

# Events have to resonate

Something has to be at stake



Sharing ideas for the 'Buildnic' event that subsequently was cancelled.

## **A planned event centered on building a temporary hangout space had to be cancelled when it was clear that it did not resonate.**

One outcome of the “Everyday stories as a game of domino” workshop was a proposal to create an event in public space centered around building a temporary hang out space: “Buildnic” was the working title. Some of the students from University of Prishtina had invited a circle of friends to take part in a planning meeting a few days prior to the event, together with the codesigners from KADK. Plenty of ideas were proposed, but in the end it was clear that none of the participants at the meeting had a personal stake in the event. Compared to the dialogue cinema, where the Gjilan/Gnjilane students and their projects were featured in films that were shown at an event they themselves were helping create, the Buildnic event was lacking a purpose and a reason for engaging. Therefore, the codesigners from KADK decided to cancel the event.

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“I think it is difficult to see a clear purpose with ‘Buildnic’. Why should people show up?”

– Maria, KADK

## Why is this valuable?

The codesign process has to be driven by people with something at stake. Ideas and suggestions can easily emerge without a concrete purpose, but for them to materialize, they must resonate with or evoke concerns and aspirations within a network.