



4708 SEMINOLE
DETROIT, MI 48214
313.921.9410

GEOCITIES.COM/COLABCREATIVE
colabcreative@yahoo.com

Based in Detroit, *co-lab creative* is an interdisciplinary group formed to initiate creative, educational projects that address social inequity and ecological distress.

Positive, long-term resolutions emerge from a place-based orientation and by collaborating with the community. This locally responsive method cultivates trust and cultural integrity.

The goal is to create beautiful, well-crafted, quality places that express respect for humanity and the natural environment.

co-lab creative is:

Patricia Kolon
Coleman Jordan
Paul Royal
Greg Vendena
Vibeke Vendena
Patty Gillis



PROGRAMS:

SCHOOLYARD GARDENS:

(expansion of existing programs)

GOALS: To inspire students to become participants in their education and active contributors to their community through gardening.

The Schoolyard Garden is a creative program that makes a student's education relevant, practices sustainable living, gives the school community a nurturing aesthetic, and opens the door for countless learning experiences that children will benefit from and remember in the years to come.

The best kind of learning is the type that combines real experiences with the curriculum. The Schoolyard Garden will make a education relevant by becoming a social and scientific reference point that children need in order to combine the concepts we want them to learn (theory) with demonstrating their knowledge (practice). Students will learn a seemingly endless variety of concepts like food webs, sustainability and even business concepts like supply and demand. Best of all our students will learn these things by doing them.

An essential aspect of this program is the design process. Students will be involved in design exercises that emphasize craft. This process will empower students by allowing them to create high quality places that will transform a small part of their community. Students will be building and planting something they imagined. They also get an opportunity to be a part of the whole process of creating, designing, planting, constructing and maintaining.

GRASSROOTS PRODUCT DESIGN:

(program launch date: spring 2007)

GOALS: To provide creative and physical outlets for youth ages 14-21 in East-Detroit. To provide opportunities for youth to gain survival and commercially viable skills.

Community youth will design and produce functional objects, such as furniture. These objects will either be used by the maker, the community or sold. The production of these objects will require little or no up-front cost as the materials will be salvaged or reclaimed.

survival: This program will teach design and construction through grass-roots community product design. "Industrial" or "product" design have not always been so centralized and detached from most people. Abilities to form material into utilitarian objects are part of a set of basic survival skills. These skills are transferable to other areas of life such as home repair and construction.

environment: "Folk Art" is known for the use of salvaged, re-cycled or re-used materials or objects. Chosen primarily due to poverty, this is also an environmentally conscious attitude. In Detroit, where many residents live below the poverty line, purchasing expensive furnishings or other quality commercially produced objects is not an option.

cultural expression/creativity: to process of creating utilitarian objects invites the opportunity for artistic cultural expression to emerge from a sector of the population that is not represented in the design fields.