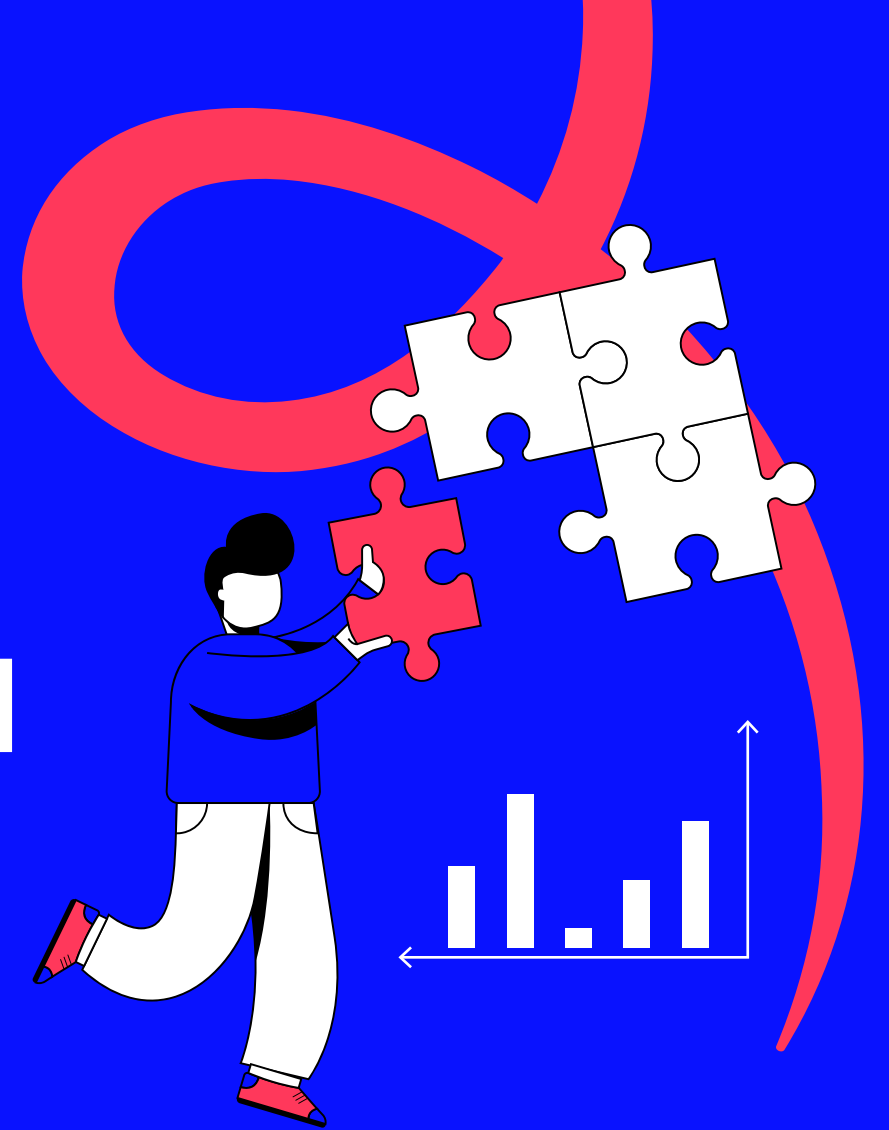


Arts-Based Methods

How to use Arts-Based Methods in science communication?



This method has been developed within ParCos. This project has received funding from the European Union's Horizon 2020 research and innovation program under grant agreement No. 872500.



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About the Arts-Based Methods Guidebook

What?

The **Arts-Based Methods Guidebook** aims to provide a comprehensive overview of how art-based methods are used in participatory and co-design processes. More specifically, the methods described therein can also be applied in various stages of participatory data sensemaking processes.

For whom?

The guidebook is intended for educators, developers, community actors and civil society officials who focus on inclusive processes and citizen initiative.

NOT THE TOOL YOU WERE LOOKING FOR?

Discover the other tools for participatory science communication developed within the ParCos project [here](#).





How to use the Arts-Based Methods Guidebook?



Follow the five steps

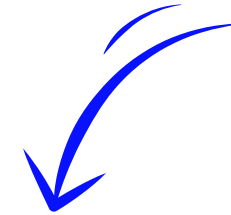
-
1. Visit the online tool

 2. Learn more about the background

 3. Explore the methods in the guidebook

 4. Try one of the methods yourself

 5. Tell us about your experiences



**Would you like
to contribute
to the guidebook
yourself?**

Read more
about it [here](#).

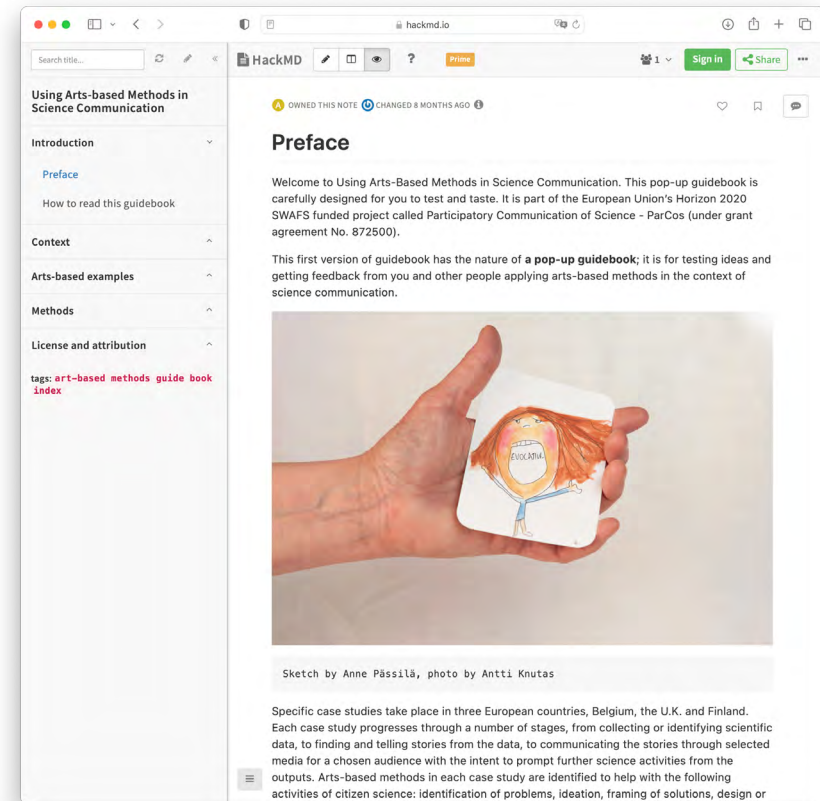


Step by step



1. Visit the online tool

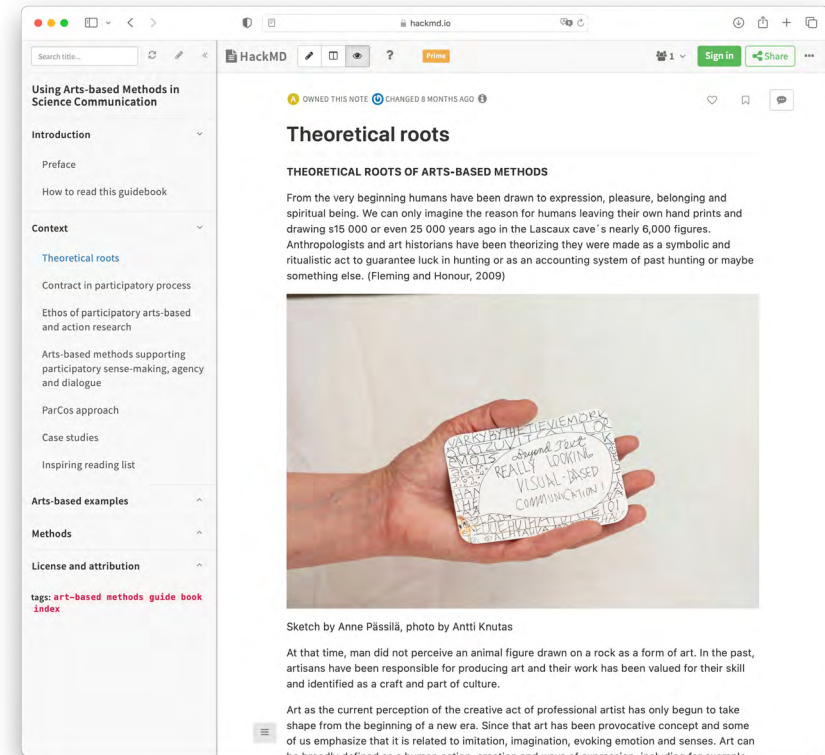
The **guidebook** is a living document, and available as web page that can be printed or downloaded for offline use as necessary.





2. Learn more about the context

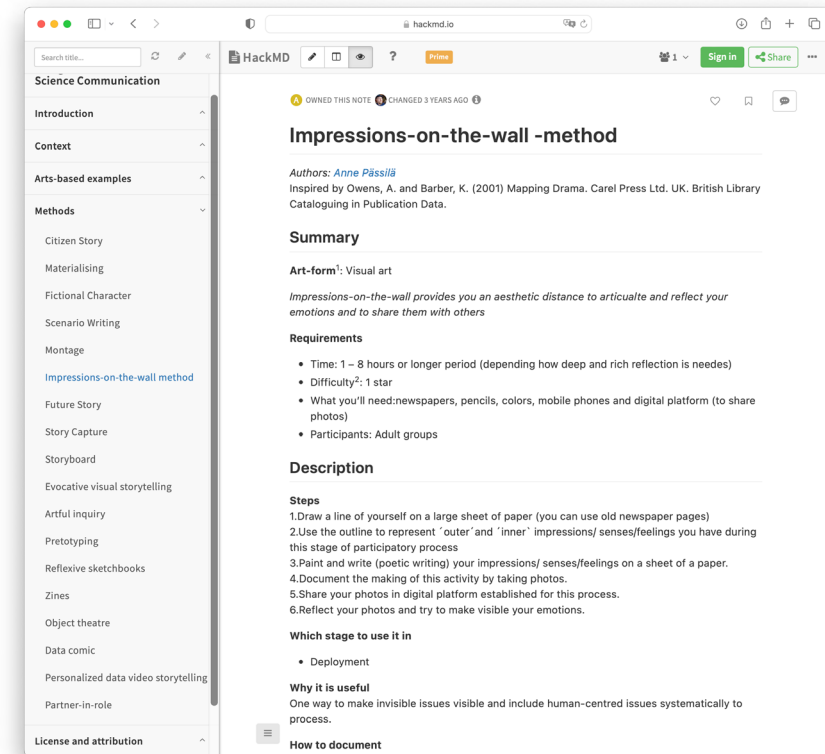
The guidebook starts with an introduction that explains in more detail how to use the guide. Furthermore, an explanation is given about the **theoretical background**, the link with the **ParCos approach** and it is shown how the Arts-Based Methods have been tested in the different **ParCos case studies**.



3. Explore the methods in the guidebook

The guidebook contains a selection of art-based techniques and methods that can be used by, for instance, educators in workshops.

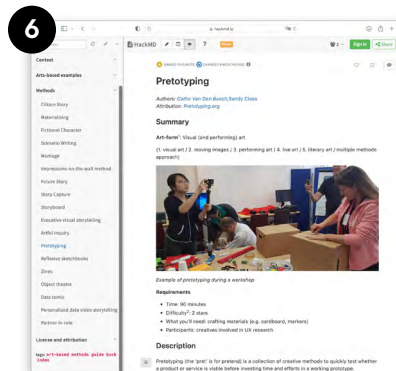
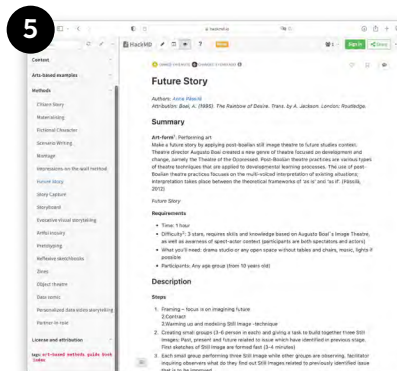
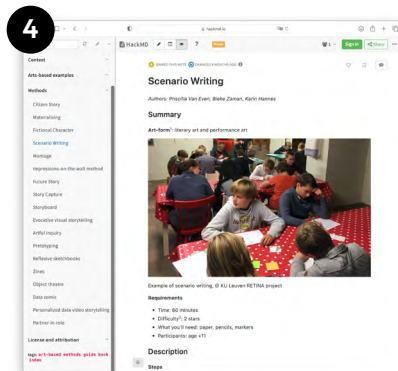
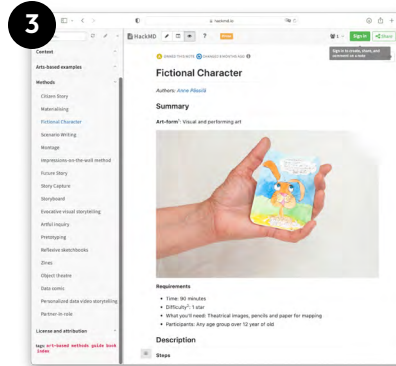
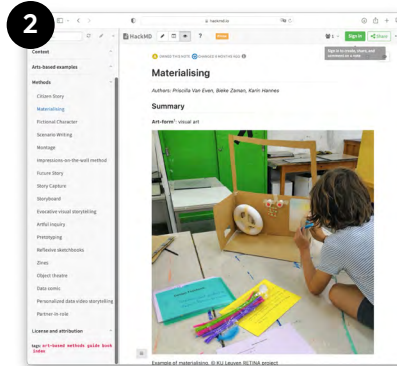
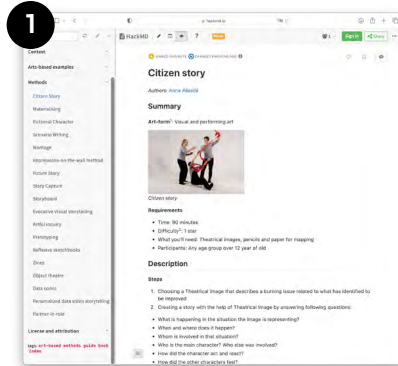
Each method is explained in detail in several steps, such as at what stage it should be used and what the requirements are.





4. Try one of the methods yourself

Examples of the Arts-Based methods which are discussed in the guidebook.



1. Citizen Story
2. Materialising
3. Fiction Character
4. Scenario Writing
5. Future Story
6. Prototyping



5. Tell us about your experiences

We are very curious how you have experienced the Arts-Based methods.

- What went well?
- What went wrong?
- Are there things that need to be changed or added?

Send the feedback to parcos.project@lut.fi

Email





What's next?



Contribute to the guidebook

- Create a **HackMD account**
- Create a **new page** which follows the structure of the other methods
- Select a **creative commons license**
- Send the page link to **parcos.project@lut.fi**, it will be reviewed and added to the index

Replicate the guidebook

The guidebook is provided as a **downloadable archive** using the creative commons license, along with the artwork. We hope contributions back to the main site, but the materials can also serve as a basis for new, non-wiki projects.





Find out more



Contact

ParCos website

Website

Author

Antti Knutas

Email

Other ParCos tools

Discover the other tools for participatory science communication developed within the ParCos project [here](#).

