Bead Flowers Plumbon Gambang, Jombang East Java, Indonesia

MAKING LINKS: Craft Value Chain

- **Data Collection**
- Workshop planning
- Field Work: Co-creative design and making workshop

Methods

This research enquiry is situated within Participatory Action Research (PAR) (Swantz: 2008) in order to methodologically position, contextualise, theorise and enhance creative making practices. Co-creative activities adhered to the approach of design and research with the users (Spinuzzi. 2005) adopting the methodology of collective participation concerned with the democratisation of knowledge making, inequalities of power and social exclusion (Chevalier & Buckles: 2013).













MAKING LINKS: Craft Value Chain

This Research explores how the economic livelihoods of a defined group of craft producers in Indonesia can be improved through design focused activities that expand upon already established links. This partnership project is a collaboration between the UK and Indonesia. Funded through Research England's, 2018-19 Global Challenge Research Fund *Making Links 5*, (2019) sought to empower craft makers by teaching design thinking through making in a shared studio/workshop environment.

Dr Ellya Zulaikha: Head of Design ITS - Institute of Teknologi, Surabaya, Java, Indonesia

Laura Cave: Director
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Chair – BAFTS

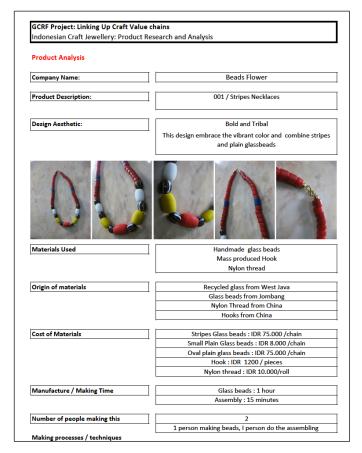
Veronica Lasarati: Graduate Designer from ITS - Institute of Teknologi, Surabaya, Java, Indonesia

Underpinned by the principles of fair trade, the aim was to work within a specific context, where potential for the development of unique craft items for an international market, had been identified by members of the in-country project team. The core team of five people brought a breadth of skills and experience. This was crucial in being able to deliver this project. Enabling things to be achieved collectively that would be incredibly difficult to do alone.



Kadek Febry: Indonesian Craft agent Ubud, Bali Maria Hanson: Reader in Jewellery & Metalwork Sheffield Hallam University, UK

Stage 1 Activities March – May 2019



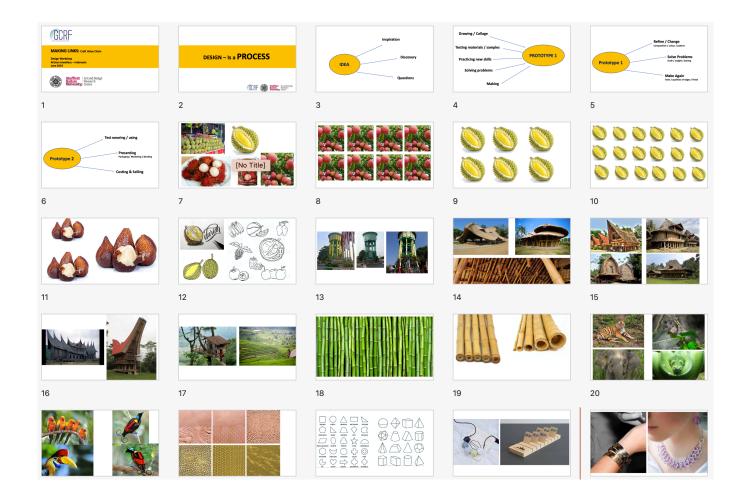




Stage 1 involved field work to collect data about craft makers, organisations and craft products made within the Jombang region of East Java and was undertaken by the Academic researcher in Indonesia (Zulaikha) with her graduate designer Larasati. The focus for this was on people, workshop facilities and products being made using glass beads and metal jewellery components.

Stage 2 Activities April – May 2019

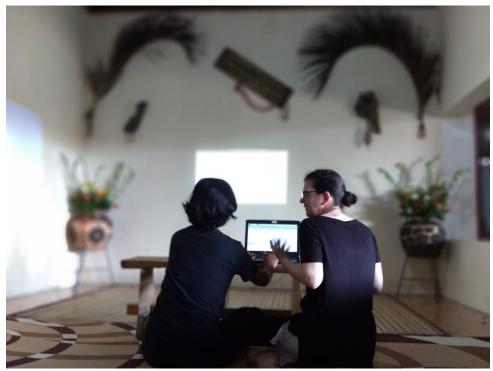
	2019		
	ACTIVITY	Time	Notes / Action needed
Saturday 15 June	Discussion & Planning meeting about workshop activities Ejlva / Kadek / Veronica / Maria / Laura Maria & Laura – shopping to buy things for the workshop (see separate information - we will need		Kadek arrive in Surabaya
Sunday 16 th June	some help to do this please) AM – Travel to Jombang	2-3-hour journey	
	PM – Visit Bead flowers workshop to view facilities and take tools and materials. Set up workshop	2 hours	
	Workshop Day 1 -Monday 17th June	9.00 - 14.00	
1	Introductions – MH & LC to introduce themselves to participants Punchy / visual / not academic	30 minutes	Prepare presentations A4 / A3 print outs Take a piece of jewellery that have made 15 minutes each with translati
2	Badge making – Names	30 minutes	badge making kit / Coloured pens / stickers
3	Participant Introduction / ice breaking activity Series of random questions in a hat – everyone gets asked 1-2 questions. Serious / funny / cultural – food etc. / personal & family / political etc.	30 minutes	Discuss with Ellya – Things to avoid / kinds of questions we can ask. We can do this on the journey to Jombang.
4	Designing 1: Giant Necklace Activity FORM – COLOUR – PATTERN – COMPOSITION Split group into 4x4 people Using fruit / veg / packages imagine making a necklace for a giant. Activity needs to be quite quick / composition in materials / objects. Iteration: Make – Photograph – Make – photograph – make photograph – Repeat 5 times Pin up photographs share – which is the best? Why?	1 hour	Polaroid camera and films MH & LC to buy fruits / veg / tins/cartons/packages for activity 4&6 on Saturday 15th
5	Design - Is a process. Having an idea / Discovering - Research - feeding thoughts / Generating visuals There are NO WRONG ANSWERS Developing designs - drawing / models / material samples & tests Prototype - Making a mock up Reflecting - what needs improving?	30 minutes	MH to deliver Prepare visual resources / flasi cards



Phase 2: Data analysis, co-creative workshop planning and workshop logistics

The second phase of the project involved activities in both the UK and Indonesia. Analysis of the photographs of the crafted products made in Jombang, informed content and workshop structure. The schedule was devised so that the active co-creative elements would be punctuated by a series of short presentations. This would allow the researchers to bring the group together to collectively share, discuss and ask questions. Visual and material resources were developed to use within the workshops, and created in ways that would allow for both digital and analogue use, depending upon resources available in country on the day.

Stage 3 Activities June 2019









Field work: co-creative workshop delivery

The space used was situated behind the Bead Flowers shop in Plumbon Gambang a village in Jombang. The layout enabled us to create 2 defined areas. One area that would be the creative design studio for presentations, discussions and creative drawing and model making and the other set up as a production workshop for working with metal.



The Indonesian word for bead is 'manik-manik' and in order for participants to connect creatively based upon something familiar, the first design exercise used the conceptual starting point of designing a beaded necklace for a Giant. In order for participants to break away from what they know, the team had brought a large selection of local fruit, vegetables, tinned and dried packaged food stuffs to be used as materials for creative model-making.

Assembling – Wearing - Displaying



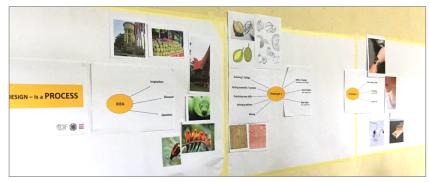








Day 2 began with a brief overview of the previous day, reinforcing that design is a process that involves a series of stages. Printed version of the earlier presentation were pinned to the studio wall for reference.













In the workshop space, 6 of the participants with different specialist skills gave short skills demonstrations to the rest of the group. This involved two glass bead makers, two bead weavers and two metal artisans.

Documenting the iterative process through polaroid photographs.

Participants explore new skills through initial test pieces.









This session started with the artisans (working in groups of 4) being asked to select a prototype from the first day and collectively analyse and evaluate both the compositional arrangement and individual component parts.

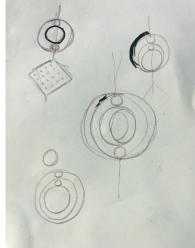
They were then to consider how they might start to translate a particular element into metal taking into account the knowledge gained from the morning session. Using simple drawing and card model making they began to visualize ideas, thinking about scale and material thickness.



















As had been done with the fruit, vegetables and foodstuff on the first day, the next session began by laying out a selection of glass beads in the center of the studio space. These had been pre-selected by the researchers based on size, shape and colour combinations, but provided great variety and possibilities. Working collaboratively in 4 groups, the participants selected beads and created shapes cut out of card to represent metal elements, making quick compositional arrangements for a necklace informed by previous prototypes. This iteration of creative methods was now becoming familiar and the recording of outcomes using polaroid images allowed for multiple ideas to be generated with ease providing immediate records to refer back to.





















Each group was made up of participants with a range of skills and expertise which enabled collective discussion, problem solving and decisions to take place. The nature of designing through making allowed the research team to transcend any difficulties with language and to respond visually using drawing and making.

As the day progressed the creative energy and productivity increased. The construction of the necklaces developed with the skilled expertise of the bead weavers, other group members began making additional components for earrings and bracelets that would create a cohesive collection.























As the final prototypes were finished, they were displayed in an exhibition. The response by the participants to the cumulative way of working throughout the three days was clearly evident through their reactions to seeing their new design ideas presented in this way. The workshop concluded with the participants completing a feedback and consent sheet, the presentation of certificates of participation, a final reflective discussion and of course the very important photo shoot.