

The background is a vibrant, multi-colored mosaic in shades of orange, teal, and brown. Overlaid on this is a large, light gray spiral graphic that starts from the center and expands outwards. The text 'DEMOS' is in a bold, orange, sans-serif font, while 'DEcision Management Open Space' is in a smaller, orange, sans-serif font to its right.

**DEMOS** DEcision Management Open Space

URBAN  
PLANNING  
PROJECT

## DEMOS: SHORT DESCRIPTION

Demos is an activity-based programme that encourages and endorses collective processing and management of different issues, addressing to multiple communities, while employing play and performative arts [i.e. theatre and dance]. It consists of a process, where participants are invited to identify an issue and work towards its collective management or solution, starting with a game and concluding with a “final event”, a performance in public space.

**In 9 days and along with 9 UrbanDig Project partners,** DEMOS addresses diverse and heterogenous communities, groups, neighbourhoods, organisations and institutions, fostering participation and co-creation. Furthermore, DEMOS' programme and particularly the performative part and the «final event», in public space, can fit in cultural festivals and programmes that bring together the arts with social quests and issues.

## THE MAIN GOALS OF DEMOS ARE:

- To cultivate the “soft skills” of participation, engagement, co-management, co-decision and self-evaluation
- To create a decision support system, adaptable in diverse spatial, social and cultural contexts
- To test and evaluate alternative ways of managing issues in a collective manner

The “final event”, consists of a pilot for cooperation and collective expression of the participants. It takes place in public space, in unison and intersecting with a dance - theatre - music performance, by the artistic group UrbanDig. The performance is inspired by the value of an active “openness”, in an ever-changing world, suggesting an alternative to isolation and fear, for anything unpredictable or different... The two events develop alongside and intersecting with one another, with social space being concomitantly real and imaginary.

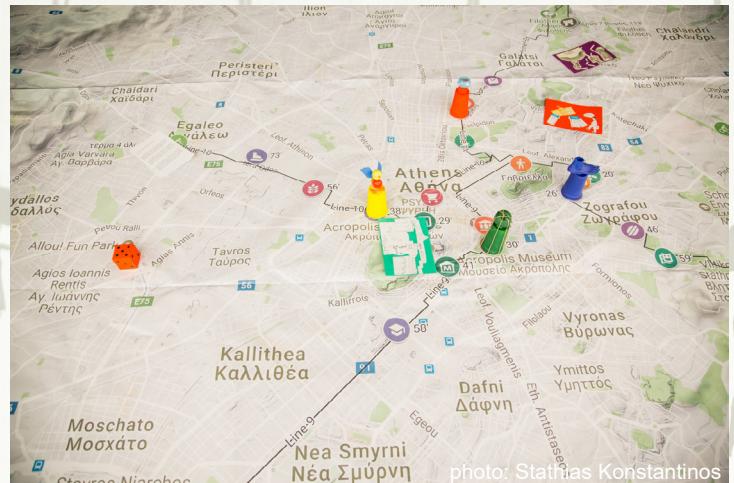


## PREPARATION OF SITE-SPECIFIC CONTENT

Day 0 [in some cases, two days might be needed] is dedicated for the preparation of the programme and the site-specific content.

In other words, since the DEMOS programme is shaped by the socio-spatial framework in which it unfolds, Day 0 focuses on a “site-scanning”, in order to identify particular characteristics and interesting features, in addition to potential participating communities. The goal of this short process is to shape all elements of the programme, in a way that suits each specific “hosting” environment. This stage involves UrbanDig Projects’ core team and is crucial for the development of the programme in the next 9 days.

## 9 Days of Activities



## DAY 1 DEMOS | THE GAME

“Demos | The Game” builds an alternative educational model for acquiring and cultivating the “soft skills” of participation, engagement, co-management, co-decision-making and self-evaluation. It mainly aims in constituting a unique methodology for investigating and processing of issues, faced by communities, whether already established or random.

The everyday life in the city serves as an inspiration, being a field where social relations form, in addition to stimuli, interactions and the development of multiple collective identities. In the game, the city becomes a big floor-map that functions as a board. An imaginary walk in the city and certain unpredictable elements, form the condition in which the players explore a large palette of issues -from practical, everyday life issues to more abstract concepts- while having fun.

This joyful condition of collective training and exploration, does not end here: A performative live-art experience, attempts a deeper and experiential procedure that addresses to both, the mind and the emotions, to the spirit and the body, to the collective and the individual.



photo: Stathias Konstantinos



photo: Majid Zabihi



photo: Stathias Konstantinos

## HOW IT WORKS

## WANDERING IN THE 2-DIMENSIONAL CITY

8 teams compete for who will arrive first at “Gabriella’s” home. “Gabriella” is an imaginary “neighbour”, famous for her availability and constantly open door, and who “has time” for anyone that needs her. Each team selects a subject to elaborate and begins the search for “answers”, while wandering in the city’s streets and avenues. The faster a team proceeds in a convincing way, the more time they can spend with Gabriella.

The city map constitutes the board of the floor-game, where players move their pawns. The board is transforming into a three-dimensional spiral that defines the movement within the city.

However, DEMOS evolves in two parts:

While the teams are “wandering”, they receive multiple stimuli from the urban environment, suggesting ways on how to proceed, picking the “walk-cards” they find at selected spots. At the end of each round, the teams “debate” verbally with one another, “pitching” for their outcomes and the maturity of their conclusions. The winning team gets a shortcut towards Gabriella, increasing their chances to spend more time with her.

A successful route, however, does not necessarily lead to victory: Right before the end, the avenues of twist “unlock”! Are the leading teams well-prepared enough for a final “battle”?

During their wanderings, the teams have two allies: The Milkman, Gabriella’s “next-door” neighbour and the Pigeon. The Milkman, as the experience coordinator, facilitates the gaming process, while preparing the teams for their next steps. The Pigeon’s presence strengthens the feeling of the urban wandering, while introducing the unpredictable aspect in an unconventional and witty manner!



photo: Stathias Konstantinos

## PART 2: THE DEEPENING LIVE-ART EXPERIENCE, AT GABRIELLA'S HOME

Winning the game goes beyond the traditional concept: All teams, sooner or later, will reach Gabriella's home. What varies is the amount of time, participants will spend with her. The so-called "defeated" team, spend less time with her, gaining however a longer stay in the gaming process and therefore a broader and deeper exposure to their issue.

No matter what each teams "luggage" contains, Gabriella, through a live-art performance, helps them realize the depth they have achieved so far. Guiding the players -in verbal and non-verbal ways- to complete the puzzle, she helps them shed light upon their personal, internal journey they have made, during this manifold collective process.



photo: Stathias Konstantinos



photo: Stathias Konstantinos



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## DAYS 2 + 3 RECONSIDERATION + DECISION-MAKING

If during Day 1 all participants let themselves go in the flow and the rules of the game, in Days 2 and 3 they are invited to reflect upon their experience. The aim is to deeply understand the outcomes of the process, pinpoint the most important aspects and viewpoints and come up with certain principles, in order to design the “final event”.

## DAYS 4 TO 7 DESIGN OF THE “FINAL EVENT”

The “final event” is a chance for the communities to develop a public intervention and to communicate the outcomes of their gaming and reflection processes, with respect to certain conclusions or open debates. The goal is to design in detail, an action in public space aiming to raise awareness, protest, entertain, attract, among others. This is the moment for the communities to create a common space.



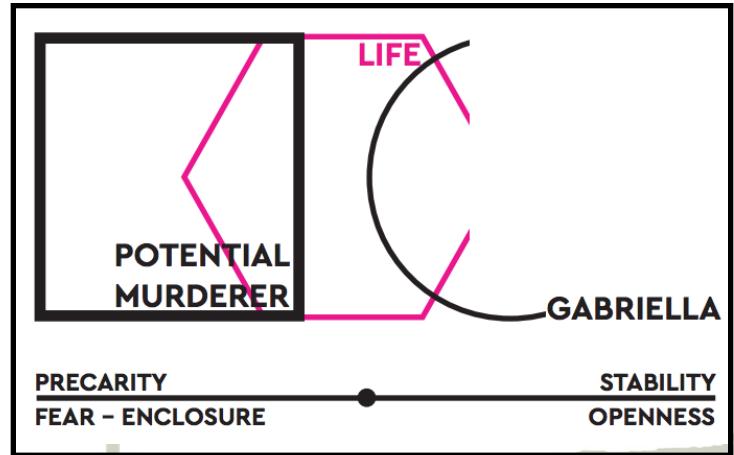
## DAY 8

### EVENT + PERFORMANCE: THE REAL AND THE IMAGINARY MEET IN THE CITY

The “final event” enters the urban realm in order to interact with its symbolic [re-]presentation:

The performance is inspired by the unidentified murder of Gabriella Ushakova, a popular prostitute in Athens, famous for her empathy and giving character, who was violently murdered in 1991, in a way that remains unsolved. The performance turns public space into the mental landscape of the suspected murderer. Through the acts of the actor - musician and the dancer, we are exposed to the Reasoning [Logos], while witnessing comic-tragic Fantasies of a man possessed by fear, enclosure and hostility against the “other”, the “unpredictable” and the “unframed”. The “final event” co-created by the communities involved, serves as a gesture of communication and is incorporated in the performance, as an intervention.

The community’s “final event”, being an act of communication, takes part in the performance as an interference; the real life that crosscuts, completes and mainly involves the great confrontation between compliance and emancipation.



## DAY 9

### VALUATION + SELF-EVALUATION

An important task of every action is the capacity building to use and manage monitoring and [self-] evaluation tools. The communities evaluate the outcomes, collecting quantitative [e.g. audience in numbers] and qualitative data [e.g. audience diversity], according to which they can evaluate the actions’ performance and eventually design another one...



## 9-DAY SCHEDULE | PARALLEL ACTIVITIES

	<b>GAME + COMMUNITY EVENT TEAM</b>	<b>PERFORMANCE TEAM</b>
<b>DAY 1</b>	GAME PLAYING	PERFORMANCE IMPLEMENTATION
<b>DAY 2</b>	GAME INTERPRETATION	PERFORMANCE IMPLEMENTATION
<b>DAY 3</b>	COMMUNITY ACTIVITY DECISION	PERFORMANCE IMPLEMENTATION
<b>DAY 4</b>	COMMUNITY ACTIVITY PLANNING	ACTIVITY IMPLEMENTATION
<b>DAY 5</b>	COMMUNITY ACTIVITY PLANNING	ACTIVITY IMPLEMENTATION
<b>DAY 6</b>	PERFORMANCE REHEARSING + ACTIVITY	PERFORMANCE REHEARSING + ACTIVITY
<b>DAY 7</b>	PERFORMANCE GENERAL & TECHNICAL REHEARSAL	PERFORMANCE GENERAL & TECHNICAL REHEARSAL
<b>DAY 8</b>	EVENT	PERFORMANCE
<b>DAY 9</b>	FEEDBACK / TRAINING TOOLS	FEEDBACK / TRAINING TOOLS
<b>ATHENS</b>	<b>REPORTING</b>	<b>REPORTING</b>

## Ohi Pezoume Performing Arts Company

The company was founded in 2004 by theatre director Georgios Sachinis and choreographer Eirini Alexiou. The members of the group come from various disciplines within arts and science.

Ohi Pezoume Performing Arts designs and implements programs ["UrbanDig Projects | UrbanDigs"] consisting of artistic and community projects. UrbanDigs search and involve the stories and people within a group, of a community or a place.

They combine techniques of dialogue and participatory action, with artistic practices and game. UrbanDigs are addressed wherever people and societies attempt to [re-]discover or re-interpret the space and the community in which they live or act. Especially in cases where bridging of communication and action between highly different people and organizations are involved, where everyone's say or story is welcome and a common foundation is the goal.

When UrbanDigs take place in neighborhoods, they usually create an open pool of diverse information and data, that could in turn feed new products, ideas, strategies and tools for the community, applicable in the fields of tourism, culture, education, community development and co-creation and other interdisciplinary synergies.

The core of our philosophy is social innovation, diversity and coincidental production of ideas, actions, tools and products in the contemporary city. Each UrbanDig concludes with a site-specific performance of our artistic group.

Ohi Pezoume Performing Arts Company initially created performances that amalgamate theatre and dance, while the city was the set. Eventually it evolved, while searching for artistic inspiration through the experience and the process of story collection for a place and its people, in a collective manner, where locals become the protagonists in a process of finding or reinterpreting themselves again.

### **Distinctions:**

AltoFest [1st prize, 2015], TEDxAthens Challenge, ACEA Eco-Art International Contest [2010], case-study for "EU study on audience development" [2017].

UrbanDig worked for the community aspects of Athens Municipality's Open Schools Program [strategy design and piloting], Kipseli Market regeneration [engagement activities] and resilience study of Omonia square.

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## UrbanDig Project

## SCOPE:

Ohi Pezoume Performing Arts implements robust dialogue processes informed with artistic and gaming tools, on groups and communities, leading to creative synergies.

Our processes start from building the participating community, if necessary, and finish with the production and diffusion of the activities and outputs of the created synergies. The process always ends with a festive finale, a full-scale site-specific performance of our artistic group, inspired by the work of the project's community and inspiring it to continue.

UrbanDigs go to places where people want to [re-]discover the space and the community where they live or work. They are appropriate for where bridges of communication and synergy are needed between very different people and actors, where all the stories and views of a community on a subject are sought, and where [collective] activation is desired.

When implemented in neighborhoods, UrbanDigs usually create an open pool of diverse data producing outputs, strategies and tools in the areas of tourism, culture, education, urban co-creation, and other cross-sectoral synergies.

UrbanDig methodology, in full or in parts, applies...

### ... in the city:

- in neighborhoods undergoing field-research, urban development, place-making, community building
- in tourist programs, offering unique tours and events in the city
- in research and educational programs, where social practices and contact with the city are sought

### ... at any large [>30] group of people | community

#### requiring:

- design and piloting of a participatory process
- cross-sectoral synergies and cooperation between diverse parties
- building, activation and testing of a group
- social innovation
- collective input or research

### ... in our art:

This methodology is used by Ohi Pezoume Performing Arts as part of the preparation and artistic production of site-specific performances aimed at festivals and other artistic organizations with an interest in developing audiences and partnerships inside communities.

liaskou

## SERVICES:

Our work is tailored to the needs of each site, group or community we visit and can last from 1 day [event, workshop] to years. Indicatively, in the case of working with neighborhoods, a complete methodology [from team building to production of outcomes, tools, activities etc] with a noticeable impact would have the following characteristics:

- Duration of the program: 9 months
- Trips: 3-week trips of 3 people at a time + 1 final trip of 7 people for 10 days
- Other needs: 1 person working full time [or 2 part time] on our project for a total of 9 months in the area where it will be

For stakeholders interested in piloting our methodology on an existing group or community, we suggest DEMOS, a 9-day UrbanDig workshop on a specific theme. DEMOS [Decision Management Open System] is a dialogue process informed with artistic and gaming tools leading to a collective action as part of a “one-day festive workshop finale’ also enriched by a site-specific performance of our artistic group.

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**DEMOS was developed under the umbrella of the European Program Labourgames. [<http://labourgames.eu>]**

**The first play-testing of DEMOS | THE GAME, with a cross-cultural group [with participants: Syrians, Greeks, Germans] took place under the program StartGreece [[www.startgreece.net](http://www.startgreece.net)] in Leipzig, Germany.**



photo: Vosgerau Irina



## **UrbanDig Project**

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y: [www.youtube.com/user/ohipezoume](http://www.youtube.com/user/ohipezoume)

V: <https://vimeo.com/ohipezoume>