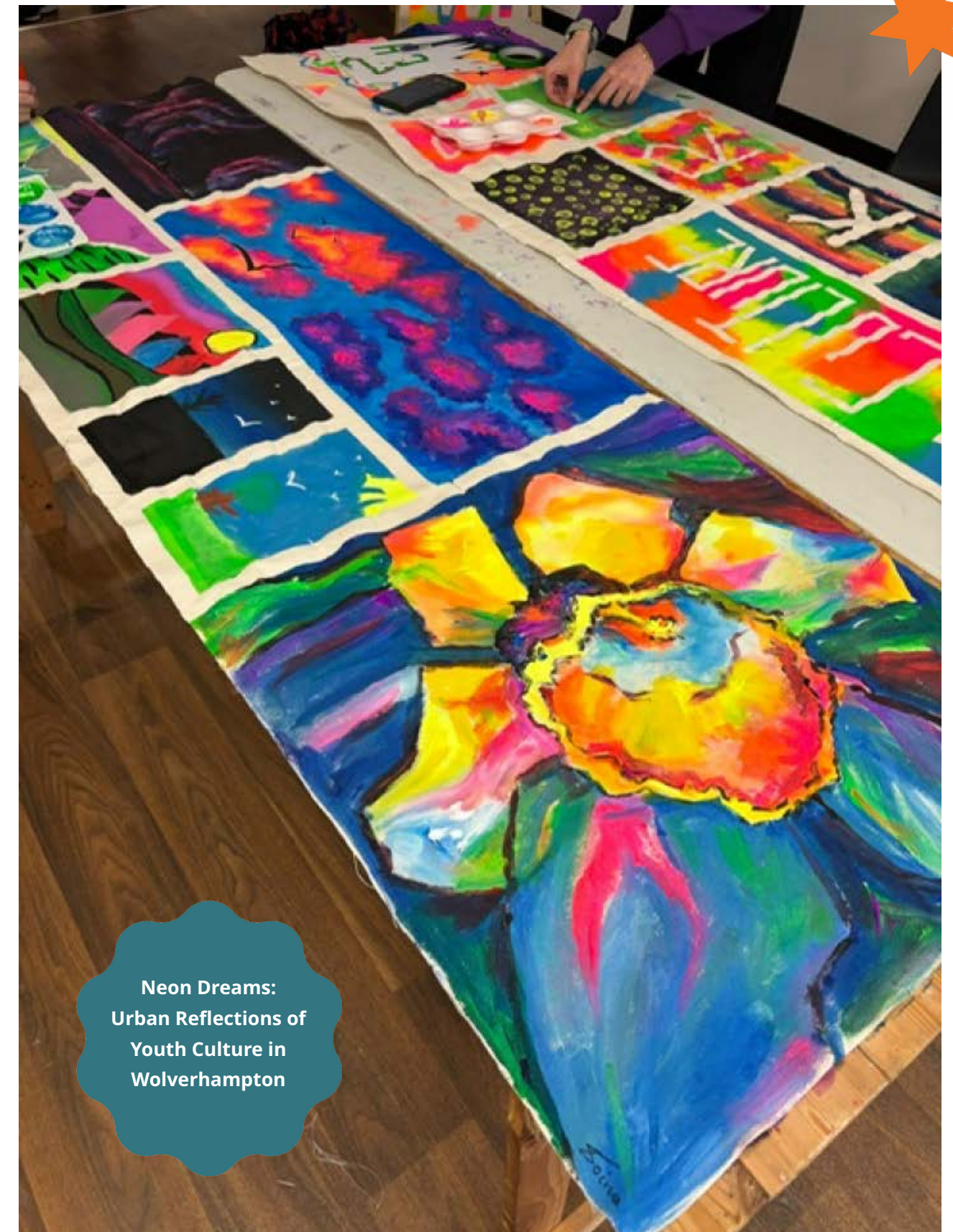
Overview

This large collage canvas is a co-created artwork by a youth group in Wolverhampton. The work showcases the unique perspective of young people and aims to draw attention to youth culture in the city. Each member of the youth group contributed to the creation of this collage, resulting in a unified body of work. The artwork is characterised by vibrant neon colours that add a dynamic and energetic element to the piece. These colours symbolise the vitality and creativity of the youth in Wolverhampton. The use of neon hues also helps to capture the attention of viewers and highlight the significance of youth culture.

One of the prominent themes that emerged organically within the artwork is the incorporation of signs and symbols. These visual elements represent the various aspects of youth culture that shape the identity of Wolverhampton's young population. The inclusion of signs and symbols adds depth and meaning to the artwork, inviting viewers to interpret and engage with the piece.

Another prominent theme in the artwork is "Elements of Nature." The collaged canvas captures the essence of day and night in Wolverhampton, incorporating elements such as trees, flowers, stars, and the moon. These elements represent the connection between the urban environments and the natural world, showcasing the harmony or juxtaposition between the two. To create this collaborative artwork, the youth group drew inspiration from their experiences, interests, and perspectives. Using vibrant neon colours, signs and symbols, and elements of nature, the young artists have crafted a visually captivating reflection of youth culture in Wolverhampton. By combining the themes of signs and symbols with elements of nature, the artwork reflects the dynamic and multifaceted nature of youth culture in Wolverhampton. The vibrant neon colours used throughout the piece further emphasise the energy, vibrancy, and creativity that define the youth's perspective on their city.

Overall, the title "Neon Dreams: Urban Reflections of Youth Culture in Wolverhampton" encapsulates the essence of the art piece, highlighting the use of neon colours, the focus on youth culture, and the reflection of urban life in the city.



Neon Dreams:
Urban Reflections of
Youth Culture in
Wolverhampton

Digital Development of Visual Arts Trail

These are currently being produced by Wolverhampton based digital artist and animator, Nicholas Godwin. See website link for more details of how the digital element of the arts trail is progressing so far. [Visual Arts Trail- Wolverhampton Arts Centre](#). The final pieces will be exhibited at 3 public areas in Wolverhampton City Centre. These sites are currently being negotiated.

