



COMMAND SHIFT AUTUMN 2016

The Autumn Term saw the final phase of the Command Shift programme take place at The Factory Skatepark (FSP). This is a partnership project run collaboratively between Shaper Caper, a dance company, Fleet Collective, a community of artists, and (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 Fund from Creative Scotland this programme ran from February to 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 everything that had been learnt and explored over the year came together in a final performance. The young peoples ideas were at the forefront of the project from the very first week and therefore this meant the theme and content of the final show was all young people led. The theme centred on zombies and technology with young people collaborating with dancers to create a wonderful piece of art. This ranged from a presentation in the café space upstairs at FSP to a showcase of

dancing and skating in the skatepark arena, with tricks and flicks performed by young people aged 10 to 14. We also had a number of our FSP Stewards involved in the performance who showed off their skills such as back-flips, front-flips, a variety of spins and whips, and added another layer of depth to the whole show.

The event was a huge success with fantastic feedback from family and friends who were there, and also a selection of people from the creative world in Dundee. It has been a marvellous project to be involved with and has had a big impact on the young people at FSP.

We will be looking to continue partnership work with Shaper Caper in 2017, and hopefully lead on to even more positive experiences like this for the young people at FSP. Once again we would like to thank Creative Scotland for assisting us with funding from their Time To Shine Digital Fund, without which this programme would not have been possible.