



glossary of municipal cultural planning terms

appendix L

The following glossary has been compiled from two primary sources: AuthentiCity and Toronto Artscape, Vision 2011: Thinking Big About Culture-led Regeneration

Authenticity - The genuine or real article, feel, mood, fact or style as it applies to individual, collective and communal memory, emotions, experience, attitudes, stories, history, cultural attributes and creativity.

Community Arts - is sometimes used interchangeably with community cultural development in Britain and some other jurisdictions. However, it is better thought of as a particular kind of community-based arts practice in which professional artists work with community members to create work that addresses specific local issues or concerns.

Community Building - An applied art – not a science; involving the design and application of collaborative strategies to the resolution of issues; management of change; strengthening capacity, building leadership and effectively engaging all elements of the community in the processes.

Creative Advantage - The competitive edge that an organization, community or city has by virtue of their ability to sustain creativity and innovation.

Creative Capacity - The relative ability of an organization, community or city to generate ideas, goods and services; the strength of creative assets and resources of an organization, community or city.

Creative Cluster - A geographical concentration (often regional in scale) of interconnected individuals, organizations and institutions involved in the arts,

cultural industries, new media, design, knowledge building and/or other creative sector pursuits.

Creative Hub - A multi-tenant centre, complex or place-based network that functions as a focal point of cultural activity and/or creative entrepreneurship incubation within a community. A hub provides an innovative platform for combining the necessary hard and soft infrastructure to support the space and programming needs of commercial, not-for-profit and community sectors.

Creative Process - An ongoing, circular and multi-dimensional process of discovery, exploration, selection, combination, refinement and reflection in the creation of something new.

Creativity - The ability to generate something new; the production by one or more person of ideas and inventions that are personal, original and meaningful; a mental process involving the generation of new ideas or concepts, or new associations between existing ideas or concepts.

Culture-Led Regeneration - A multi-dimensional approach to the re-use, renewal or revitalization of a place wherein art, culture and/or creativity plays a leading and transformative role.

Cultural Ecology - A dense and connected system of a distinct and evolving blend of community, educational, recreational, cultural and entertainment venues and environments that generate 'thickness' in the creative fabric of a city. They provide the necessary infrastructure that accommodates cross-fertilization between a varied mix of stakeholders and interest groups, cultural producers, artists, entrepreneurs and residents.

Cultural Governance - the term governance refers to the decision-making processes in the management and administration of a cultural organization or jurisdiction. Different organizations, communities and nations approach cultural governance concerns (e.g., who pays? who benefits? who decides?) in very different ways.

Cultural Identity - refers to those shared beliefs and characteristics that distinguish a community or social group and which underpin a sense of belonging to that group. Cultural background is one important, though not sole source of identity. As cultures interact and intermix, cultural identities change and evolve.

Cultural Mapping – is a defining characteristic of municipal cultural planning. Cultural mapping deals with physical or tangible cultural resources as well as intangible resources – the unique character and identity of a community.

Cultural Value Chain - has been a useful tool in dismantling cultural decisions based on distinct disciplines or subsectors (e.g., visual arts, theatre, museums). The production cycle maps cultural activity in more functional terms as various parts of a cycle linking creation, production, distribution, and reception/ consumption.

Cultural Tourism - visits by persons from outside the host community motivated wholly or in part by interest in the historical, artistic, scientific or lifestyle/heritage offerings of a community, region, group or institution. Cultural tourism is the fastest growing type of tourism in the world today, part of a worldwide tourism boom that is projected to soon become the world's largest industry.

Diversity - Distinct or different personal characteristics and qualities encompassing creative and artistic discipline, vocation, race, culture, sex, religious or spiritual beliefs, age, weight, disabilities, sexual orientation, everything which celebrates the variety and uniqueness of all individuals and things; may also apply to the mandates, goals, etc. of groups, organizations and companies.

Hard Infrastructure - Tangible elements of urban form – workspaces, galleries, theatres, cafes, streets and public spaces – that combine the functional with the aesthetic and the symbolic to provide vital conduits for inspiration, connectivity and expression. Infused with a mix of uses, meanings and experiences, these places reveal themselves as authentic, distinctive, permeable and diverse 'habitats' that attract and sustain a diverse range of creative activity.

Innovation - The creation or invention of ideas, goods or services that are novel and intended to be useful; intended to create some product that has commercial application and/or appeal to a customer, consumer or audience; the process of generating and applying creative ideas.

Knowledge Product - Organizational knowledge and expertise that are effectively created, located, captured and shared through an explicit form (manual, pod-case, website). Distributed to staff, board, clients and partners, codified knowledge is a valuable strategic asset that can be leveraged for improved performance.

Placemaking - An integrated and transformative process that connects creative and cultural resources to build authentic, dynamic and resilient communities or place.

Place-Based Planning – municipal cultural planning shifts the emphasis from discipline-based (e.g., visual arts, museums) thinking to "place-based" perspectives that take as their point of departure the unique needs and character or identity of the community. Cultural plans in many cities have also begun to explore more integrated approaches to the built environment, urban design and "place-making."

Soft Infrastructure - Dense and diverse collaborative partnerships, active intermediaries and cross-over mechanisms that facilitate the face-to-face interaction, social networking and flow of ideas that drive successful clustering.

Spacemaking - The development of studios, buildings and complexes as the infrastructure, the bricks and mortar of communities or places (see Placemaking above) along with the elements of communication, services, systems, policies and procedures for their tenants, occupants and visitors.

Sustainability - A trait that describes the best creative, cultural, economic, social, institutional and ecological products, environments, systems, processes and outcomes for hard and soft infrastructure and communities of all sizes; marked by durability and longevity; and experienced and shared by present and future generations of tenants, clients, partners and citizens.

Systems Thinking - cultural planning emerged in response to the patchwork and fragmented approaches to local cultural development that were no longer working. In their place it proposes more holistic perspectives and strategies, encouraging local civic and cultural leaders to see cultural development in "whole systems" terms. Cultural assumes that a flourishing local culture depends on a host of interrelated and interdependent factors - effective municipal government, a strong local economy, engaged citizens, and relevant and vital cultural institutions.