

# arts~ED

Community-based arts  
and culture education

## 2022

# Year in Review

A partner of choice for  
community-based arts and creative education  
for cultural sustainability and placemaking

[www.arts-ed.my](http://www.arts-ed.my)

[info@arts-ed.my](mailto:info@arts-ed.my)



## Propagating the Seeds of Community-based Learning

Our **Community-based Learning (CBL)** programmes this year have reached young people from diverse backgrounds. As we moved across different contexts, we learned a lot about how to facilitate young people to connect their learning with their own lives. What does it mean to engage children to map, analyse, compose, and communicate their own thoughts and stories about their community? What are the factors we must consider in this process and how do we respond to those factors? We continue to explore these questions.

It has been a tremendous year for [Gempak 100](#), in which we worked with 13 creatives to conduct arts workshops for the children at Flat Program Perumahan Rakyat (PPR) Jalan Sungai. The participants developed their artistic skills and creativity, increased their sensitivity towards themselves and their environment, and shared their stories and creations with their families, schools, and neighbouring communities.

Within the Gempak 100 project, we continued honing our capacity-building methodology from the previous year. Together with our long-time collaborators-turned-mentors, we took a process-based approach where the mentors and mentees learned together through continuous dialogue and hands-on guidance over a year. As we gradually build a [Community-Engaged Arts \(CEA\) mentorship system](#), we hope this effort will contribute to the cultivation of a community of practice that includes more young creative practitioners. Check [here](#) to hear what the mentees and mentors have learned.

Meanwhile, in George Town, we had graphic design students from Universiti Sains Malaysia convert their research and understanding of the cultural heritage value of gold jewellery into 17 interesting campaigns on how these values could be transmitted to a larger public in [Bling-Bling Traditions](#).

We also took some time to re-examine our more than 20-year collection of resources and documentation, and published an internal **strategic documentation and communication guide** that aims to propel the digitalisation of Arts-ED's rich pool of resources towards wider and more effective dissemination. Starting with highlighting the various educational programmes and resources from George Town, we are developing an online resource portal on the CBL methodology - [Community-based Learning Action Portal \(CLAP\)](#) - that nurtures learners as responsible citizens. CLAP will be a vehicle for Arts-ED to continue spreading the CBL methodology to a wider audience.

After almost 3 years of developing [Bansan](#), our second board game, we are on track to publish it in 2023. Receiving a grant from the Krishen Jit Fund has been a real boost to our efforts to introduce creative tools that promote our local culture - or in this case - our local markets!

This year also saw a **new line-up of committee members** who are intent on exploring more collaborative ways of working and improving the sustainability of our operations as a non-profit organisation.

COVID-19 brought unprecedented challenges over the last 2 years. Amidst it all, we are immensely grateful for the trust and support from our **new collaborators and partners**, especially [Yayasan Sime Darby](#), [Goethe-Institut](#), and [CENDANA](#), that allowed us to keep pushing boundaries in our work in community development, arts, and education. We are especially heartened by these partners' commitment to supporting sustainable and impactful work, and we look forward to continuing our collaboration.

From,  
Arts-ED Team

## Meet the Team



<p><b>Staff</b></p>	<p>Chen Yoke Pin - Senior Manager          Radziah binti Othuman Sahib - Programme Coordinator          Nurul Shahira binti Jamalluddin - Programme Coordinator          Ooi Win Wen - Programme Officer (joined in September 2022)</p> <p>The Arts-ED staff supported all initiatives of the organisation.</p>
<p><b>Arts &amp; Culture Education (ACE) Project Team</b></p>	<p><b>Community-Engaged Arts Mentorship and Community-based Arts and Culture Education for Youths in Gempak 100:</b> Wong Hoy Cheong, Aida Redza, Tan Lay Heong, Liu Yong Sean, Luvenia Kalia, Kausalyaa Sugumarin, Jason Ong Aik Lee, Low Zhi Kai, Ooi Mee Quin, Wan Atikah Wan Yusoff &amp; Muhammad Nur Nazrien</p> <p><b>Community-based Learning Action Portal (CLAP): Towards A Journey of Harmony</b> Josephine Chan, Kuah Li Feng, Charis Loke</p> <p><b>Bling Bling Traditions: The Gold Jewellery Industry - Its Heritage &amp; Contemporary Prospects:</b> Kuah Li Feng, Wan Atikah Wan Yusoff, Virajitha Chimalapati, Gene Lim Jing Yi, Tan Pek Leng, Stephanie Kee, Terry Neoh, Goh Choon Ean, Chong Ley-Lynn</p> <p><b>Penang Arts Ecosystem Map:</b> Abel Benjamin Lim, Koe Gaik Cheng, Mohammad Hafizat bin Md Anuar</p> <p><b>Bansan Board Game:</b> Goh Choon Ean, Charis Loke, Stephanie Kee</p>
<p><b>Committee (2022-2024)</b></p>	<p>Abel Benjamin Lim, Heng Zhi Yee, Koh Aun Qi, Ang Ban Siang, Goh Choon Ean, Loo Que Lin, Wan Atikah Wan Yusoff</p>
<p><b>Advisors/Resource Persons</b></p>	<p>Janet Pillai, Tan Pek Leng, Molly Lee, Chen Yok Ching, and Arts-ED members</p>
<p><b>Patron</b></p>	<p>Prof. Tan Sri Dato' Dzulkipli Bin Abdul Razak</p>

## Collaborators, Partners, and Funders



Antoine Loncle | Chin Khuan Sui | Elaine Ng | Hasnoor Hussain | Jacqueline Foo Sueh Chuan  
 Jasniza Johari | Jeffrey Lim | Jess Kwan | Jonathan Yun | Kang Su Keng  
 Kam Suan Pheng | Kashveeni Sivaraja | Lee Kwai Han | Lee Khek Mui | Leong Yueh Kwong  
 Lim Kah Cheng | Lim Siew Yean | Lim Yi Zhe | Lim Pei Fang | Loh Cheng Kooi | Lyndy Ong | Marcus Lim  
 Mehala Pandian | Oh Chin Eng | Ong Teik Kheng | Paul Gerarts | Philip Tong | Tay Hong Lang  
 Teoh Chun How | Toh Kin Woon | Thum Chia Chieh | Venus Khor | Zoe Yong

...and many more contributors who supported us in various ways.

We are grateful to have had them steer the projects with us and yet at the same time critically challenge our approaches in building cultural sustainability.

## KEY INITIATIVE 1

### *Community-Based Learning for Young People*

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#### 1. Community-based Arts and Culture Education for Youths - Gempak 100



Supported by the The Cultural Economy Development Agency ([CENDANA](#))  
- Arts Organisation Resilience Grant, [Balai Seni Negara](#), [Penang Education Council](#),  
[Pertubuhan Komuniti Penduduk Jalan Sungai \(PKPJS\)](#), [LUMA](#), and [Srishti](#)

Returning to Flat Projek Perumahan Rakyat (PPR) Jalan Sungai after Arts-ED's 'Sungai Pinang Kita' project in 2012-2014, '**Gempak 100**' is a creative arts project for underserved youths in the community. From January to June 2022, we worked with 30 young residents aged 8-15 to explore and engage with their surrounding environment through workshops in three art forms: creative movement, contemporary shadow play, and photography, culminating in a showcase at the flat. After more workshops throughout November and December, the participants shared their creations at [SK Tan Sri P. Ramlee](#), the school most of them attend, and at the neighbouring [Flat Taman Sri Pinang](#). Through these sessions, the participants gradually built their confidence to share stories from their community with their school friends and neighbours.

A few key highlights from the project:

- The participants honed their understanding and sensitivity towards themselves and their surroundings through the art-making processes;
- The participants developed their artistic skills and creativity as they mapped, composed, and expressed their own and the community's stories, gaining a sense of ownership over their work in the process;
- The participants improved their soft skills, especially problem-solving, communication, and analytical skills, demonstrating much promise for leadership in the community; and
- The community members and participants' guardians were highly engaged in supporting the participants' development, showing the potential to lead and organise programmes for children in their community.

In 2023, the project embarked on a new phase titled '**Nur. Light. 光**', which aims to foster the participants' leadership abilities and create a platform for intergenerational and intercultural exchange by exploring light, a rich symbol that carries different meanings across cultures.

Watch a video of the [Gempak 100 journey](#)

[Gempak 100 programme booklet](#)

Follow [Gempak 100's progress on Instagram](#)

Explore more about the Gempak 100 project [here](#)

## 2. Bling Bling Traditions: The Gold Jewellery Industry - Its Heritage & Contemporary Prospects



Supported by the [International Relief Fund 2021](#) through [Goethe-Institut Malaysia](#) and organised in collaboration with [School of the Arts, Universiti Sains Malaysia](#)

**Bling Bling Tradition** was a special edition of Arts-ED's flagship Cultural Heritage Education Programme (CHEP). We collaborated with Universiti Sains Malaysia's Graphic Communication Department to connect students with the cultural heritage of gold jewellery through research and community-based learning, alongside their regular academic study in the field of graphic design and communication.

91 students researched elements of gold jewellery in various communities and presented their findings. At the online showcase in February, the students shared their discoveries and learning journey and presented their interactive campaigns, which were developed based on the different functions of gold jewellery. The 17 students' campaigns can be viewed [here](#).

Through extending Arts-ED's core methodology, Community-based Learning, to a university setting and incorporating a hybrid learning mode, we also opened up a new vista for Arts-ED's programmes and reach. Apart from the learning component, this project also culminated in the publishing of a **strategic documentation and communication guide** that aims to propel the digitalization of Arts-ED's rich pool of resources towards wider and more effective dissemination.

The project process and outcomes are documented in various forms:

A [project summary-website](#), [visual report](#), [highlight video](#) and informational cultural heritage videos of gold and jewellery practitioners: [Jeweller \(Philip Tong\)](#) and [Jewellery Artist \(Jonathan Yun\)](#)



## KEY INITIATIVE 2

### *Towards A Community of Practice in Community-Engaged Arts*

#### 3. Community-Engaged Arts Mentorship



Arts-ED seeks to be the bridge between young artists, cultural workers, and underserved youths so that they can access the arts as a means of self-expression and to help highlight community issues. In *Gempak 100*, 13 mentees and mentors co-developed and facilitated a series of creative arts workshops that use creative arts and developmental approaches to engage youths in Flat PPR Jalan Sungai.

Beginning in March 2021, **3 mentors conducted a series of short workshops to introduce their method and principles of community-engaged arts** in their respective fields of expertise. As they carried out the *Gempak 100* workshops from January to June 2022, and then October 2022 to Jan 2023, **each mentor coached and supported their mentees through weekly discussions: planning, implementing, reviewing, and problem-solving for the programme together.** The mentorship covered various aspects, such as community engagement methods, creative arts as an engagement tool, pedagogy and learning programming, methods for engaging young people as well as facilitation. Additionally, external guest artist-facilitators were invited to share their experiences and creative arts methods with the mentees.

This project has further propelled our efforts in building a community of practice composed of artists and cultural workers who are committed to practising community-engaged arts, with Penang as our training ground. As the mentors and mentees worked together, the knowledge and skills in channelling the arts towards community development were transmitted and proliferated. Not only did each team member grow individually, they also collectively contributed to the development of the local arts landscape. We look forward to continuing to provide innovative community-based arts and culture education for young people in different localities, with Flat PPR Jalan Sungai being the starting point.

Find out more about the mentorship programme [here](#) and listen to some of their [learnings](#).

## KEY INITIATIVE 3

### Exploring New Collaborations

#### 4. Penang Hill Biosphere Reserve Education Programme

Our forte has always been the social and the cultural. This year, we ventured into the intertwining relationship between nature and culture in collaboration with the [Habitat Foundation](#) and [Nature Classroom](#), and piloted a three-day programme for secondary school students on top of Penang Hill. The participants embarked on “Mission Possible: Mencungkil Rahsia Bukit Bendera”, investigating the interdependence between selected plants and 3 community members of the Hill: a flower farmer, a migrant worker, and a bungalow caretaker.



#### 5. Craft and Games @ Penang Harmony Week: PEACE Weekend

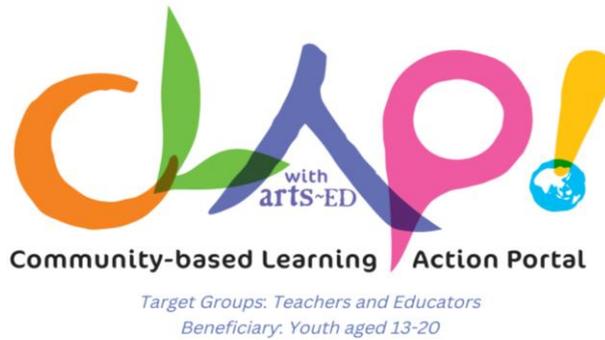
As the partner for the PEACE Weekend organised by [HARMONICO](#), Arts-ED collaborated with the Seberang Jaya Buddhist Association and Arulmigu Karumariamman Temple to conduct traditional crafts and games workshops for the public. We also worked with LUMA to hold a public screening of Yasmin Ahmad’s film, *Muallaf*. All the activities were aimed at transmitting the values of harmony among the multi-racial community of Penang, specifically in Seberang Jaya.



## KEY INITIATIVE 4

### *Research, Documentation, and Interpretation*

#### 6. Community-based Learning Action Portal (CLAP): Towards A Journey of Harmony



supported by [Yayasan Sime Darby](#)

Over more than 20 years, Arts-ED has accumulated resources from various educational programmes, which we have polished and enriched as we continuously develop our methodology. Building on the Arts Education Archive Malaysia (AEAM) with Five Arts Centre, which has been an important milestone for us to digitalise and disseminate those materials, we are now working towards enhancing the accessibility and visibility of those resources, spreading the intangible value of arts, culture, and heritage to a wider audience.

Since April 2022, we have been developing the [Community-based Learning Action Portal \(CLAP\)](#), which is a culmination of Arts-ED's years of conducting community-based arts and culture education, particularly in George Town. Targeting teachers and educators, the portal consists of materials and sample projects that are grounded in our methodology of Community-based Learning, and aims to allow the users to adopt and adapt the materials to their own context. Focusing on cultural diversity as manifest in local communities and the ways in which we live every day, our goal is to use creative pedagogy to enable learners aged 13-20 years to go beyond the classroom and practise responsible citizenship in an authentic setting.

So far, we have been:

- building the conceptual framework and creative team for the portal;
- organising consultation sessions with various groups of educators including our long-time partner schools, Penang Chinese Girls' Private High School and SMK Abdullah Munshi, to gather feedback on the portal content and format;
- connecting with potential collaborators and partners, including the Ministry of Education Malaysia, the Asia-Pacific Center of Education for International Understanding (APCEIU), ARUS Academy, and Edvolution Enterprise; and
- setting up web design and development.

We will be launching the portal in the second half of 2023 and reaching out to more teachers and educators through a series of workshops.



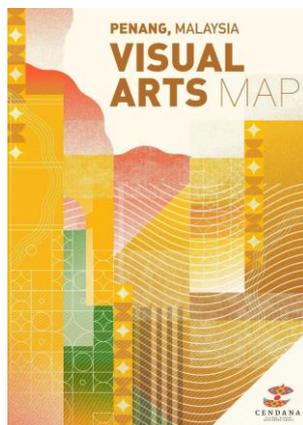
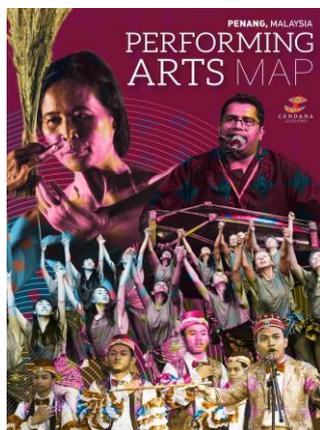
## 7. Bansan Board Game



We are publishing our second board game inspired by Penang's local culture in 2023! Building on our years of Youth Arts Camp at Chowrasta Market, [Bansan](#) (萬山, meaning local wet market in the Northern Peninsular Hokkien dialect) depicts the multisensory experience of a bustling pasar. The team has been developing the game since 2020. With the support of a kickstart grant from Krishen Jit Fund 2022, we will be piloting an accompanying educational programme with the board game, which aims to facilitate the exploration of the unique values of local wet markets using gamification.

Follow us [@Bansanboardgame](#) to stay in touch with the further development of the game.

## 8. Penang Arts Ecosystem Maps: Performing Arts & Visual Arts



Arts-ED collaborated with the Penang Art District and CENDANA to further understand the landscape of performing and visual arts in Penang. The ecosystem mapping initiative emphasised the uniqueness of Penang and its local context. The goal was to produce user-friendly and easily digestible guides which are now publicly accessible on the CENDANA's website. You can download the maps [here](#).

Apart from researching and continuing to advocate for the local arts scene, we took a step forward in our **documentation efforts** this year. From contributing to a regional exhibition with our [Balik Pulau materials](#), to making videos about a [multi-generational restaurant](#) and [heritage gold jewellers](#), we experimented with various ways to share our local cultural assets with wider audiences.

*myBALIKpulau: Mapping & Interpretation of Cultural Assets by Young People 2005-2010*

[LINK](#)



*The ingredients to keeping TekSen's family heritage*

[LINK](#)



## NETWORKING & EXCHANGES

We have continued to connect with local, national and international groups, through talks, workshops and exchanges in the area of using creative tools to engage with various communities, especially children and youth.

Among our partners and collaborators are:

- Academy of Visual Arts, Hong Kong Baptist University
- Architects of Diversity
- Asia-Pacific Centre of Education for International Understanding (APCEIU)
- ARUS Academy
- Center of Geosocial and Cultural Research for Sustainable Development (GSCR), Walailak University, Thailand
- Edvolution Enterprise
- Gerakan Belia Bersatu Malaysia (GBBM), Kuala Kubu Bharu
- H&C Heritage Services
- Institut Pendidikan Guru, Pulau Pinang
- Konrad-Adenauer-Stiftung
- Launcher Lab, Taiwan
- Look Port Weld, Kuala Sepetang
- New Village Vision
- Penang Chinese Girls' Private High School
- Penang Institute
- Sekolah Menengah Kebangsaan Abdullah Munshi
- The One Academy, Penang

## MEDIA HIGHLIGHTS



光明日報 **GuangMing Daily**

金光閃閃識黃金: arts-ED理大藝傳系首辦 金光閃閃傳統計劃  
**Bling Bling Tradition: Arts-ED and USM Mass Communications Department Co-organize the First Project on Gold Traditions**

Date: 1 March 2022

“檳城社區文化藝術教育組織與檳城理科學大學藝術傳播系，日前首辦“金光閃閃的傳統計劃”活動，獲該系91名大二學生參與。該活動是讓學生認識黃金首飾背後所代表的文化，黃金首飾除了商業價值外，不同圖騰的首飾對不同種族的意義更是有別。”

Click [here](#) to read the article.



**Bandar Aktiviti Seni Kuala Lumpur (BASKL) | Lensa Seni**  
**Bringing the arts to the PPR community in Penang**

Date: 11 March 2022

“Art is for everyone. But not everyone is born socially equal. For the B40 households living in the PPR (Program Perumahan Rakyat, or People’s Housing Programme) community, the arts is about as elusive as urban expressions such as cryptocurrencies or the metaverse. But one NPO in Penang aspires to change that perception, one community at a time.”

Click [here](#) to read the article.

Bringing the arts to the PPR community in Penang

11 March 2022



**The Star Metro**

**Gempak 100: PPR children get a kick out of the arts**

Date: 20 June 2022

“Children living at the River Road People’s Housing Project (PPR) in Penang unleashed their creative side through an arts showcase called Gempak 100. For the group of 29, the event held at the flats was the culmination of five months of learning as part of the Arts in the Community project by Arts-ED.”

Click [here](#) to read the article.

**TheStar**  
PPR children get kick out of the arts

By JEREMY TAN  
Photos by JEREMY TAN



METRO NEWS  
Monday, 20 Jun 2022

Related News



NATION 30 Jun  
Johor govt committed to reviving ailing housing projects, says exco man



**Eksentrika**

**What is Arts Education and Why is it Super Important to the World?**



What is Arts Education And Why is it Super important To The World?

Date: 28 July 2022

*“Arts education, while broad in its meaning and application, is essentially a tool that helps inspire people to understand, reflect, and creatively solve global problems... Many students who’ve been part of the programmes organised by Arts-ED, have over the years expressed their gratitude because they were able to problem-solve better in their life and career compared to their peers who’ve never experienced arts education.”*

Click [here](#) to read the article.

**城视 city eye 报**



**City Eye 城视报**

**When Board Game is More Than Just A Game**

Date: 6 October 2022

*“Kaki Lima is one of the few local board games with a uniquely Penang theme - the five-foot way. It uses board games as a medium and recreates an authentic portrayal of Penang with its game cards.”*

Click [here](#) to read the full publication.

**中國報**  
**CHINA PRESS**



**China Press 中國報**

**踏步乔治市，行棋五脚基**

**“Step into George Town through the Grid of Kaki Lima”**

Date: 6 November 2022

*“近幾年越來越多本土特色的大馬桌遊出現，2019年出版的 Kaki Lima 令人眼前一亮。這款桌遊以世遺城市喬治市五腳基為主題，玩家合作清理被雜物霸佔的五腳基，共同打造對行人更友善的公共空間。”*

Click [here](#) to read the full article.

If you support our work and are interested in contributing to our efforts in promoting cultural sustainability and placemaking,

please consider donating to our organisation:

<https://www.arts-ed.my/donate>



Thank you for your continued support. We look forward to an even better year for Arts-ED in 2023.

Stay connected with us on [Facebook](#) and [Instagram](#) for more.

In solidarity and gratitude, Team Arts-ED