



COMMAND SHIFT - SUMMER 2016

The Summer Term saw phase two of the Command Shift programme take place. This is a partnership project run collaboratively between Shaper Caper, a dance company, Fleet Collective, a community of artists, and The Factory Skatepark (FSP). All three groups are based in Dundee which makes this a real local project run to match local needs. Thanks to funding from the Time To Shine Digital Fun from Creative Scotland this programme will run until November 2016, culminating in an live-action piece of art performed in the skatepark arena here at FSP.

Phase one had focused on giving the young people the opportunity to explore what participation in skating meant to them and to explore the skills and ideas involved in dance, movement, and digital art. This meant the young people conveying to dancers from Shaper Caper and artists from Fleet Collective what they felt skating was, showing them what it looked like, and talking about their hopes and fears in that environment. Equally it meant the dancers and artists passing on to the young people skills and ideas from their fields and teaching them something new that the majority had not experienced before, such as converting skateboards in digital images that could be manipulated on a computer screen, or helping them see

that the moves they perform on scooters and skaters can be viewed as dance moves.

Phase two involved refining the skills learnt in the spring and combining them with the ideas generated to create pieces of art. Practically this meant considering how the physical movement of a staged fight scene or dance moves set to a piece of music could then be adapted in the skatepark arena. With assistance from the dancers and artists the young people were able to explore their ideas in depth and able to see the sport they were taking part in in a new light.

There was a chance to play around with some very cool ideas and technology as well, including using a drone to film tricks in the skatepark arena from an angle never seen before at FSP.

In the final phase running from September to November the young people will be creating a full live action piece of art as a group.

Throughout the project they have been working to work as a team and explore ideas together, and the final phase will allow them to make those ideas a reality.

