

Words of Europe

Vocabulary

DRAFT CONCEPT*

first version

Words of Europe is a CERV project that aims to address the apathy and disinterest of today's and tomorrow's citizens in European policies and institutions. The participatory model used by all partners combines the artistic, cultural, and emotional dimensions with the political one. Over the course of two years, events will be organised in various European countries to engage the local community in discussions about the current state of the EU and the future we aspire to.

The culmination of our work will be a **final vocabulary** comprising the project's outputs and best practices, which can serve as instruments of reflections and a reference that can be expanded upon in the future.

The vocabulary will include the following key components: Introduction of Words of Europe project; Maps of key-words about the future of Europe; Photos; Proposals; Catalog of artworks; QR code of podcasts; QR code of WE toolkit; Game card (print & play).

The vocabulary presented will not follow a traditional structure. Instead, it will encompass a unique collection of keywords, accompanied by artistic and semantic reflections. These reflections will include original photographs, artworks, and definitions contributed by participants. Furthermore, the vocabulary will showcase proposals related to the topics and exhibit the original artworks produced during artistic residencies.

The purpose of the vocabulary is to serve as a catalyst for debating and encourage new cycles of participation. It will serve as both an output of the Words of Europe project and an input for new initiatives, marking a turning point that allows us to catch a glimpse of the future of Europe and to feel a sense of belonging within it.

*The draft vocabulary does not already include the list of collected words since the partners are still in the process of gathering them through the events and the [online survey](#). Therefore, it currently shows the structure and the contents that will be included in the final version of the document.

The word-maps will be presented in later stages.

VOCABULARY ENTRIES



KEYWORDS MAPS

This component of the vocabulary entry will focus on key words collected during the events and online through a dedicated survey. In the initial phase of the project, collective sessions using the World Café methodology were conducted to gather words related to participants' perceptions of the European Union and the future of Europe. These words were then further explored through discussions using the Photovoice methodology and other artistic activities, such as collages. This approach allows participants to articulate the meaning of the selected words using various forms of expression, such as images, pictures, and other creative methods. The vocabulary will continue to evolve throughout the project through additional online consultations using Words of Europe official website at the following link <https://www.wordsofeurope.eu/survey> where people can choose their language and add their ideas.

All discussions surrounding the emerging words will be consolidated into word maps, designed to consider the relevance of meanings and the connections between topics. The

diverse perspectives of participants, including their origins, gender, and backgrounds, will be taken into account to ensure an inclusive and varied definition of the topics addressed, along with their associated words. This will ensure to show the interpretations and expectations of different target groups in relation to the key core topics identified concerning the future of Europe, also giving voice to the ones that today feel invisible or not represented.

VISUALS AND NARRATIVE

The vocabulary will feature photographs from the events, serving as evidence of the methodologies employed and the debates held throughout the project so they can be replicated for future events. These visuals will aid in understanding the process and the realised outcomes, illustrating how we arrived at policy proposals through diverse means of expression. Each photograph or visual reported in the vocabulary will be linked to the corresponding word maps and will be an explanation of the process that led to the keywords. Words will be imbued with their most profound significance, derived from the perspectives shared by participants at the events. These perspectives will be shaped by their individual histories and unique points of view regarding each word. It is important to note that these viewpoints may vary on the same topic, depending on the relevance and personal involvement of the participants in relation to the subject matter.

PROPOSALS

Through events, attendees will have the opportunity to engage with selected artistic content related to the chosen European words. Participatory moments will provide a platform for discussing the keywords of Europe, supporting or challenging them. This process will lead to the development of at least 15 proposals for the future of the European Union. These proposals will be documented in their final forms, along with a comprehensive explanation of the processes involved, enabling their replication in the future for collective efforts towards political proposals.

ARTWORKS AND CULTURAL INPUTS

This section of the vocabulary entry will feature the artworks created during the project's artistic residencies, along with examples of artistic and cultural influences that were used to inspire participation.

During the artistic residencies artists will conduct workshops with citizens and translate the political proposals into original artworks. This collaborative process between artists and the local community will foster the creation of original artworks generated from the participatory process of Words of Europe.

Moreover, participants will have the opportunity to explore various cultural inputs such as films and books, carefully selected by our partners based on the key themes that have emerged from previous events. The keywords are a catalyst for organising events, where these artistic creations will aid participants in delving deeper into the chosen topic. The artworks will set the stage for engaging discussions, ultimately leading to proposals that relate to the topic at hand. By employing different languages of expression, these artistic works will facilitate a better understanding of the subject matter, transcending the limitations of the political language.

VOICES

Throughout the duration of Words of Europe, all partners will produce podcasts covering the events they organise or the issues addressed during the project. These podcasts will serve as testimonials for future events or discussions, offering an alternative way to experience our journey towards political proposals. QR codes included in the vocabulary will provide access to these podcast episodes, categorised by language and/or theme.

APPENDIX

PARTICIPATORY TOOLS

The QR code of WE toolkit will be included serving as guidelines to organise future events.

GAME ON!

The last section of the vocabulary will consist of a card game (print & play) with the words, definitions, perspective and ideas that have enriched the Words of Europe journey. This idea will be developed as the project progresses.

CONCLUSION

Our vision is to create a vocabulary that can be enjoyed in various ways: reading word maps and proposals, viewing artwork images in the catalogue, listening to podcasts, accessing toolkits through QR codes, and engaging with information while playing a card game about the future of Europe in schools or within our communities.