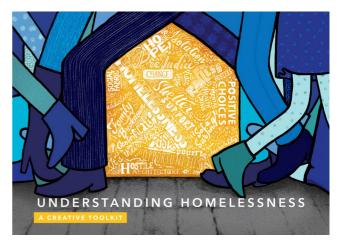


Understanding Homelessness

Background

In response to a marked increase in homelessness, in parallel with abusiveness and antisocial behaviour towards the homeless on the rise, two exciting resources to raise awareness of the experiences and issues faced by the homeless have been created: the game, 'Homeless Monopoly'; and the creative toolkit, Understanding Homelessness. Developed for a variety of users including teachers, youth groups, voluntary organisations and service providers both resources combine creativity and real life stories to help users approach the complex issues around homelessness.



The Resources

Developed in partnership between Coventry University's Disruptive Media Learning Lab, Coventry Cyrenians and University of Warwick:

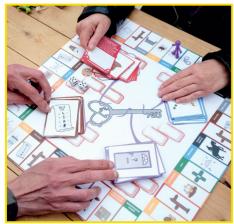


Image Copyright: Simon Peter Green

Understanding Homelessness, is a creative toolkit that looks at the wider context of homelessness and utilises a range of creative practices including drama, art, journalism and case studies to explore triggers leading to homelessness, support available and the different social and cultural responses to homelessness.

Homeless Monopoly is based on research of the experiences of people who have experienced homelessness in Coventry, translating the situations they face and places they interact with, into scenarios and resources that players need to navigate and collect with an end goal of finding a home.

THE BIG ISSUE

PROVIDING A PATH OUT OF HOMELESSNESS FOR NEARLY 30 YEARS

The Big Issue Foundation is one of the UK's leading s. It helps homele ee and w eople by offering them legitimate empl ffering support and advice in areas such ccommodation, finance, and substance a as such as healt

Big Issue street paper was launched in 1991 delled on New York's Street News. By 1993 it so successful that it went to weekly publications. By 2016 it had achieved over 200 million magazine sales and currently operates in nine countries around the world

Nith the motto A Hand Up, Not a Hand Out s sold on the street by vendors who ss, vulnerably housed, or marginalis way. Vendors receive training, sign a ict, wear a tabard, and carry badges we e their photo and vendor number.

rey are given five free magazines, then they buy ore from the organisation at a reduced price urrently £1.25) to sell on to the public (current sa-ice is £2.50), keeping the profit on sales. They ca ork the hours they want, there are no fixed hours though they are given a fixed position to sell froi hough they are given a fixed position to sell froi

publication is more of a magazine than a spaper now and offers a subscription service ng the 2020 Covid-19 crisis, it was also sold v markets with proceeds being distributed to lors who were unable to trade.



CONTROVERSY

iome other street newspapers thin s too commercial in its approach, fr content should be written by home and be more socially aware and po They think less should be spent on feelin, teless peop '*ically ba *tj

The Big Issue takes the approach that they nee to publish something attractive that will sell, so they make the magazine look very professiona They do have some homeless people contribu to the content but they also invite celebrity gue contributors such as the footballer Jeev Barton rity gue: and illustrator Axel Scheffler (The Gruff

unders of The Big Issue have s ble to be both profitable and et

FAME u might have read the book A Stre b which was written by a Bird ob which was written by a *Big Issue* vendo ade into a film. Read more about it on the



What's next?

Players enthusiastically engaged with experiences of homelessness during testing of the game in a secondary school in Coventry and with groups in Coventry City Council, in all cases participants felt that they had learned something and also had fun. The creative toolkit is hot off the press this week in time for the start of a new academic year with potential applications in Active Citizenship, PSHE (Personal, Social, Health and Economic Education) and within the curriculum.

Professor Nadine Holdsworth and Dr Jackie Calderwood have several ideas for future development that could include making versions of the game and toolkit for different locations and exploring the possibility of creating a Social Enterprise to increase insight into homelessness in society through artistic methods and creative resources.

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