Index

Accessibility dimensions, 200–201 'Activities and events', 162 Aesthetic dimension, 47 value, 128–129 Ai Weiwei (contemporary artist), 44–45	cultural value and careers of fine artists, 121–122 methodology, 122–123 research sample group, 123 results and findings, 123 Artrepreneur, emergence of, 135–137 Arts and culture, 122
American Marketing Association	as development tool, 153-154
(AMA), 90	Arts and Humanities Research Council
Ancient Present project, 207-209	(AHRC), 70, 151–152
Anthropological account, 80-81	Cultural Value Project, 70–73,
Art and Life Together: Bridge Project,	73–74, 216
96–97	Arts Council of England, 121–122
Art market, 11–12	Artworks, 128–129
authenticity as discursive spatial	Artworld, 11–13
practice in artworld, 13–16	Assets, 157–159
unpacking space of authentication,	Athens City Resilience Strategy 2030
16–19	project, 177
Art(s), 28, 87–88, 92	Audience development, 199–200, 203
art-entrepreneur, 121	Australian curriculum, mobilising
benefits, 52–53	three dimensions of,
in business frame, 96–97	111–113
impact, 53–56	Australian War Memorial (AWM), 59
marketing, 90–91	Authenticity, 3, 11–12
matter, 54	as discursive spatial practice in
in nature frame, 93–94	artworld, 13–16
in science frame, 94–96	Axial coding, 123
and society, 88–90	D 1 (1' 1) 46 47
value, 56–57	Banksy (artist), 46–47
Artist, 51, 91–92	Break down, 45
Artistic identity, 124–129	British Educational Research
external factors informing, 124–125 tensions emerging, 125–126	Association (BERA), 112–113
value in fine arts careers, 127–129	Business, 92–93
Artistic values, 107–110	Business, 92–93
Artistic values, 107–110 Artists, 120	'Capital of Culture' project, 173–174
approach to analysis, 123	Careers of artists, 120–121
careers and entrepreneurship,	24 Carrot Gardens Project, 101–102,
120–121	103–105
120-121	103-103

artistic and creative values, 107–110 capturing cultural value in complexity, 106–107 debates in cultural value and measurement, 102–105 economic and industrial values, 110–111 education and environmental values, 111–114	Ai Weiwei, 44–45 Banksy, 46–47 failing measures of cultural value, 41–42 Michael Landy, 45–46 Creative economy, 136 policy, 135 Creative entrepreneur, 121 Creative industries, 120, 136
working in context of Hobart,	Creative reputation, 135, 140-143
Tasmania, 105–106	composer negotiating value of
Carter-Adam story, 34	music, 137–140
Chinese orchestral music, 137–138	emergence of artrepreneur, 135–137
City of Venice, 175	perimeters for composition,
City's resilience, 176–178	137–138
Clusterisation of actions, 176–177 Co-creation, 87–88	reputational challenges, 138–140 Creative values, 107–110
acts investigated in art industry,	Creative visions, 18–110
92–97	Creative workers, 134, 136
art and society, 88–90	Creativity, 56, 133–134, 141–142
arts marketing and, 90–91	Credibility armor, 18
case study research, 93–97	Cultural assets, 5–6, 157–159
of cultural value, 91–92	framework, 159–163
Coca-Cola Urn, 44-45	Cultural brokers, 14–15
Cognitive accessibility, 201	Cultural economy, 31
Community gardening, 105	Cultural ecosystems, 156–157
Conflict, life-cycle of cultural value in,	Cultural engagement, 52, 72-74, 88
57–61	Cultural heritage, 57–58, 176–177
Consumer orientation (CO), 90	Cultural industries, 154
Consumer society, 12–13	Cultural measurement, 27
Consumption, 40–41	Cultural policy, 72, 193
Contemporary art, 44	Cultural value. See also Value, 1-3,
Contemporary drama, 26	26–27, 31, 70, 79–81, 89–90,
Convention on the Rights of Persons	134–135, 151–152, 154–156,
with Disabilities (CRPD),	184–185, 215
194	capturing cultural value in
Country Arts South Australia (CASA),	complexity, 106–107
26–27	and careers of fine artists, 121–122
Creative assets, 158–159	challenges for future, 5–7
Creative business, 121–122	in conflict, 52, 58–60
Creative destruction	contemporary city, problems, 174–176
Creative destruction	cultural assets framework, 159–163
accessing art object through OOO, 42–43	current developments in field, 4–5

debates in, 102–105 Education, 111–114 disaggregating value, 29-32 Educational value, 54-55 as ecology, 114-116 Edutainment, 201 failing measures of, 41–42 Emotional value, 128–129 life-cycle, 57-61 Engagement, 200 literature review, 52–57, 153–159 Entrepreneurial strategies, 153 lost of armed conflict, 57-58 Entrepreneurship, 5, 120 mediation, 80 of artists, 120-121 narrating, 33-35 Environmental values, 111–114 overcomes conflict, 60-61 Evaluation methods, 26 overcoming separation of conditions and Father and Son (F&S), 202–203 consciousness, 80 Financial value, 128–129 and practice, 77-79 Forgeries, 14 proxy relationship, 27-29 as source of strategic identity in Gaming, 201 urban fabric, 171-174 Gentrification, 110-111, 175 theories of practice, 75–77, 80–81 Gibellina vs. Modica, 178–179 Cultural Value Project (CVP), 2 Group for Large Local Authority Cultural Value Scoping Project, 70 Museums (GLLAM), 56-57 continuities and breaks, 75 Guernica (1937), 52 Culture, 28, 91-92, 172-173 Culture qua culture, 32 Historical-cultural assets, 158 Hyper-objects, 40-41, 43 Dematerialisation, 39-40 Denaturalisation of local traditions. Inclusion. See also Social inclusion, 185 Inclusive citizenship, 185 175 Department for Culture, Media and Industrial values, 110–111 Sport (DCMS), 56–57 Inequality, 89-90 Destruction, 40-41 Innovation orientation (IO), 90 'Destructive' art, 39-40 Innovative business models, 121–122 Development Assistance Committee Institutional values, 2, 41, 172–173 Instrumental values, 2, 41, 172–173 (DAC), 57 Instrumentalism, 55, 216 Development strategies, 152 Digital accessibility, 201 'Interaction with Art Project', 95 Disabled parking, 194 Intrinsic values, 2, 41, 172–173 Discrimination, 188 Italian public cultural system, 199–200 **Economic** 'Jargon of authenticity', 13 dimension, 201 values, 31, 110-111 Les Lettres Françaises (Téry), 52 Low-or Middle-Income Countries

(LMICs), 57

Economics and Culture (2001), 29–30 Economics of Cultural Policy, The

(2010), 29

Market orientation (MO), 90 Market-led approach, 128	'Partnerships and collaborations', 162–163
Marketing, 90	People with disabilities, 190
Meaning-making, 102	Performing arts. See also Art(s), 184
Memos, 123	cultural value and social inclusion,
Metaphysical mode of thought, 28	184–185
Methodological individualism, 70–71	findings, 188–193
<i>Mi:Wi</i> 3027 drama, 33–35	individual level, 191–192
Michael Landy (artist), 45–46	method, 186
Mindfulness, 109	social inclusion of people with
Ministry of Family and Social Policies	disabilities, 185–186
(MoFSP), 186	societal level, 189–191
'Modern pantheon' of art, 17	suggestions, 192–193
Mona effect, 111	'Permanent Performance Project: Wall
Museo Archeologico Nazionale di	Painting', 95
Napoli (MANN), 6–7	Personal capability, 114
Museums, 56–57	Physical accessibility, 200
aesthetics, 12–13	Physical assets, 160
and cultural value, 199-200	Place-based education (PBE), 113–114
dimensions of accessibility, 200-201	Placement in artworld context, 17–18
objectives and results, 204–209	Politics of aesthetic value, 52, 58–59
and video games, 201-203	Population and Housing Census
Music, 137	(PHC), 185
Mutualism, 91–92	Portfolio career, 120-121
	Power asymmetry, 91–92
Narrative methods, 26–27, 122–123	Power discourses, 17
National Archaeological Museum of	Practice theory, 76
Naples (MANN), 201, 208	Progressive strategies, 153
Nature, 92, 93	Proxies, 26–27
Networks, 91–92	Proxy relationship, 27–29
New Public Management (NPM),	
71–72	Refugee crisis, 57
Non-governmental organisations	Resilience, 176–177
(NGOs), 194	Resiliency, 176–177
Object-oriented ontology (OOO), 3-4,	Science, 92–93
39–40	Science, technology, engineering and
accessing art object through, 42–43	mathematics (STEM),
'Objects and artefacts', 161	105–106
Officers of artworld, 18	Sentiment analysis, 205
Official Development Assistance	Singapore, 134–135
(ODA), 57	Social capability, 114
Open coding, 123	Social inclusion, 184–185
	of people with disabilities, 185-186

Social value, 52, 60
Socially engaged arts practice, 107
Space of authentication, 15
unpacking, 16–19
'Spaces and places', 14, 161–162
Spirit, 18–19
Statusphere, 17
STEAM education, 112–113
Storytelling, 122–123
Street art, 47
Structuralism, 75–76
Sustainability, 173
Symbolic value, 31–32

Tag cloud, 205
Tasmania, 105, 110–111
Theories of practice, 75–77, 80–81
Three-part model, 3
'Ticking the boxes', 27–29
Turkey Grand National Assembly
(TGNA), 186
Turkish Disability Act, 185–186

United Nations Educational, Scientific and Cultural Organization (UNESCO), 57–58 Universal value, 52, 58, 61–62 Urban and regional planning, 153–154

Valuable art, 12–13 Value, 13, 26–27, 39–40, 91–92 of arts, 56–57 co-creation, 90–91 in fine arts careers, 127–129 Video games, 201–203 Visual representations, 12–13

War artist, 59
'Ways of Thinking about Cultural
Value', 3–4
Western art market, 17

Young British Artists (YBAs), 45 movement, 129