

Vietnamese independent groups in the arts

Presented by Tran Thuy





- The research conducted in Hanoi under TRYSPACES
- Other findings (from literature review and other studies/observations)

Introduction



TRYSPACES

- a team of interdisciplinary researchers and students, multimedia artists, youth workers, urban professionals and youth from Mexico City, Montreal, Paris and Hanoi.
- three research objectives: *Transgression, Regulation, Intervention*

Introduction



TRYSPACES: Research objectives

- **Transgression:** To compare how adolescents and young adults in Montreal, Paris, Mexico City and Hanoi use and appropriate physical and virtual public spaces; to understand how this contributes to the constitution of their identity, allows them to express their world view and to carve out a place for themselves in an increasingly urban and interconnected world.
- <u>**Regulation:**</u> Understand and explain the consequences of these transgressive practices of spatial appropriation by young people on the regulation of public spaces and urban governance.
- Intervention: Stimulate collaborative research between young people, researchers, decision-makers, artists and associative actors.

Creative spaces



- Art-linked creation/creativity (literature, painting, design, music and performances...)
- Co-working spaces might be present, but the focus is not on sites only dedicated to coworking nor predominantly IT-hubs
- Features such as IT, bar, café... might be present in large spaces

Creative spaces







- Alternative, community-led formations of cultural and artistic spaces across Asia
- A proliferation of creative spaces in Hanoi where young Hanoians meet to socialize and collaborate.
- The spaces face existential challenges



Vietnam: Changes in the culture sector – Policy level

- Resolution 33-NQ/TW on culture and human development in the context of sustainable development, 2014
- → Culture as
- values and standards (Arnoldian "high culture")
- everyday life (Edward Tyler's anthropological approach)
- cultural industries (first time mentioned in a policy document)



Vietnam: Changes in the culture sector – Policy level

- Decree 1755/QĐ-TTg (National Strategy for the development of the cultural industries), 2016
 - —— Economic values of cultural industries



Vietnam: Changes in the culture sector – Grassroots level

- Mapping by British Council, 2014: 40+ creative hubs across the country
- Research by UNESCO and Ministry of Culture, Sports and Tourism, 2016: creative hubs struggled financially; not legally recognized; no support policy.
- Mapping and research by British Council, 2018: the situation remains, but the number of hubs increases to 140+



Vietnam: The formation of independent groups in the arts

- "The role of creative hubs in the creative economy" – reports by UNESCO, British Council, Ministry of Culture, Sports and Tourism;
- Academic research: youth and changes in urban lifestyles
- Why and how? Other perspectives? more attention needed



Research objectives

- to understand the patterns of emergence and disappearance of creative spaces in Hanoi, Vietnam which are operated by or attract youth.
- to investigate how such individuals either believe they are or (actually) are transgressing official and cultural norms with regards to their use of/actions in creative spaces and their surrounds.
- Video: <u>http://tryspaces.org/presentation-du-projet-tryspaces/</u> (Transgression 3:17')



Youth:

The process of building independence, autonomy and responsibility A phase in the process of identity building, status positioning, biological changes

Transgression: Synonymous with survival as much as with resistance Could be deviance but not necessarily A difference from the norm Freedom A system of norms and rules which get broken New paradigms Movement Relations to the norm Relational



Case studies

 Focusing on the now-disbanded 'Zone 9' creative space and its tenants + 'Hanoi Creative City', supposedly a replacement of Zone 9, and its tenants

http://tryspaces.org/studycase/youth-transgressionsvietnamese-creative-city-copy-2/

- Other creative spaces in the city
 - 70+ interviews conducted in summer 2019

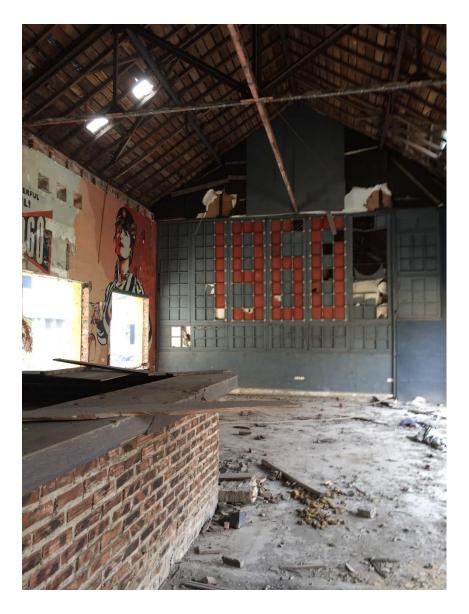
Zone 9 in 2013



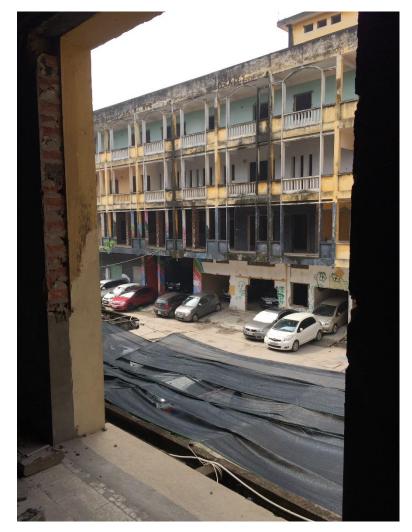


Photos: Vietnamnet

Zone 9 in 2019







Photos: Tran Thuy

MONTREAL PARIS MEXICO HANOI Hanoi Creative City ACES transformative youth spaces THE REAL C

Photos: Hanoi Grapevine (left), TRYSPACES (right)



Research questions

- RQ1: : where have tenants/individuals from Zone 9 relocated to, and have they been able to recreate a similar style of 'creative space', or not? If not, what have they decided to do instead and why?
- RQ2: what are the motivations and strategies of the individuals creating/organizing/appropriating the Hanoi Creative City creative space in Hanoi (including possible former tenants from Zone 9)?



Research questions

- RQ3: For the three creative spaces, what are the motivations and strategies of the individuals creating, organizing and/or appropriating these different creative spaces in Hanoi?
- RQ4: While the tenants of these creative spaces might not be youth themselves, we are interested to know: how are youth being considered in the creation of these spaces by others (if the creators are older), and how youth interact with these spaces and in what roles?



Expected benefits

- provide insights into the formation of alternative cultural spaces in Hanoi
- how these alternative spaces depart from the visions of official state policy
- how youth culture is actively being formed and contested in the contemporary Vietnamese city



Initial findings

- Too diverse to be generalized

Motivations:

- To collaborate, to express creative selves and energies, to build communities, to provide entertainment services, to be cool...
- Hubs as the work of individuals, groups or communities?
- The influence of Western models
- Changes over time: self expressions as political and social activism or mere entertainment



Initial findings

Strategies

- Being open and being adaptive
- With or without a space? What kind of spaces?
- Funding strategies and project-based approaches
- Strategies for survival, "business models" and questions of independence and sustainability
- The delicate balance: Being independent and being commercial



Initial findings

Youth

- Youth is always at the center of hubs, but hubs are more than just for youth
- Discrepancies of perceptions between hubs' founders and users
- Different ways and levels of youth participation



Initial findings

Transgression

- Being different, being interesting and being yourself: expressions from fashion styles, social behaviors to the transformation of spaces and the practices of experimental arts
- The sense of freedom (and individual rebellion among youth against family/community/social norms)
- The relationality of being transgressive: "No, I do not think that we have done anything transgressive"
- Different perceptions among generations
- Transgression and institutionalization



Initial findings

Creative projects as assemblages

- "temporary and provisional connective arrangements"*
- "a mix of horizontally and vertically organized elements"*
- Creativity as an interactive process

* Mar, P. and Anderson, K. (2010) 'The Creative Assemblage: Theorizing Contemporary Forms of Arts-based Collaboration', Journal of Cultural Economy 3(1): 35–51.