

## About Andrew Stuck

Andrew is an urban designer and transport professional who coined the concept of a 'walking creative', set up as part of the (virtual) [Museum of Walking](#) in 2007. As creator, co-ordinator, and enabler of his unique [Walking Creative<sup>\(TM\)</sup>](#) participative programmes, his walking experiences and 'walkshops', have attracted the sponsorship and patronage of major clients from the public sector, (NHS), NGOs, galleries, universities and the private sector.

He is publisher of: [Talking Walking](#) - interviews with artists, activists and professionals from the world of walking, in which he explores how walking is the catalyst for their practice, and how their work shapes our world. Published as free to listen to 20 - 30 minute podcasts - there are more than 70 interviews to choose from.

He holds Masters in Urban Design, Business Administration and Innovation, and a Diploma in Environmental Education, is the founding Director of the [Rethinking Cities](#) consultancy, and works from his London base in Greenwich.

Andrew was a 'Walking Artist in residence' at **Banff Centre of Arts, Canada** in 2007; Walking explorative contributor to the **Kensington & Chelsea 2012; InTransit Arts Festival** and **International Adviser** to the **Sideways 2012 Walking and Art Festival** (introducing international walking artists). In 2017, his is a key contributor to the **Mayor of London's Tree Week Festival** and is international adviser to the **Made in Walking Festival** in La Romieu, France. He also devised [Sound Walk Sunday](#) to which more than 50 artists contributed work.

## What is a *Walking Creative* all about?

- A *walking creative* combines the cultural, heritage and technical aspects of a walk into an entertaining, experiential and informative event.
- People and places are connected through carefully themed conversations, stories, and are directed at appreciating overlooked features of the urban context or countryside.
- Walking art is an emergent genre within the arts, linking live performance and site-specific work – the *walking creative* draws people into becoming *performers#* in a participatory walk. It is more than just walking and talking; it is about inspiring participants, taking interpretive dimensions to another level that embraces fun, fact, fantasy, and fascination.
- Participants come away feeling, entertained, informed and more confident of their surroundings and with an enriched sense of personal and shared wellbeing.
- The *walking creative* legacy is one of communal conviviality, seeing and sensing places differently, energising participants' creativity and imagination, heightening their awareness of their surroundings, all stimulated through a little gentle, but healthy, exercise.

*# "Come dressed in blue" provides a basis for a walkshop to become a live art performance, a witnessed spectacle, of which the art is in taking part. A large group of blue clad participants can follow the course of a hidden river by emulating its flow, and there are other techniques that Andrew devises to make sure the walkshops are fun, entertaining, and informative.*

## More about Andrew.....

Formerly, E-learning advisor to the Walking for Health Initiative, Andrew was one of the original contributors to the walks leader training programme. He advised Ramblers on their leader training specifically for ESOL groups for their Get Walking Keep Walking programme. He has brought these skills, and the experience of leading practitioners through Rethinking Cities' own *Weaving wellbeing in Neighbourhoods* walkshops, to the [Museum of Walking](#).

The [Museum of Walking](#) is an umbrella for exploratory research on foot, learning safaris and trails, recorded interviews with artists, and entertaining walks.

Through the [Museum of Walking](#) Andrew devises participatory walks and walking routes, curates walking art projects, and delivers walk programmes and walk shops to all ages. He has delivered *walkshops* (mobile workshops) in Australia, Europe and North America.

## The Walking Creative Portfolio

From 2009 – 2011, a series of [Talk the Walk](#) showcasing and networking events for professionals in the built environment, public health and transport that included *walkshops* on a number of themes. Each was limited to 40 people and all were over-subscribed:

- [Animating Public Space](#) (with the Commission of Architecture & the Built Environment) – included a *walkshop* in Gt Queen Street, London and led to innovative designs for public seating!
- [Bargain interventions that change behaviour](#) (with the Urban Design Group)
- [Children's Independent Mobility](#) (with Play England) – three government departments participate
- [Emotional wellbeing and public space](#) (with the Arts Council) – contributed to the Well London Project
- [Food growing in urban areas](#) (with Groundwork) – community gardening guideline development
- [Healthy Green Spaces](#) (with the London Borough of Bromley)
- [Making neighbourhoods more neighbourly](#) (with PLAYLINK) – artists commissioned to show a neighbourhood through their lens
- [Physical activity](#)
- [Playful cities](#) (with the London Borough of Tower Hamlets) – included a 'writing wall' bringing members and officers together in a collaborative drawing event
- [Retrofitting for Walking](#) (with Commission of Architecture & the Built Environment) – interventions into existing neighbourhoods
- [Workplace health](#) (with NHS Greenwich) – on foot stress-busting techniques

## **Walking Creative projects**

Participatory *walkshops* devised and facilitated by Andrew and those in which Andrew \*curates artists, performers and writers – have included:

- **[Along the Garden Path](#)** – guerrilla gardening and urban food growing
- **[Expedition into the Digital Unknown](#)** – smartphone investigations of neighbourhoods
- **[Listen in & Sound Safaris](#)** - environmental sound walks and soundscapes - *overheard on the street*
- **[London's Loss](#)** - revealing neighbourhoods that have vanished (with author Tom Bolton)
- **[Look Up & Smile](#)** – discovering unusual building facades and roof gardens
- **\*[Lost river walks: Releasing the Walbrook, Revealing the \\*Neckinger and Tracing the Tyburn](#)** (with author Tom Bolton)
- **[Map Rambles](#)** – collaborative drawing of neighbourhood maps
- **\*[Nature Safaris](#)** - an expedition into the natural world (with bird sound recordist Geoff Sample)
- **[Reclaiming the city: Los Carpinteros](#)** - engaging with the liminal - commissioned by Parasol unit
- **[Romantic Ribbons / Discover Love in the City](#)** – a sensory *walkshop* to discover romantic places and spaces
- **\*[Ruskin Walks](#)** – walks through Camberwell, the neighbourhood in which John Ruskin lived, and in Clerkenwell, Holland Park and Shoreditch (with artist Martin Fidler)
- **\*[Silent Witnesses](#)** - commissioned by the London Mayor (with photographer, Susan Trangmar)
- **[Sketch & Snap London's Skyline](#)** - collaborative drawing and photographing
- **[Sounding out Peder Balke](#)** - audio and participatory walk commissioned by the National Gallery, London
- **\*[Squatting](#)** - exploration of unlawful trespass - 'if only we had somewhere to live' (with multi-media artist, Melissa Bliss)
- **\*[Stalking Trees](#)** - commissioned by the London Mayor (with nature writer Peter Coles)
- **[Talking Townscape](#)** - celebrating the life and work of Gordon Cullen
- **[Thought walks](#)** - meditative walks to aid creativity and memory
- **[Tree or False?](#)** – an investigation into Britain's native tree species and their use in the public realm - commissioned by the GLA in 2014, Trees for Cities in 2015 and The Woodland Trust in 2017.
- **\*[Undergrowth](#)** – a discovery of knitwork and vegetation growing beneath our feet (with performer Rachel Gomme)

Andrew Stuck [talkingwalking@museumofwalking.org.uk](mailto:talkingwalking@museumofwalking.org.uk) 07725555460