

# Notes to Contributing Bricoleurs P Wildman 12-2017

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Incorporating Comments by Rassel Chisango 04/11/2017 @12:55am

## Interview questions for contributor bricoleurs

### Original six Grounded Theory (GT) meta-categories / emergent principles

Developed from these six principles of the Australian Bush Mechanic/Artificer/Artisan/Bricoleur. CRAFT means *Community Resilience through Artificering for Futures Transitions* and in particular, my research has indicated CRAFT has the following aspects/principles.

- 1. Exemplar Project Principle** – *Exemplar Category* – *journeyman's piece of arts & crafts*
- 2. Inner-Outer Worlds Principle** - *Individuation Category* – *outer doing∞ inner knowing*
- 3. Social Holon Principle** - *Relationship Category* – *mutual aid*
- 4. Global Problematique Principle** - *Planetary category* – *the big picture our project fits into*
- 5. Harmonisation Principle** - *Harmony category* – *the parts fit together*
- 6. Deep Learning Principle** - *Learning category* – *learning from doing*

### Original six questions based on the GT categories

- 1 Can you show us round your EP please? history etc.
- 2 How does the EP affect you inside? – inner∞outer dynamic
- 3 How does this EP help others?
- 4 Where does your EP fit into making a better world for our children's children please?
- 5 How do all the parts fit together within your EP and in its use?
- 6 What and how have you learnt from the EP process and how do you share this?

### Applying GT to these original six questions

#### Original six questions reduced to four

- [1] 1 Can you show us round your EP please? History skills, lessons learnt etc.
- [2] 2&5 How do all the parts fit together within your EP and in its use inc. how does the EP affect you inside including inner outer dynamic with agency and motor learning etc.?
- [3] 3&4 How does this EP help others & where does this fit into making a better world for our children's children please?
- [4] What & how have you learnt from the EP process, how do you share this & can we assist this?

#### Four questions simplified to these four actual questions for use during interview

These four can be simplified to these four for the actual filming:

- 1 What is it? (& what does it do?)
- 2 How does it affect you? (inside and out)
- 3 How does it affect others? (& help others and Gaia)
- 4 What have you learnt from it? (& helped others learn?)

## Prequalification – notes to contributor bricoleurs (NTCB)

[A] **Resourcing:** Interviewer & interviewee *voluntary* (petrol/tolls/food/travel/accomod. paid for), production at my expense say up to \$100/vignette, Web etc. costs – inc. my time pro bono (PW).

[B] The point of these vignettes is for **positivity in your achievement** and is not designed on a deficit model. So the discussion needs to be about what you have done, skills & lessons learnt/learning & helped others rather than what you don't know haven't done skills you don't have.

So when the Bricoleur is describing her EP and associated skills – the discussion is about what is there rather than what isn't. Yes she can say at the end of the discussion as part of the wrap up about lessons learnt and things done something like *I also need to explore/learn/do this and this* however this deficit model is not part of CRAFTy DNA.

[C] **Organisation is a skill** (so please include) and it is part of an overall 'hands on' project i.e. in several major projects I have done I have organised, and project managed, the overall project. Doing basic trade (assistant) work, cleaning up, putting tools away, and (of course) paying for the work in cask care and kind.

[D] **Normal speech** please however we need to pace the diction/words so other folks can hear and understand what is being said. This often means slowing down a bit, and even backing up. It also means thinking ahead in one's mind about what one is going to say rather than blurting out a sentence then fumbling around with 'ers and 'um' and so forth. Please just leave a gap and say nothing rather than saying 'ers' and 'ums' as this confuses the listener.

[E] Again the discussion is **about what you have achieved**, learnt and actually done with your hands rather than primarily about everyone who has helped you. Certainly acknowledge others and so forth however again the discussion is about the person (you) who carried the project through and not about a deficit knowledge in yourself that is mention everyone other than yourself and thereby play down your role. Not so, please stand by your effort and achievements for the discussion in this regard.

[F] So our **speech in the interview** needs to be, please positive, clear, deliberate, with intent & oriented around you and your project/EP with an absolute minimum of er's, um's & but um's..

[G] The discussion can include a short reference (and **contact credits at the end**) to your ongoing work for say follow-up discussions, consultancy and so forth however the CRAFTy vignette series is primarily about 'deep craft' & not primarily a personal promotion platform.

[H] You will need to be aware and be prepared to **allocate some time to responses and inquiries** for two weeks following the release of your vignette

[I] A **suggestion:** As with public speaking, I use the adage before a public speaking engagement: Know yourself (& your project) (& you do), accept yourself (ayp) (& you can), and forget yourself (ayp) (& you will once this interview process starts). [Suggestion only]

[J] NTCB to include these points inc. IP.

## IP

The interview will remain the property of Kids Pty Ltd. (Kids and Adults Learning Pty Ltd). CRAFTy is a project in collaboration with ADC (Aid Development Channel) – this is the same process as with TEDx<sup>1</sup>. Ascription of this **IP** (Intellectual Property) will be needed in writing prior to the interview/discussion. Kids is the owner of the copyright and distribution rights of the material recorded [AKA the Vignette]. Written permission will be required to publish or make use of, or otherwise distribute the material.

The Interviewee will be required to sign a Deed of Consent and a Deed of Release such that Kids can use/publish/promote the material in any way it sees fit to achieve its purpose as the operating entity.

It should be noted, however, that at all times the Interviewee maintains the copyright to the ideas/material/project discussed in the content of the recording (e.g. if they introduce a new concept of ‘Generative Action Gardening’, the copy-write to that remains theirs to use/promote as they see fit.

A draft agreement re IP is appended (Appendix B).

### What the CRAFTy vignette is not to:

1. Be ‘showboat’ macro/big picture projects/ideas without local roots/actual activities on the ground so CRAFTy is not about ‘a pie in the sky what we can get by and by’ rather it’s about practical projects that ‘we can get on the ground while we are still around’
2. Promote or big note yourself in a commercial sense
3. Criticise others although a certain aspects of system critique are important to situate your EP
4. Glorify the EP or yourself – the vignette is thus not a sales pitch opportunity
5. Show you as *sage on stage* (that’s TEDx’s job) rather to show you as *guide by the side* in your lived life project situation.

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<sup>1</sup> TED talks are owned by TEDx which is owned by the Sapling Foundation, a private non-profit foundation (a 501(c)3 organization under US tax code). Publishing entrepreneur Chris Anderson established the foundation in 1996. <https://www.ted.com/about/our-organization/how-ted-works>

## CRAFTy Vignette Series (CVS) Documents

Wildman, P. (2017). *Four CRAFTy vignette interview questions inc. IP disclosure agreement: in the format of Notes to Contributing Bricoleurs (NTCB) for our upcoming CRAFTy Vignette Series (CVS) as a counterpoint to TEDx. [CVS No.1]*. Brisbane, The Kalgrove Institute: 10pgs.

Wildman, P. (2017). *My Overview View for CRAFTy [CVS No. 2]*. (09-2017). The Kalgrove Institute 3pgs.

Wildman, P. (2017 ). *Deep Craft ∞ Deep Skill ∞ Ontological Therapy. [CVS no. 3]*. Brisbane, The Kalgrove Institute: 10pgs.

See also: <http://www.crafters-connect.com/craft-issue-8/> for back-grounded research that these vignettes are based on. And <http://www.crafters-connect.com/craft-issue-9/> for the idea of the Big Picture behind craft that is the space that holds, or Doula's, the actual crafter activities.

### Appendix A: 'Sauvage' camera style

The CVS (CRAFTy Vignette Series) will seek to use a 'sauvage' camera/filming style to emphasise the immediacy and rawness/gritty inter-relationship of the Bricoleur and her Exemplar. That is in situ, minimalist, direct, minimal production, focus on the symbiotic duality of the exemplar and the bricoleur.

Sauvage is an old French word, which originally had two meanings:

- (1) Red in tooth and claw as we understand savage today in English and the forgotten/ignored meaning.
- (2) *Candid, uncomplicated, immediate, unprocessed, direct, raw as in immediate, exuberant, wild as in untamed, and not un-necessarily constrained by civilisation 'at one with Nature i.e. indigenous,'* rather than 'in competition with, or at odds with Nature', However, this does not mean uncivilised or anarchic in violent terms, nor does it mean 'red in tooth and claw.'

French missionaries and explorers, in the 1600's, saw the native Canadian Huron peoples as being agreeably 'Sauvage.' This view came about due to the Huron's profound affinity with nature, gender equality, social cohesion and their compassionate approach to raising their young. Some of these French saw the Huron lifestyle as being even more refined than the highest European culture, of the day

Today, Sauvage can be heard and seen in the utterances, and sometimes in the actions, of a host of latter-day spiritual leaders, philosophers and poets. Even our modern pop musicians often wax Sauvage, as does our 'ordinary, everyday,' person, at times; and of course, we have all experienced those enlightening 'out-of-the-mouths and from-the-hands of babes' moments, where the more or less innocent and playful Sauvage cheerily (or cheekily) speaks and enacts Truth.

## Appendix B: IP Agreement

CRAFTy Vignette IP Agreement – Draft 5 PW@08-12-2017 comm. 07-11-2017

**This Agreement** is: (a) between the Interviewee and Kids and Adults Learning on behalf of CRAFTy. Further it is: (b) ongoing, (c) indicative and, (d) indicative and demonstrative of mutual good will; in regard to the common intention of CRAFTy and the Interviewee herein recognised.

**Intention:** CRAFTy is an informal, not for profit social media endeavour, it is legally, however part of: (1) Kids and Adults Learning <https://www.kal.net.au/> (for profit), and (2) Aid Development Channel (not for profit) both CRAFTy and ADC are social enterprises. In its intent, it is a counterpoint to TEDx and moreso **an opportunity to spotlight and curate what humans can do with their hands/practically in order to show it is crucially with our becoming fully human.** This I suggest is particularly relevant today in the face of a threatening advent of AI, social media, and smart machines and with schools removing ‘hands-on’ components from their curriculum individually and nationally, F2F is being replaced by F2Screen. That is CRAFTy seeks to show case what *hands* can do including, including making us smarter in our *head*’s even building robots/smart machines etc. where relevant, express our emotions *heart* and build communities *hearth!!* (The *CRAFTy 4H approach*).

**This vignette** is the Intellectual Property equally of the Interviewee and Kids Pty Ltd each to do separately at their individual discretions without necessary recourse to/obtaining permission from, each other.

**The Interviewee** at all times maintains the copyright to the ideas/material/process/exemplar project discussed in the content of the recording (e.g. if the interviewee, for instance, introduces a new concept of ‘Generative Action Gardening’, the copy-write to that remains the interviewees’ to use/promote as she/he see fit).

CRAFTy Interviewee  
/11/2017

Kids and Adults Learning  
/11/2017

# CRAFTy Vignette IP Agreement

No6 - PW@08-12-2017 comm. 07-11-2017

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