



CHILD NATION

CREATIVE KIDS MAKE A BETTER WORLD

CHILD NATION

**is a collection
of digital journeys
which guide kids
to turn their homes into
an art experience.**

**AGES
7 - 11**

ART MAKING OF A NEW KIND

Make a photo-portrait of an adult surrounded by domestic objects.

Turn your fears into characters and hide them in a new habitat.

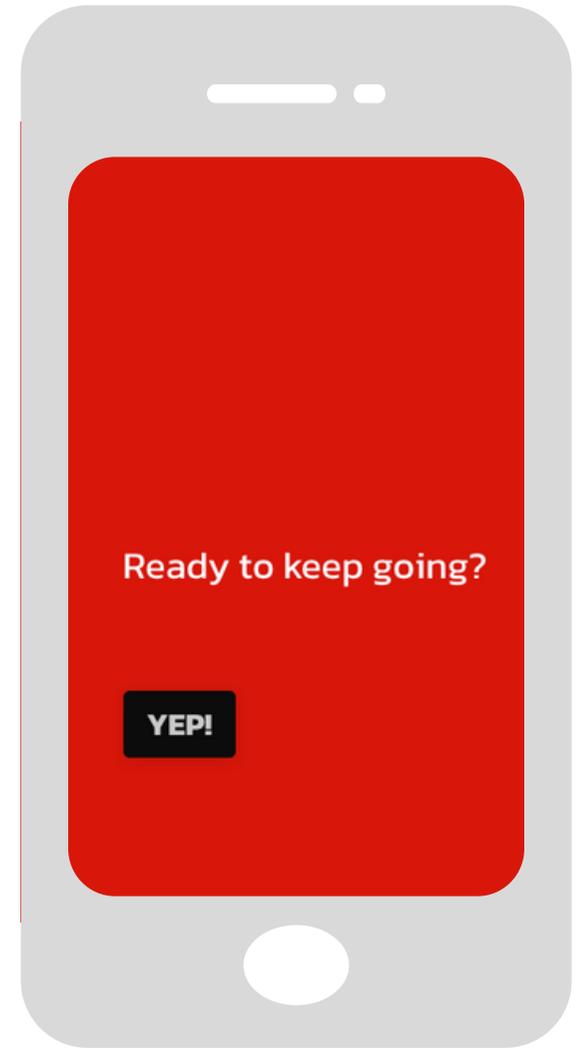
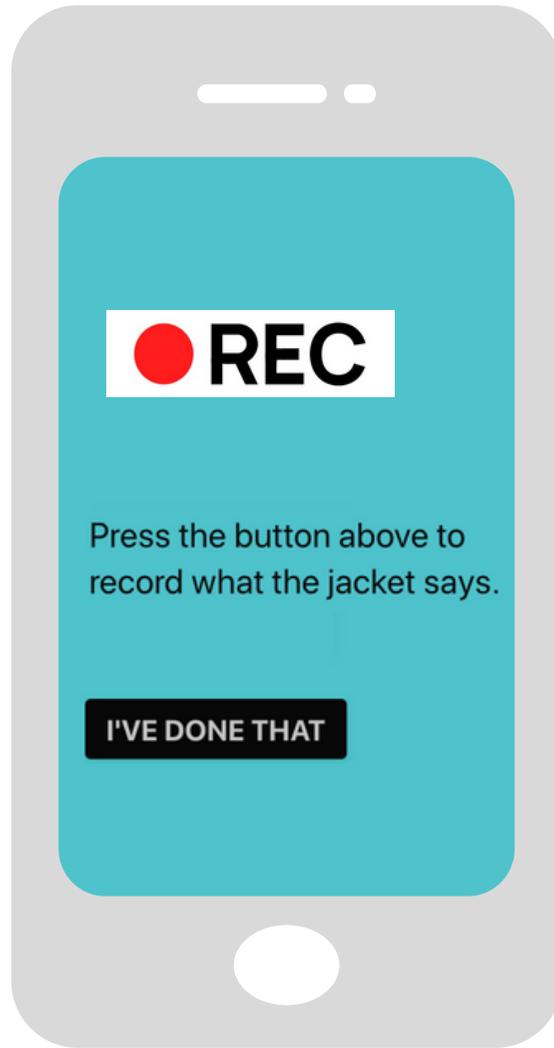
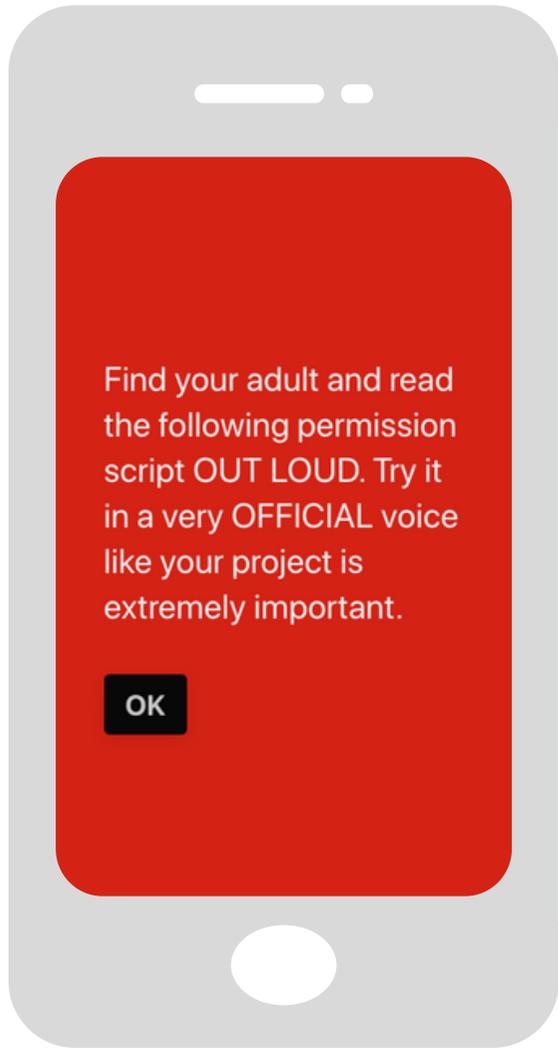
Give rooms human names and stories.

Role play your opposite self.

See the world like a dog.

Get finger-signed permission for your weird activities.





Subversive prompts



Using fun mediums



At their own pace!

THE EXPERIENCE

The child chooses from a collection of 10 journeys.

They control the device and follow simple prompts that take them around their own home (or your venue).

Each journey takes 15 mins and ends with something secret or something to share with a parent.

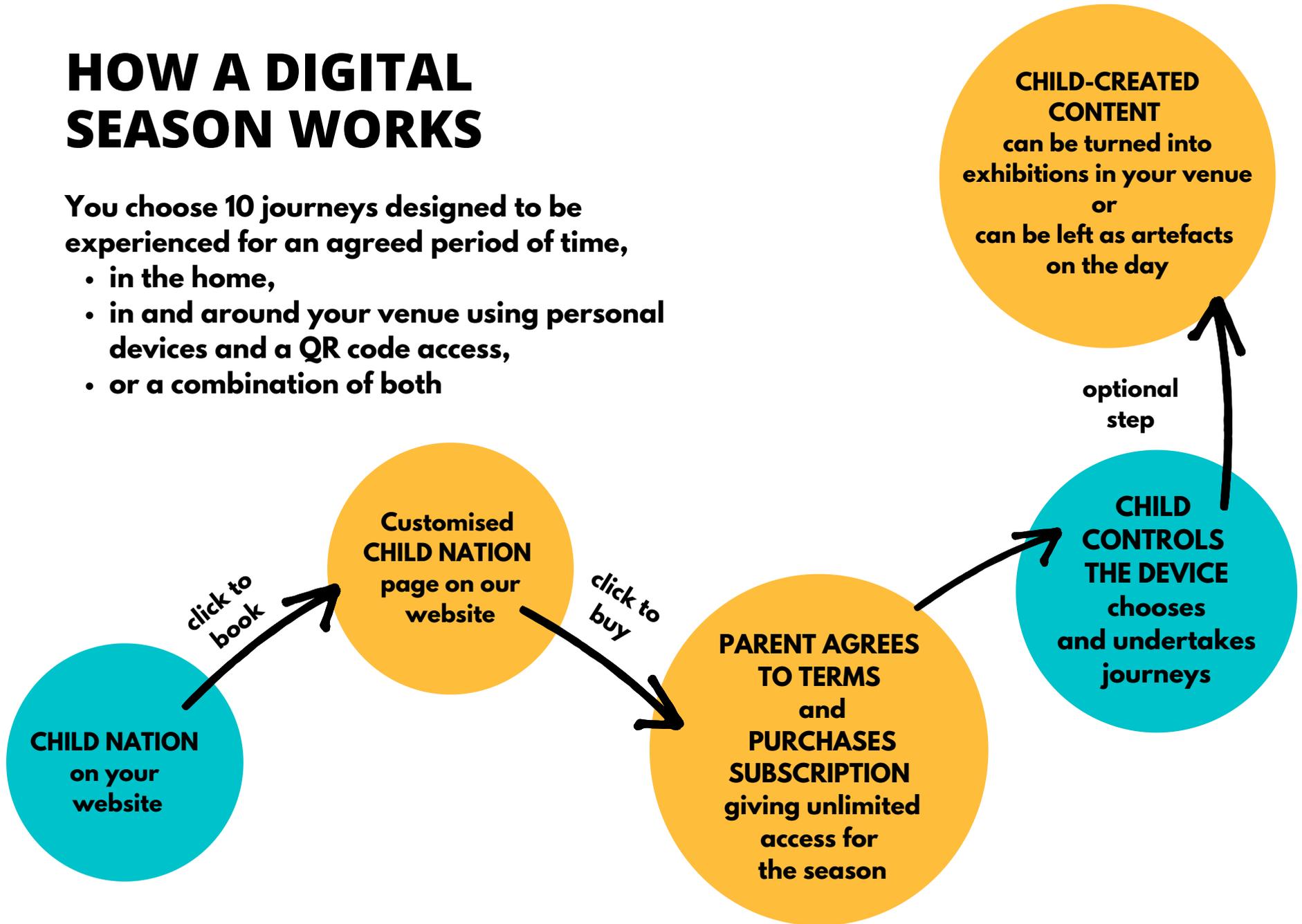
Custom journeys made through collaboration with your local artists add to a growing collection.



HOW A DIGITAL SEASON WORKS

You choose 10 journeys designed to be experienced for an agreed period of time,

- in the home,
- in and around your venue using personal devices and a QR code access,
- or a combination of both



CHILD PERSPECTIVES SHARED WITH YOUR AUDIENCE

The responses that children enter during their journey can be assembled into artworks by a local designer for public exhibition.

Seasons can also take place in and around a venue as 'place-making' projects, where children leave 'artefacts' such as labels and notes.

Additional public programming ideas.



Local artists talk about their pivots to digital art.

Children talk share their Child Nation experience in a workshop.

Experts speak or write on;

- **creativity and play for over 6's**
- **philosophy for children**
- **education online**
- **resilience and mental health in children**





R&D / BACKGROUND

CHILD NATION first emerged in July as an **ARTPLAY COVID** commission called **SPECIAL DELIVERY** which saw paper card-sets mailed directly to children. **SD** is now in its 3rd reprint and has sold more than 250 copies since July 2020.

The **SD** project cards were then adapted into a digital prototype using **TYPEFORMS** and this has had the feedback of 100 children.

CHILD NATION has now received funding from the Australia Council for the Arts, The City of Melbourne and Brimbank City Council. 2021 digital seasons are confirmed for;

- Melbourne Knowledge Week &
- Adelaide's DreamBIG festival.

With interest expressed also by;

- Sydney Opera House
- The State Library Victoria.

CHILD NATION will be ready to launch by April 2021.

*Children relish
the subversive fun
of taking control
of their ideas
(and their parents!)*

DEMOCRATISING ART FOR CHILDREN

**Removes economic, geographic, cultural and
emotional barriers, enabling DIVERSE families
access to quality art experiences.**

Available in multiple LANGUAGES.

**GIVES THE CHILD CONTROL
away from the gaze of peers
allowing UNINHIBITED CREATIVITY.**



"We were suddenly rolling around on the ground laughing together."
(parent testing feedback)

PARENTS SAY

They find themselves in joyful moments of connection with their kids.

They notice their child's imagination, independence and creativity expanding.

They like technology that involves physical activity and stimulates their child's original ideas.

The lack of social media exposure is liberating.

KIDS SAY

"It's weird. Good weird."

"It brought back memories of when I was six years old."

"It was fun being allowed to be a bit naughty."

"I loved being camouflaged and communicating in different ways."

"Not the usual art stuff."



ABOUT THE ARTIST

JESSICA WILSON is an internationally recognised artist creating works for children and their parents. She is inspired by finding theatricality in familiar places and relationships. Her work *I SEE YOU LIKE THIS*, where children art direct a photo-portrait using their parent's face as their canvas, has now toured Australia and Europe and was the only Australian showcase at IPAY this year. Jessica is known for her works on buses including *PASSENGER* which was recently remapped onto the London landscape for the Greenwich and Docklands Festival and then Sydney for *ART&ABOUT*, and *THE NARRATOR* which was created in Latvia and will premiere in Australia at DreamBIG next year. She regularly conceives new projects with participation at their core, drawing on non-traditional partnerships and technologies. Another project in development is *THE WAYFINDERS* for under 5's which uses beacons to trigger invisible sound zones to animate the landscape with voices.

**Games designers should
NOT BE AFRAID TO TAKE RISKS**
*in creating content for children that breaks
with the usual conventions of games, to make
them more
open-ended and boundary crossing.*

(OCED research)



WHY NOW?

**This is a COVID SAFE programming alternative
to video performances and Zoom workshops for kids.**

**Families involved to date attest
to HEALTH, EDUCATION and CREATIVE benefits.**

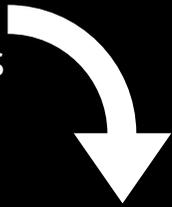
**Speaking to the DIGITAL engagement of this age group
with a tested product which fosters a new kind of creativity
and returns PLAY to an age group that have less and less opportunity
to explore their creative potential.**

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Try the
prototypes



childnation.org

CHILD NATION IS SUPPORTED BY

Supported through the Victorian Government's
Working for Victoria initiative

 Creative
Brimbank



ARTPLAY

Cover photo by Carla Gottgens