



Hacking Arts Data

July 24, 2018

Jessa Agilo, Founder, ArtsPond

jessa@artspond.com | [@artspond](https://twitter.com/artspond)

Margaret Lam, Founder, BeMused Network

margaret@bemusednetwork.com | [@bemusednetwork](https://twitter.com/bemusednetwork)



Prosperity in. Precarity out.

The mission of ArtsPond / Étang d'Arts is to cultivate big ideas and untapped potential in the arts into exceptional, everyday realities for collective impact on-the-ground and in-the-cloud.

IN-THE-CLOUD

DigitalASO / OSANumériques (DigitalArtsServices.ca) is a digital transformation initiative with a mandate to empower the transformation of Canada's arts services organizations through digital literacy research, training, platform and alliance-building.

ON-THE-GROUND

Groundstory / Histoire de Terrain (Groundstory.ca) is a cross-sectoral initiative to uproot the adverse effects of gentrification on the arts in Ontario.





MARGARET LAM

BeMused Network is an innovative social-technical enterprise that is devoted to fostering meaningful connections in the arts and culture sector in Canada and beyond.

We do this by applying user-centered design practices in the development of our own digital arts and cultural services and programs, and sharing the best practices we have cultivated with the community. We lend our unique expertise to strategic partners (like ArtsPond) and collaborate closely to build a future that we would be proud to call our own.

The philosophy behind our growing suite of online services, programs, and partnerships is very simple: **Connect, grow, and thrive.** Whether it is the local and independent, or collectives and organizations, we are here to help them grow and do more of the amazing work that they do every day.



STEPHANIE GUICO



Stephanie Guico is a cooperative management consultant and facilitator specialized in multi-stakeholder team building. Among other highlights, she has worked alongside 26 New York organizations to build out the NYC worker cooperative business ecosystem, whilst undertaking business planning for one of the first cooperative platforms in the home services industry. Her current mandates address optimal methodologies for scaling up and converting social enterprises to cooperative businesses. She sits on the board of Cooperatives and Mutuals Canada.

sgui.co | [@stephanieguico](https://twitter.com/stephanieguico)



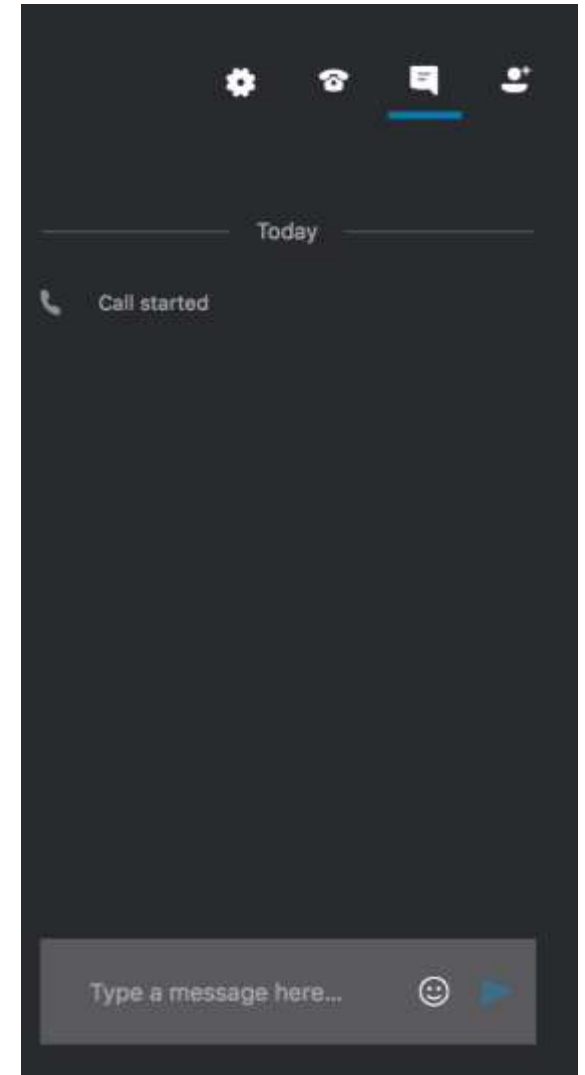
DigitalASO

DESIRABLE + DELIVERABLE
DIGITAL TRANSFORMATION
OF MULTI-ARTS SERVICES
< 5 YEARS



DigitalASO

**What does
digital transformation
in < 5 years
look like to you?
& for whom (who gets first priority)?**



Indie creators-producers + Small to mid-sized producing organizations

- **Lack of skills + resources** to adopt tools beyond Google + Microsoft
- **Lack of relevant and affordable digital tools** specific to their needs
- **Expectations for quality administrative practices** are increasing
- **Embedded digital tools for the arts are siloed** and require duplication of effort
- **Current digital impact practices are tied to accountability vs. insight**, thus curtailing potential for **learning + innovation**
- **Lack of relevant and timely aggregate data** for advocacy + decision-making



What does it mean to
GO DIGITAL?

Do multi arts services share a common
DIGITAL DENOMINATOR?

=

**efficiency of
ADMINISTRATION**

**excellence in
IMPACT PRACTICE**



DigitalASO IMPACT CHAIN

WHY?

EFFICIENCY
OF ADMIN

Less time spent on administration by artists

Increased time in the studio for artists to develop their creative practices

Improved internal awareness of core artistic vision and potential

Enhanced external marketing communications of artistic vitality to audiences

Increased connectivity between artists and audiences

Increased attendance and public support of the arts

Enhanced public impact and earned/private sector revenues for the arts

Improved security in physical/digital spaces for artists and administrators

Increased collaboration, risk-taking and innovation by artists and administrators

Improved insights and decision-making for the arts

More quality time devoted to administration of the arts

Improved impact data for advocates of the arts

Improved public policies for the arts

More resilient arts industry

More engaged and inspired society

EXCELLENCE
IN IMPACT
PRACTICE

Source: Agilo Arts

DigitalASO IMPACT CHAIN MODULES

WHY?

EFFICIENCY
OF ADMIN

Less time spent on administration by artists

PROJECT MANAGEMENT

Increased connectivity between artists and audiences

CRM

Improved security in physical/digital spaces for artists and administrators

ASSET / COLLABORATION MANAGEMENT

Improved impact data for advocates of the arts

EXCELLENCE
IN IMPACT
PRACTICE

BI / ANALYTICS

More engaged and inspired society

Source: Agilo Arts



DigitalASO

ARTS ERP / CURRENT SERVICE PROVIDERS

WHAT?

EFFICIENCY OF ADMIN

Less time spent on administration by artists

PROJECT MANAGEMENT



Increased connectivity between artists and audiences

CRM



Improved security in physical/digital spaces for artists and administrators

ASSET / COLLABORATION MANAGEMENT



EXCELLENCE IN IMPACT PRACTICE

Improved impact data for advocates of the arts

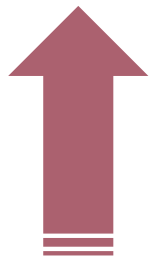
BI / ANALYTICS



More engaged and inspired society



Multi Arts ERP



arts^e FEATURES PLAN

HOW?

Phase 1 + 2
(1.5 yrs)

PROJECT MANAGEMENT

Core artistic/project profiles + timelines **1**

Core admin modules Front-end to CADAC **2**

BI / ANALYTICS

Quick-win standard reports (quantitative) **1**

Deeper impact insights (qualitative) **2**

Productions
Touring
Collections
Finance
HR+contracts
Evaluation

A Collectives + indie artists

B Small + mid-sized companies

Phase 3 + 4 (1.5 yrs)

ASSET/COLLAB MGMT

Infrastructure **3**

Teams + content dissemination **4**

Phase 5 + 6 (1.5 yrs)

CRM

Fundraising **5**

Marketing + social media mgmt **6**

C Larger companies

- +
Community-owned + governed (platform cooperative)
Domain ontology + impact practice consultations + prototyping + beta testing
- +
Shared + open platforms (open source + open data)
Expansion hardware + alpha licensing + content customization + discoverability
- +
Cross-disciplinary + self-sustaining alliances (non-competitive)
Expansion software (third-party tools + APIs)





DigitalASO

HOW?

Managing Creativity in a Digital World Survey 2017

TOP 15 Desired Digital Services

Average rating from 0 to 5, where 5 = "Mission Critical"

PROJECT MANAGEMENT

BI / ANALYTICS

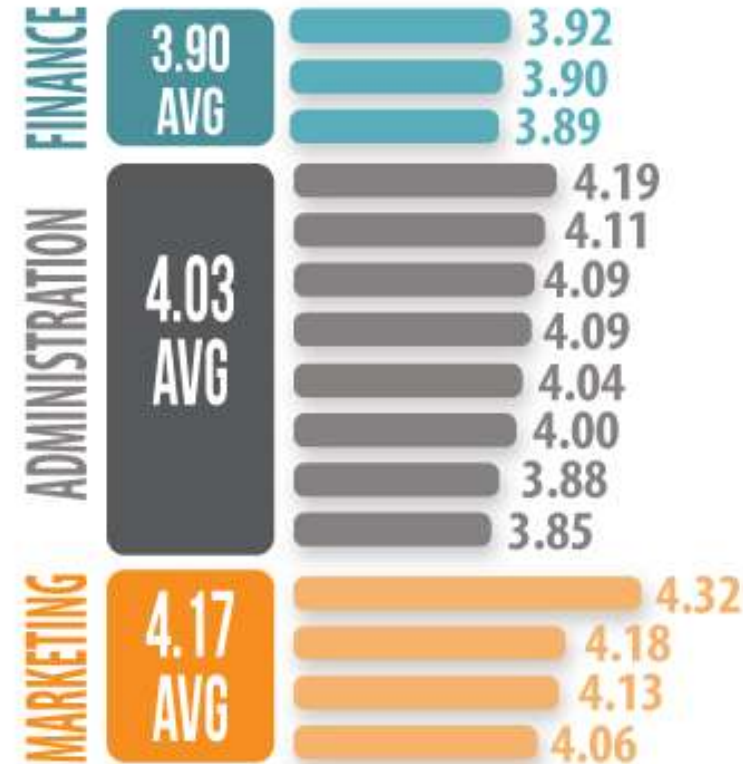
ASSET/COLLAB MGMT

CRM

Community-owned + governed
(platform cooperative)

Shared + open platforms
(open source + open data)

Cross-disciplinary + self-sustaining alliances
(non-competitive)



Budgeting

- Expense/receipt tracking
- Bookkeeping/accounting

Group collaboration

- Project management
- Document management
- Event/production management
- Scheduling/task management
- Financial and statistical reporting
- Time management & reporting
- CADAC-compliant migration

Marketing & outreach support

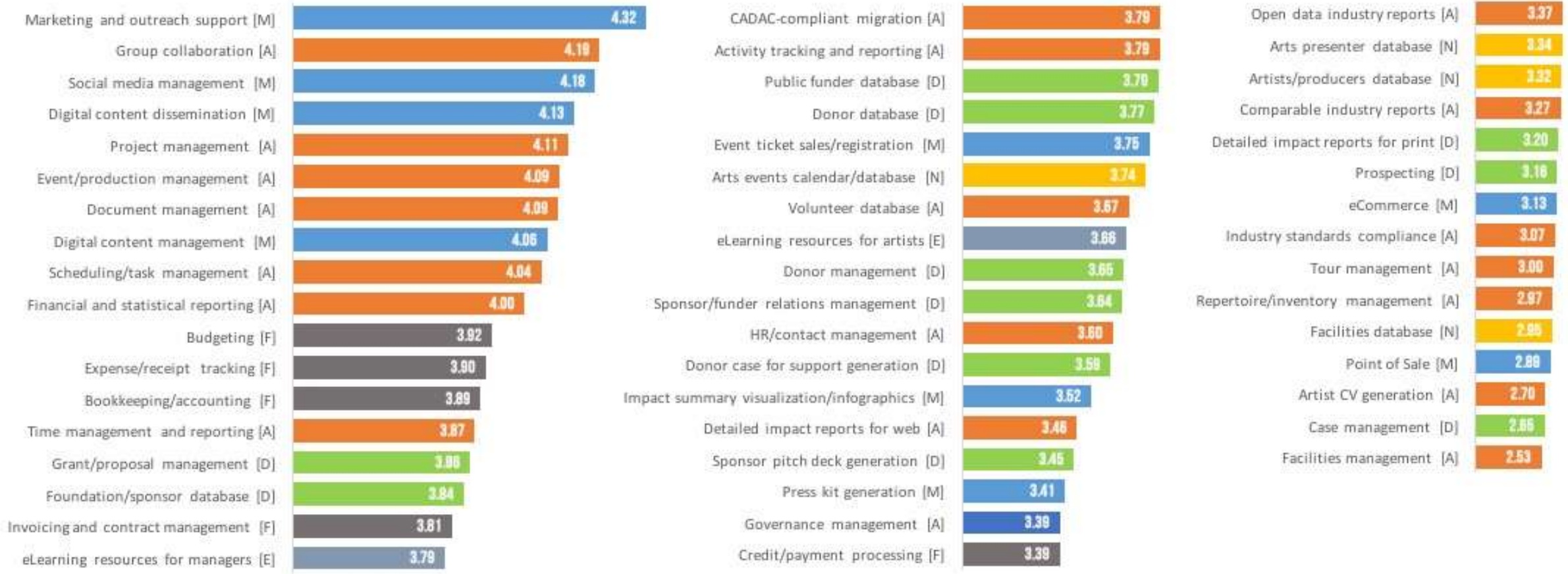
- Social media management
- Digital content dissemination
- Digital content management



Managing Creativity in a Digital World Survey 2017

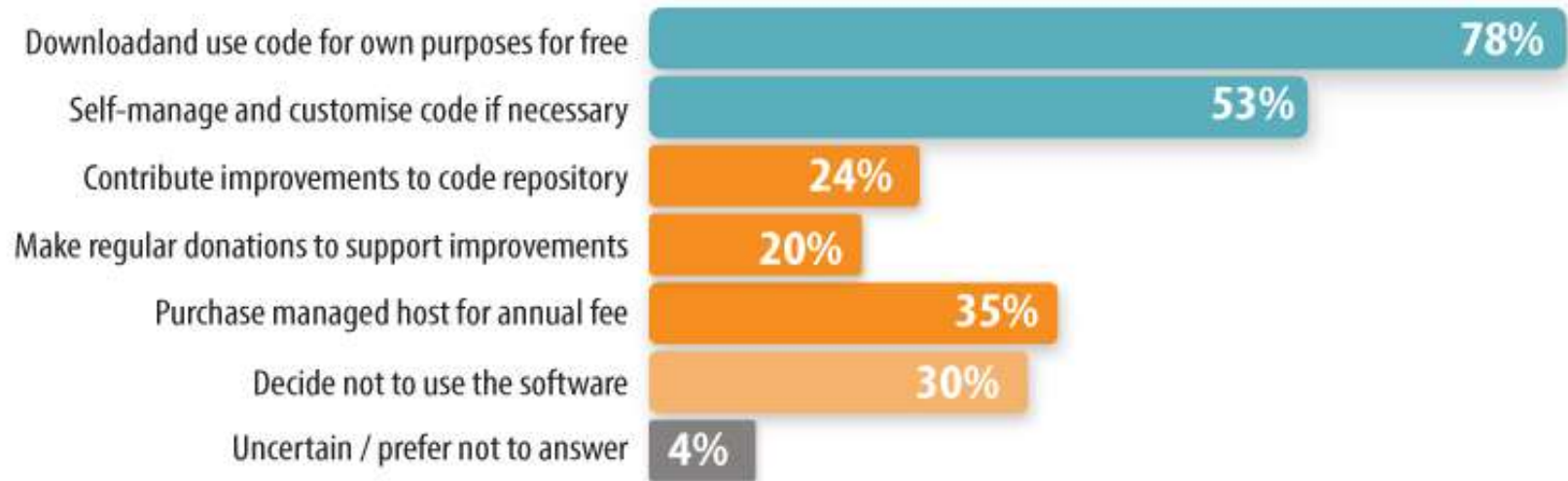
Prioritization of 51 Proposed Digital Services

Average rating from 0 to 5, where 5 = "Mission Critical"



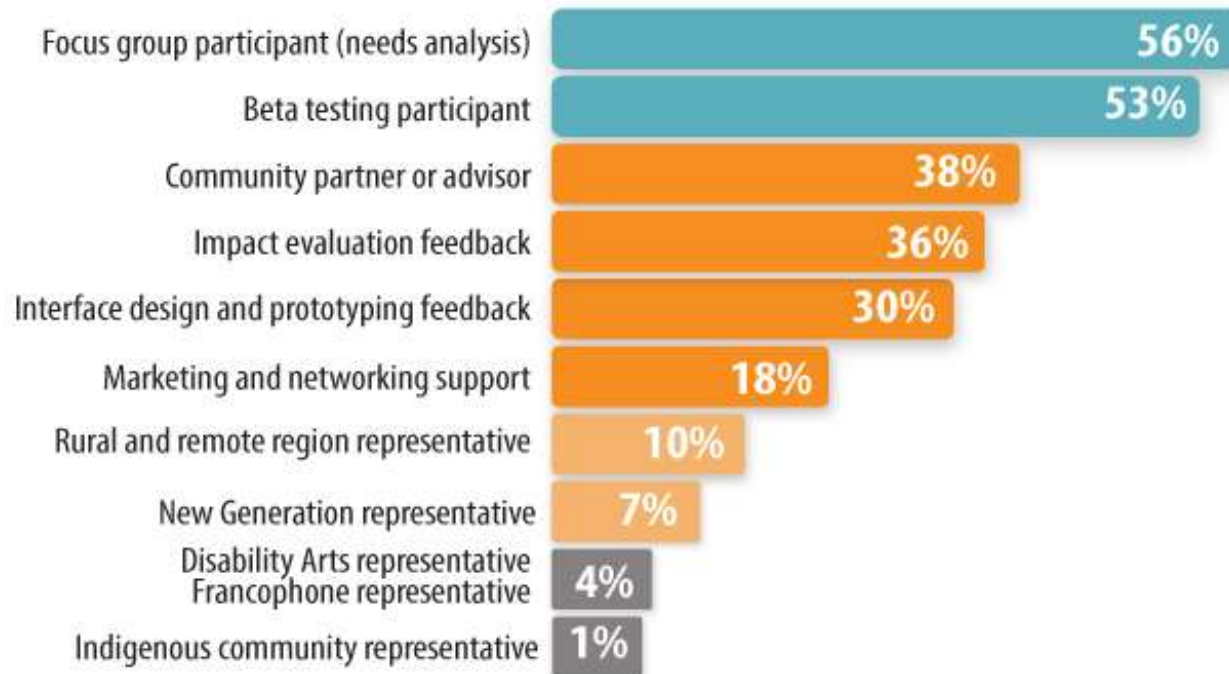
Managing Creativity in a Digital World Survey 2017

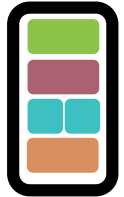
Community support for open source arts management software



Managing Creativity in a Digital World Survey 2017

Community support for open source arts management software





1 ARTIST

Art Practice 'Health Monitor' App

- iOS/Android
- Basic artistic activity and impact reporting (quantitative + qualitative)
- Daily survey random
- Weekly, monthly + annual progress dashboards
- Basic impact practice training



2 CREATOR

Moderate Arts Management and Reporting (non-CADAC, non-financial)

- iOS/Android + OS/Windows
- Day-to-day management: Contacts, Productions, Tours, Collections/Repertoire
- Moderate impact Analytics (qualitative + quantitative)
- Weekly, monthly + annual report dashboards
- Moderate impact practice training

3 PRODUCER

Full Arts Management and Reporting (including CADAC + financial)

- Unlimited standard and custom questions/data types
- Advanced impact practice training and reporting



SCENARIO 1: ArtsPond (Non-profit) + Artse United (Platform Coop)



- Owns software + hardware
- Annual revenues from hosting + support
- Owns data
- Annual revenues to members from sales of data
- Non-profit or other cooperative structure

SCENARIO 2: ArtsPond (Non-Profit Platform Coop Conversion)



- Owns data, software + hardware
- Annual operations revenues from hosting + support
- Annual revenues to members from sales of data

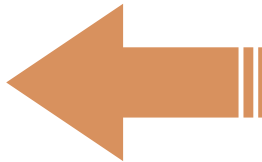
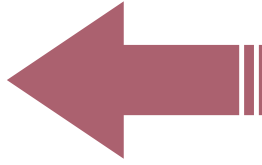
SCENARIO 3: Multi-stakeholder



- Data, software, hardware, support services + other split amongst multiple associated/unassociated entities

- Cross-disciplinary champions, working groups + alliances
- Common agenda / strategy
- New business models
- Deeper impact practices
- Shared investment in digital hardware, software, literacy
- Strong tech partnerships

- Common domain ontology
- Backwards compatibility with legacy platforms
- Interoperability with new/ embedded platforms



Jun to Aug 2018 **Pre-planning and assessment**

- **Governance:** corporate planning, membership recruitment strategy
- **Technology:** IT development plan + cost estimates for funding requests fall 2018

Jul 2018 to Mar 2019 **Working group + partner recruitment**

- **Arts disciplines:** Performing, Media, Visual, Literary, Inter, Community, Craft, Other
- **Arts regions:** West, Central, East + Northern Canada
- **Diversity reps:** Indigenous, Francophone, Disability, Rural/Remote, Other
- **Technology:** Domain ontology + systems architecture experts, coders, UI/UX designers, technical writers, beta testers
- **Analytics:** Impact practice experts, data scientists

Spring 2019 to Fall 2020 **Phase 1 + 2**

- Launch at DASSAN19: March 2019



État des lieux sur les métadonnées relatives aux contenus culturels (Oct 2017)

Produced by Observatoire de la culture et des communications
of the Institut de la statistique du Québec

- Picture of metadata use in Quebec's cultural sector
- Summary of overall situation and challenges using metadata to improve discoverability of cultural content and to help measure its consumption and compensate rights holders
- Five cultural fields: books + libraries, audiovisual, sound recordings, performing arts, heritage + archives + museums



http://www.stat.gouv.qc.ca/statistiques/culture/etat-lieux-metadonnees_an.html

arts_e CHALLENGES

- **MVP (Minimum Viable Model)** ~2,400 members / users
Must generate revenues within first 18 months → membership fees pre-launch
- **Contracting + licensing** is vital component long-term
To maximize potential for **interoperability**, participation of regional and national contracting associations and unions is essential
- **Human factor**
Building cross-disciplinary human connections and trust is slower than technology.
Is the community ready?



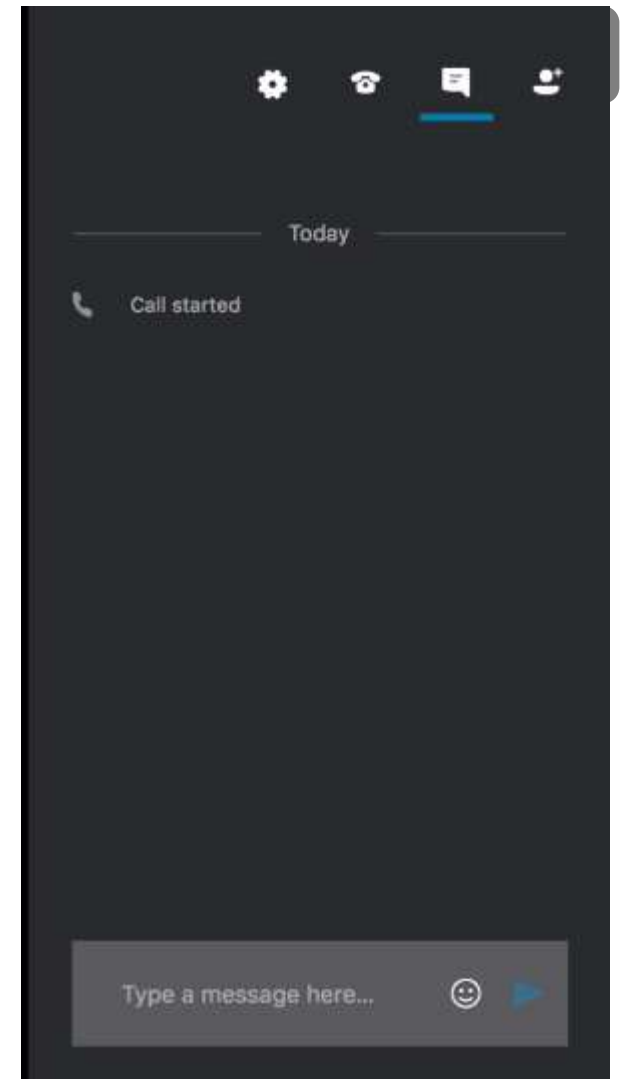
QUESTIONS?

To secure a sustainable approach, which issues do you feel need to be addressed most urgently? Consider:

HUMAN + FINANCIAL +

TECH + DATA?

What might you or your community be able to contribute?





ARTSPOND / ÉTANG D'ARTS presents / présente
in association with / en association avec
AGILO ARTS + BEMUSED NETWORK

Digital Arts Services Symposium 2019
Symposium des services d'arts numériques 2019

18-20 MAR 2019

Toronto Reference Library

DigitalArtsServices.ca



Canada Council
for the Arts

Conseil des arts
du Canada





THANK YOU!

Jessa Agilo

jessa@artspond.com | @artspond

Margaret Lam

margaret@bemusednetwork.com | @bemusednetwork

Stephanie Guico

sgui.co | @stephanieguico