

WASTE TO TASTE

From waste space to taste: W2T is the development of an edible / medicinal horticultural Sculpture Trail that integrates augmented reality to share the story of natural and cultural heritage of the area. To the uninitiated Cahersiveen may seem like one long street to those experiencing the world-renowned Ring of Kerry for the first time. Indeed it could be said that many Kerry visitors to the town themselves could be missing out on discovering the backbone of what makes Cahersiveen Cahersiveen.

The impact of this can mean that visitors on scheduled coach tours do not get to explore many of Cahersiveen's hidden gems, the Abbey, the remains of the lanes, the view of Cnoc na Dtobar, the river or the riverside park. There are also areas within the town that are suffering from neglect and dereliction and this too may have an adverse effect and disencourage visitors or even residents from walking and exploring these hidden assets.

Waste to Taste is a programme that proposes the development of a sculptural / horticultural trail that will run the length of Cahersiveen town starting and finishing with two it's two landmarks: Colaiste Na Sceilge to the newly reconstructed Saidbh's Fort, behind the Old Barracks Cultural Centre. The trail is a physical trail and augmented reality guide highlighting the local cultural and natural heritage shared through factual and narrative media approaches. Each node on the trail will include a low-maintenance landscaped reclamations of wasted space in Cahersiveen. The project design links groups / participants with a specific site and intervention on the trail to encourage participation, ownership and creative responsibility and maintenance for their site, and also including contribution to the project.

Each intervention on the trail will be a context-responsive sculpture that integrating low-maintainance native planting and Augmented Reality to share the story of natural and cultural heritage of the area. Cahersiveen Tidy Town's and the artists' existing networks and working relationships are leveraged through the common 'site' of the Tidy Town's partnership project and workshop sessions e.g. weekly classes with CnS Transition Year Students and Green School programme, Sept - Dec 2018, a weekly session with Cunamh, Puffins Nursery, Art and Engagement, a weekly library session with elders and a mixed session at the Old Barracks with Transition Skellig Coast and other interested residents to insure high levels of participation.

Each group will have up to 6 - 8 tailored workshops sessions, working through a complete design process including site visits, design research, and information gathering and selection, materials exploration and making processes. The project also includes media workshops to enable interested participants to gain additional skills (audio recording and editing,) while gathering documentation for the archive and the augmented reality trail.

KEY OBJECTIVES / OUTCOMES:

- Collaborative partnership Cahersiveen Tidy Towns and three artists to expand creative participation and well-being opportunities in Cahersiveen public space.
- The co-creation of a walkable sculptural trail including Augmented Reality integrating planting and low-maintenance landscaped reclamations of wasted space in Cahersiveen.
- Trail app integrating Augmented Reality nodes and QR codes to enable trail visitors to have an increased awareness of the plants and local lore that are chosen for the landscaping and planters to spotlight Cahersiveen and lveragh's heritage; natural and cultural.
- Digital Project Archive audio and video and image documentation.
- Project Community Foraged Feast.

CoDesRes is one of six national EPA funded projects and brings together an interdisciplinary team of artists, scholars, engineers and marine biologists codesign and development a multi-stakeholder approach for a 'beyond-compliance' engagement with the Sustainable Development Goals, Education; Sustainable Cities and Communities; Life Below Water and Life on Land, CHECK US ON WWW,CODESRES,IE/EVENTS