Notes From Workshop #5: Making It Happen

JUNE 27, 2013

BostonAPP/Lab is moving toward organizing and bringing more transparency to the complex series of roles and responsibilities underlying its initiatives. The result is a “Knowledge Grid” – or, the BostonAPP GameBoard®. This workshop took aim at refining and strengthening the GameBoard. We want to make sure that we’ve covered all the right bases, that both the “who” and the “what” are fully accounted for and that this can serve as a useful model for initiating and monitoring future projects, whether you’re an artist, a city agency, a donor, or a community organization.

Lillian Hsu, director of the Cambridge Arts Council, and Dan Sternof Beyer, head of New American Public Art, analyzed one of their projects in terms of the GameBoard. We then broke into small groups to examine how the model can be improved and, ultimately, serve as a valuable tool and road map.