PEC Public Art Committee

Minutes - April 10th, 2025 Meeting (6-8 p.m.)

Location: Hybrid - online and in person at the County Arts Lab

Attendance:

Present:

Kamee Abrahamian, Community Representative Member
Golshan Abdmoulaie, Community Representative Member
Paul Epp, Community Representative Member
Jamie Janx, Community Representative Member
Stacey Sproule, County Arts Programs Director and Public Art Coordinator
Victoria Taylor, Community Representative Member
Andrea Dawes, County Arts Special Initiatives Manager (non-voting)
Chris Palmer, Supervisor of Museums & Cultural Services (non-voting)

Regrets:

Shyanne Brant, Community Representative Member

Agenda and Discussion (Slide deck here)

- **1 Welcome, gratitude, and introductions** what would you like to share about yourself, personally and/or professionally, and your connections to public art, community engagement/building, art, or any other relevant aspects of this work?
- **2 Community Agreement** What intentions do we bring to our work together? <u>Safer</u> Spaces Guidelines, etc.
- **3 Public Art Program Overview** How we got here, where we are going, parameters/opportunities
- **4 Policy and Procedure Review** Discussing draft documents, Members can continue to send feedback by Wed April 16th, timeline/process for approval of Policy and procedures. Feedback:
 - Consider adding word counts to certain application questions
 - For accessibility, can forms be in fillable web-based format rather than PDF? Would be helpful to have "explainer" videos, application supports, etc.
 - Importance of protecting the natural environment in public art processes these factors are mentioned in Public Art Plan and documents, and will be taken into

consideration with relevant municipal staff (in Interdepartmental Public Art Team and/or separate consultations) when selecting locations, developing artist calls, etc.

- **5 Looking forward** Hopes/reflections on the program/PEC's public art journey
- 6 Next steps / admin (e.g. member agreements) / next meeting