



The Great and Grand Rumpus

SLQ Wiki Fabrication Lab 2025/07/08 00:17

~~REVEAL~~

The Great and Grand Rumpus



The Great and Grand Rumpus is a community engagement and capacity building project consisting of a series of creative workshops, design sessions and fabrication that contributes to a growing inter-generational community installation work at State Library of Queensland. It focuses on engaging community participants who are children, teenagers and adults. This program runs for 5 months with 6 months of planning time.

The program will enable:

- Access to creative resources, collections and digital technologies
- Experimentation with ideas
- Problem solving, knowledge building, and skills development
- Cultural participation, creation and self-expression
- Social interaction and collaboration across generations
- Engaging with story and making activities that inspire a love of words and creation.
- Community lead fabrication
- Showcase the work that children, young people and community users are creating through State Library programs
- Documented process of community engagement that can be used by public libraries.

Program Objectives

Design and deliver a program that links young people, children and families and adults to The Great and Grand Rumpus program by providing, multiple engagement opportunities and multiple engagement styles for children, teenagers and adults.

Enable Access

- Programs offer opportunities for participants to creatively engage with State Library collection materials
- Program provides opportunities to showcase content created by children and families to wider audiences
- Membership opportunities are embedded in program

Engage Community

- Facilitate children and families to be creative producers at State Library through programming that engages curiosity, creativity and self-expression
- Deliver programs that promote both social interaction and collaboration between families, adults participants, and professional facilitators
- Engage in collaboration and co-creation with participants to produce and showcase community generated content
- Raise the profile of State Library as a provider of innovative and engaging intergenerational programming

Build Capability

- Enable expression and experimentation through creative processes
- Encouraging members of the community to engage with arts, science and technology including design and digital fabrication tools.
- Extending skills and experience of volunteers and makers in the community
- incubator model – program design and delivery supports resource development for public libraries that will be made available on The Edge wiki
- Support YPF and The Edge casual staff in the development and refinement of skills that connect community with creative literary and literacy experiences.

Program Deliverables

Planning/Templates/Learnings

[Planning](#)

[Templates](#)

[Floor plans](#)

[Tech Specs](#)

[Documenting the learnings](#)

[Sub Project Progress Matrix](#)

The sub project progress matrix is where you can find each story world. The cut files, story tag, and the making and installing photos

[The Palette](#)

Stage 1: Design

Rationale:

From the beginning of the process GGR aims to engage children and families in the design of the engagement, making and performative aspects of the GGR. Creative workshops for children will be developed and implemented in collaboration between YPF and contracted arts workers to create a play based framework of engagement for ongoing workshops. At The Edge, GGR begins with small lead-in installations through business as usual programming that focus on building a group of committed emerging artists and adult community around the project that are interested to fabricate and generate ideas. This community of fabricators will then engage in all later stages of GGR.

March- May 2018: [Lead in installations at The Edge](#)

May- June [Lead in workshops with children and families](#)

During stage one each engagement was 2 hours in length.

There were **63 children and families engaged**

and there was **154 individual engagements** during the lead in installations.

That is a **total of 193 for 386 hours of engagement**

Stage 2: Fabrication/Installation

Rationale:

Over 6 weeks of workshops the creative team will work with children and families to create artefacts that will be used in final installation of the Great Grand Rumpus at The Edge. The workshop process aims to showcase the creative output of children and families and use their designs as the stimulus for community and young people led fabrication process with purpose. Resulting in a large scale installation at The Edge designed and created by the public.

[Idea briefs](#)

May- June [Student design sessions](#)

May- June [Fabrication sessions](#)

During the Design and Fabrication sessions there were **105 individual engagements**.

Each engagement was **4 hours in length**.

That is a **total of 420 hours**

[Story Worlds](#)[Installation](#)[Bump out](#)

Stage 3: Response & Activation

Rationale

This stage will operate during the school holiday period. Community groups will be lead through a series workshops by artists and STEAM practitioners that use the rich imaginative content of children as a point of departure for developing and exercising new creative and technical skills. Groups will respond to and expand the modality possibilities of the installation in small scale ways. They will generate content and will add to the overall installation begun by children. This will focus on creating new objects and augmenting existing elements in the installation through the use of sound, digital projection, electronics and writing. The final installation in The Edge will

- Showcase the creative output of State Library's community of participants
- Showcase the variety and capacity of State Library design and fabrication resources
- Build new audiences and extend current audience knowledge of SLQ programs and resources

[Response Workshops with Families](#)[Response Workshops with Young People](#)[Response Workshops for 16+](#)

During the edge response workshops there were **53 individual engagements** . Each time spending 3 hours at a time.

Total hours spent 159

[Celebration Day](#)[Get Involved](#)[Photo Gallery](#)[GGR Asset Dump](#)[GGR Feedback](#)[The Greater and Grander Rumpus](#)

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