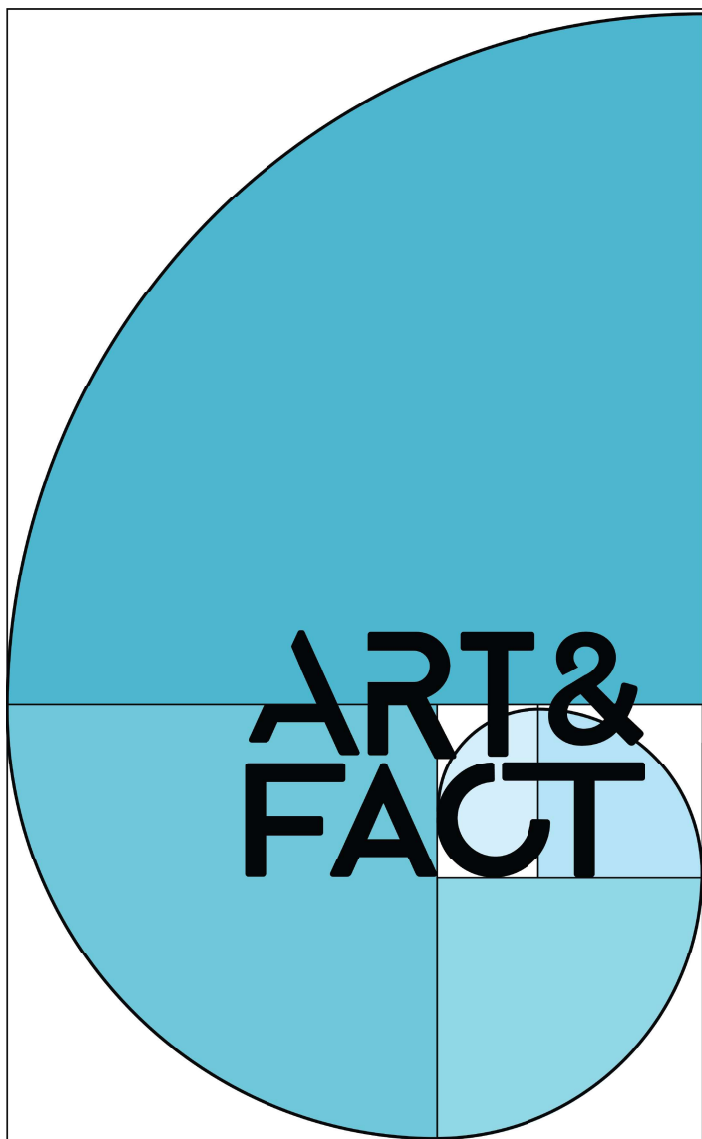


# ART&FACT

Co-creation of social impact tools



## PORTFOLIO

### CONTACT

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Email : [info@art-e-fact.ca](mailto:info@art-e-fact.ca)

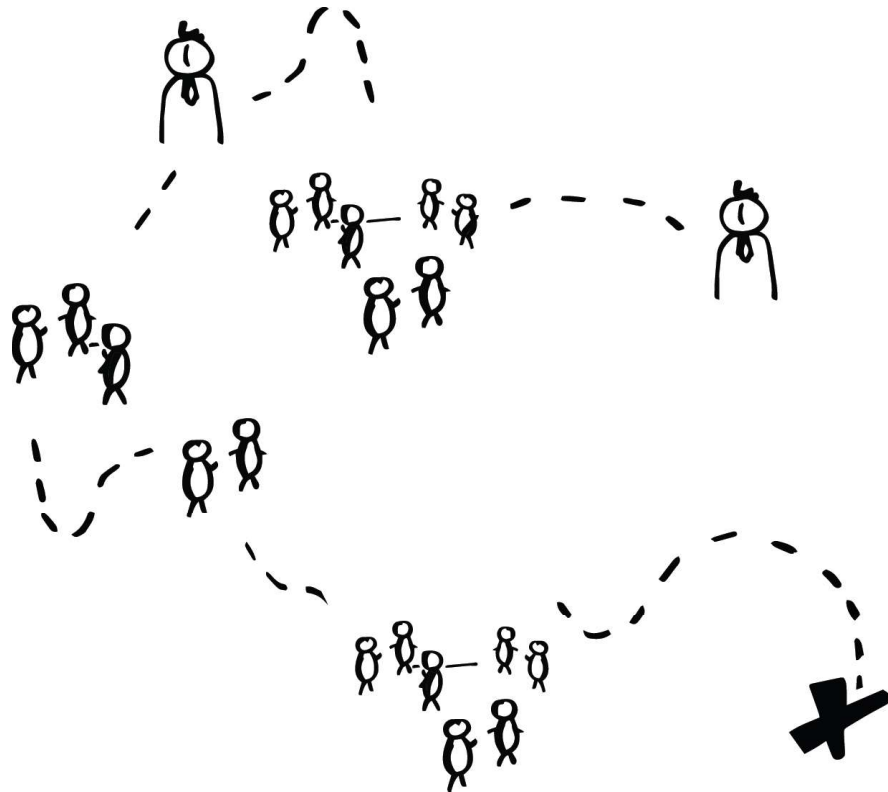
Phone : 438-939-0154

Facebook : @ArteFact

Instagram : @artefactmontreal

# ART&FACT

Co-creation of social impact tools



## MISSION

Assist organisations and individuals in the cocreation of small print objets that amplify the social impact of their activites.

## SERVICES

- Tailored social impact tools
- Eventbased co-creation processes
- Creative facilitation for events and conferences
- Training / facilitation using our “serious games”
- Mentoring: game conceptualisation, sense-making and co-creative processes
- Personalized cards

## THE PURPOSE OF THIS DOCUMENT

is to help you see what is possible to create with Art&Fact. It's a demonstration of passed creations which can give you an idea of what we could do for you! So get inspired, find new solutions and generate new combinations and ideas for your projects.

We can help you produce all of these and more!  
Please do not hesitate to reach out and share your ideas for future artefacts with us.

# CARDS IN COMMON

Political collaboration game



## CONTEXT

Art&Fact had been mandated by the *Fondation Charles Léopold Mayer pour le Progrès de l'Homme (FPH)* for the :



- Documentation of the Forum social mondial de Montréal en 2016 and to
- Cocreate of a social impact tool educating about The Commons.

During 6 days, Art&Fact solicited the participation of people at the forum to create this social impact tool that cultivates awareness about The Commons.

## RESULT

More than 50 participants contributed 250 cards and cocreated a game for 2 to 5 players whose mission is to defend together The Commons against enclosures.

**Today**, this game is sold around the world, is used as a teaching tool by commoners everywhere and can be played as a table game.





# MOBILISATION CARDS 101

## GENERATING IDEAS FOR SOCIAL INITIATIVES



### CONTEXT

Art&Fact was mandated by the *Maison de l'innovation sociale (MIS)* to :



- Collect feedback about a festival called 100en1 day 2018 (of which they were hosts) and
- Develop a tool to stimulate citizen initiatives which helps create new ideas for citizen centric events.

The harvest collected the knowledge of 30 participants during a meeting spanning 3 hours.

### RESULT

A game of 41 cards organized in 5 categories that empower citizen action.

**Today**, this tool is used to help citizens create their own local initiatives and be politically and socially engaged.



# FAB LABS Qc CARDS

Tools for inter-organisational collaboration



## CONTEXT

Art&Fact was mandate by *Fab Labs Québec* to :



- Facilitate a cocreative process and to
- Assess the issues and desires of their community

The harvest took place during one of the regular meetings of Québec Fab Labs in Octobre 2018. The collaborative process involved more than 30 participant organizations for the creation of a sensemaking and strategic decision making tools.

## RESULTS

The tool consists of 128 cards separated into 4 categories. Each card in this collection is linked to it's own wiki page to help information integration and relevancy.

**Today**, this tool helps coordinate and prioritize the work of the members in the province and increase the online knowledge base.





# ASA WIKI

Wiki site for the Associated Social Artists



## CONTEXT

Art&Fact was mandated by Associated Social Artists to help them create a web interface that would serve as a central repository of social artists and as a knowledge base for all the social arts practices. The intent was to :

- facilitate the creation of a collaboratively owned online data infrastructure
- ensure that the access is easy and open to all

The website was cocreated by artist and wiki specialists.

ASA

## RÉSULTS

More than 23 users created 400 webpages in order to disseminate social art practices.

Today, this website is embedded within many organisations in an effort to manage information on social art practices.



# VERTUS CARDS

38 cards that help enhance your meditation practice



CHRISTIANYOGA



## CONTEXT

Art&Fact was mandated by *Christian Yoga* to :

- Create a tool that enhances mindfulness practices and that
- encourages one to think about the correlation between virtues and natural phenomenas.

This project was coproduced in 2016 between Art&Fact and the client. The emphasis was placed on the esthetics of each card.

## RESULT

A collection of 38 cards, each depicting a virtue associated with an image of nature

**Today**, this tool is used in meditations classes and is available for sale on Art&Fact's online store.



# ENGAGING INSTALLATIONS

## INTERACTIVE BOOTH DESIGN



### CONTEXT

Art&Fact was mandated by a variety of organisations to design interactive booths that :

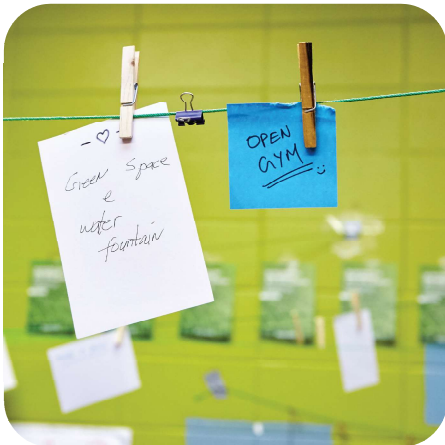
- Are highly engaging,
- Harness collective intelligence
- Act as a focal point for harvesting information.

This service is personalized for each client and is highly adaptable for each context, location and specific set of needs.

### RESULTS

The information gathered during the event is then organised and used to create an artefact that serves the client's mission.

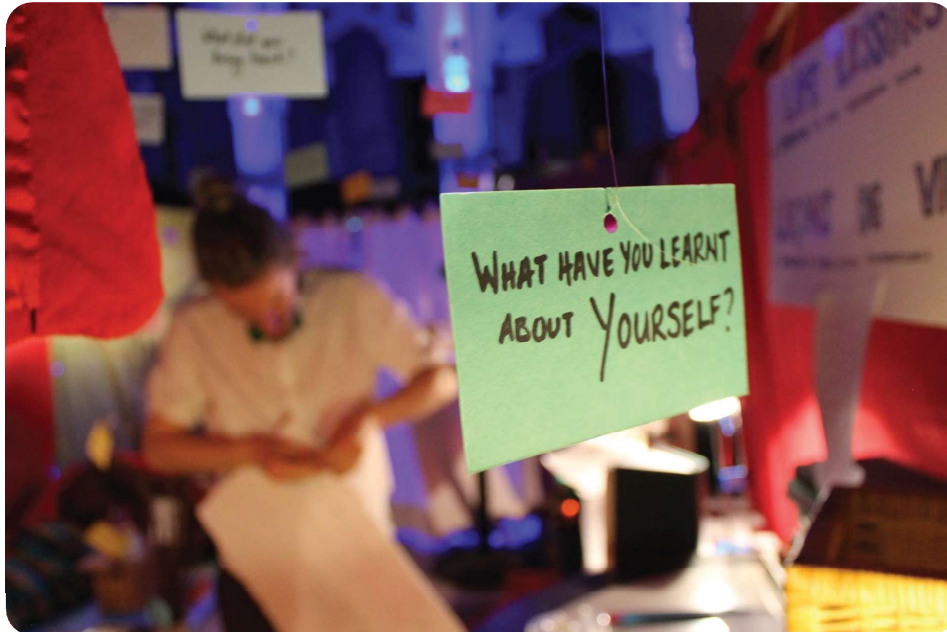
**Today,** these ephemeral installations are used in learning organizations, cooperatives and for a variety of events and public consultations.





# TRANSFORMATION BOOK

@Burning Man, Festivals, etc.



## CONTEXT

Art&Fact was invited by the collective *Burning man Québec* to :



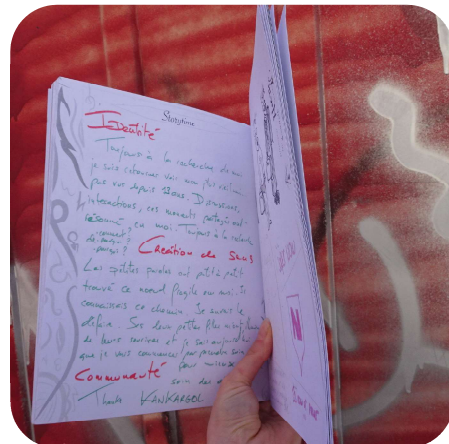
- Facilitate an activity during one of their events and
- Document the event for institutional memory purposes

La harvest took place at the event Taburnak that took place in Montréal in 2016 with 300+ attendees who took on the challenge to coauthor a book in one night's time.

## RESULT

A coproduction combining the works of 80 authors who expressed their perspective of the transformational qualities of the festival scene.

**Today** the book is sold online, autopublished and accessible for free online.



# FOLLOW UP TOOLS

Knowledge management tools



## CONTEXT

Art&Fact is often called upon to facilitate processes that involve a very large quantity of information. In order to navigate these environments with grace, we have created many technologies that ease the process and meet the evolving needs of our clients, such as:

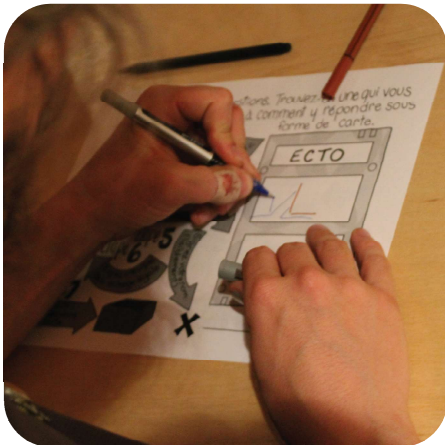
- Better interdepartmental communications
- A gamified knowledge management system
- A culture based on transparency

Our tools are conceptualized with the client and are used in events or as internal data management / sharing systems

## RESULTS

Many organisations manage some of all of their information with tools that were developed with Art&Fact.

**Today,** these tools help productivity while supporting the cultivation of the organisational culture desired by the client.





# SECRET CRITERIA

## A GAME TO EXPLORE THE ABSURD



### CONTEXT

Art&Fact decide to offer itself a game:

**ART&  
FACT**

- To stimulate imagination and
- To encourage creative risk taking and
- To enjoy ourselves as a team !

This game was created while socializing , as a group of 8 friends, in a only few hours.

### RESULTS

96 cards that create engaging an playful experiences while using a minimum of material and rules.

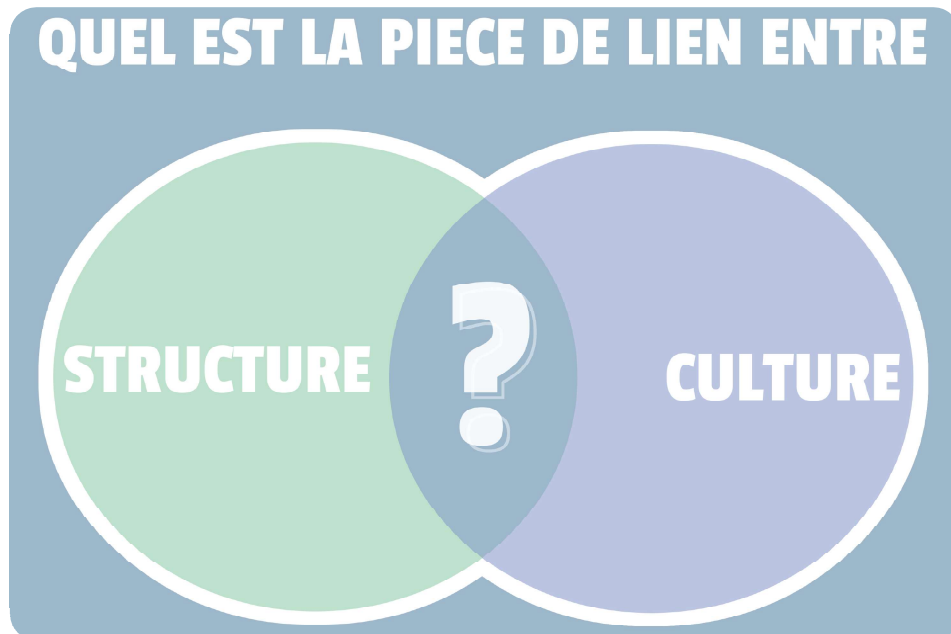
**Today** this game is available on our online store and helps people of all ages act like fools for fun.





# SCHEMATIC DRAWINGS

Tools that enable awareness of system wide issues



## CONTEXT

Art&Fact is often mandated to help organisations to make sense of complex issues by employing images and schematics. This helps retention and helps participants to:

- Gain a better grasp of complex issues
- Generate an inclusive conversation where the visuals facilitate a shared conversations

These tools usually emerge from conversations with clients and help to navigate complexity and create a common vision.

## RESULTS

Our visual representations are visible in strategic locations for the individuals of the organisation.

**Today,** these images keep serving organisations and help them where needed, such as in their onboarding processes, internal management conversations, marketing, etc.

ON PARLE DE COMMUNS  
QUAND • N PARLE DE...  
**soin.**

“Actes par lesquels on veille  
au bien-être de quelqu'un  
ou pour entretenir,  
préserver quelque chose”

une ressource commune que l'on retrouve en...  
La tragédie des biens communs se produit au-  
tir l'accès à une ressource limitée (créant un co-  
lien commun) face à laquelle la stratégie économique  
étant perdante. L'expression a été popularisée par dia-  
Hardin paru dans Science en 1968, intitulé « La  
tragédie des communs) et considère comme une cont-  
figure 2. Le phénomène contraire est appelé, par analo-  
dans le formalisme de la théorie des jeux, la tragédie c-  
on nulle (de même que le célèbre dilemme du prison-  
is communs concerne des biens communs, la tragédie c-  
des (nimporte qui peut accéder à la ressource). Par e-  
acteurs. Elles possèdent une particularité : elles  
droits de propriété, la ressource. Par e-  
respecter les règles de l'usage des biens communs.  
...pour assurer la capacité c-  
**Reprodusage**  
...pour en assu-  
er la pérennité...  
...pour un village...  
...pour en assu-  
re l'usage...  
...pour en assu-  
son troupeau dans le champ commun comme étant  
il encouru par ce même éleveur est seulement celui d-  
veurs ayant accès au champ. En clair, l'intérêt d-  
munes possible dépasse toujours le prix à payer pou-  
idement, chaque éleveur emmène autant d'animaux  
commun pour empêcher, autant que faire se peut, le  
ritage sur lui en utilisant les ressources communes.  
de boue ou plus rien ne pousse. Solutions : l'usage  
is communs fait partie des problèmes récurrents  
nomie politique. Pour schématiser...il existe...tro-