

## **Building Healthy, Thriving Communities**

Creative Enterprise Zones



La Boca District, Buenos Aires, Argentina

# A Vernacular Creative Economy: Meaningful & Sustainable Enterprises Rooted in

Local Cultures, Assets, and Skills

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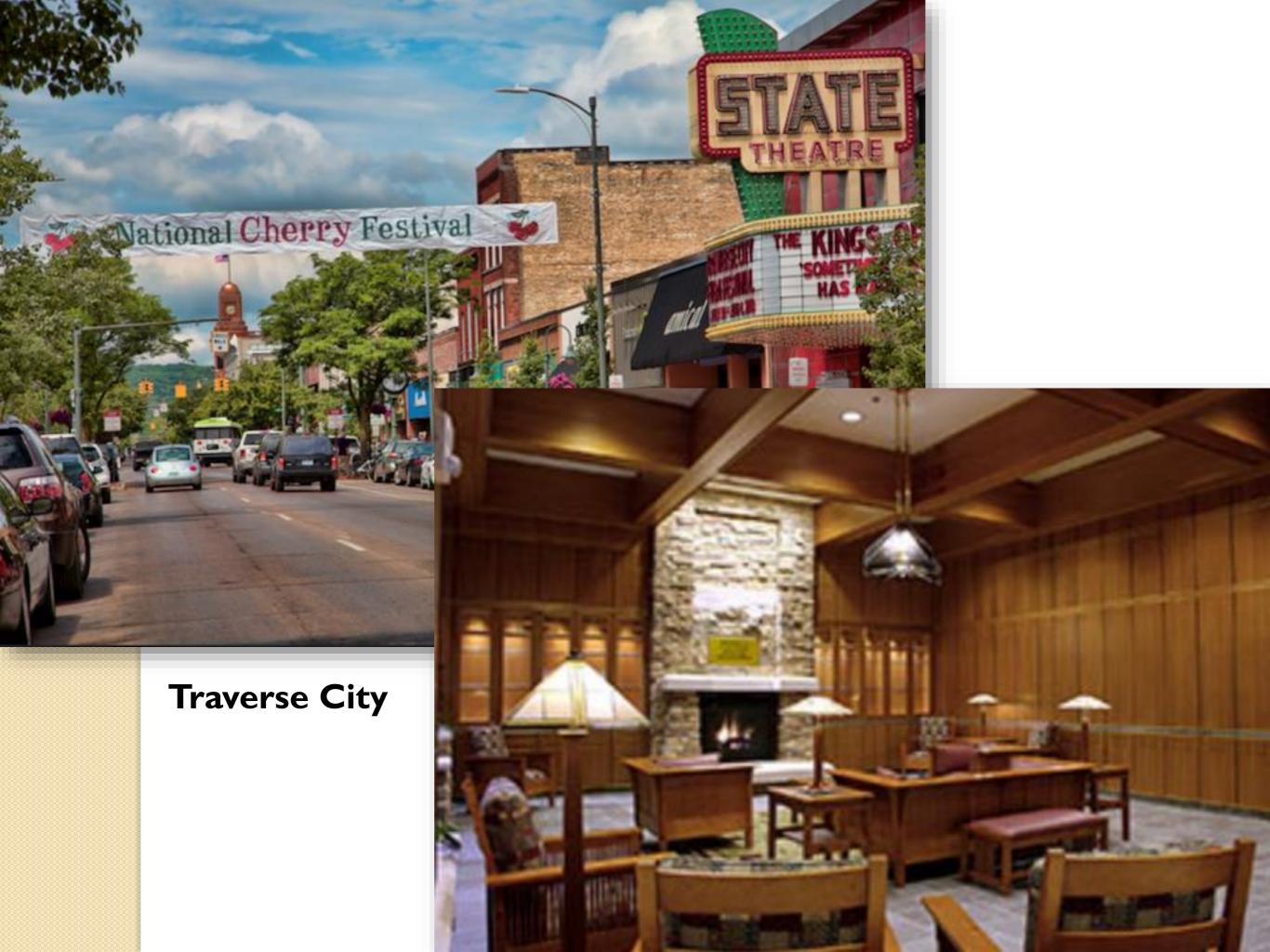




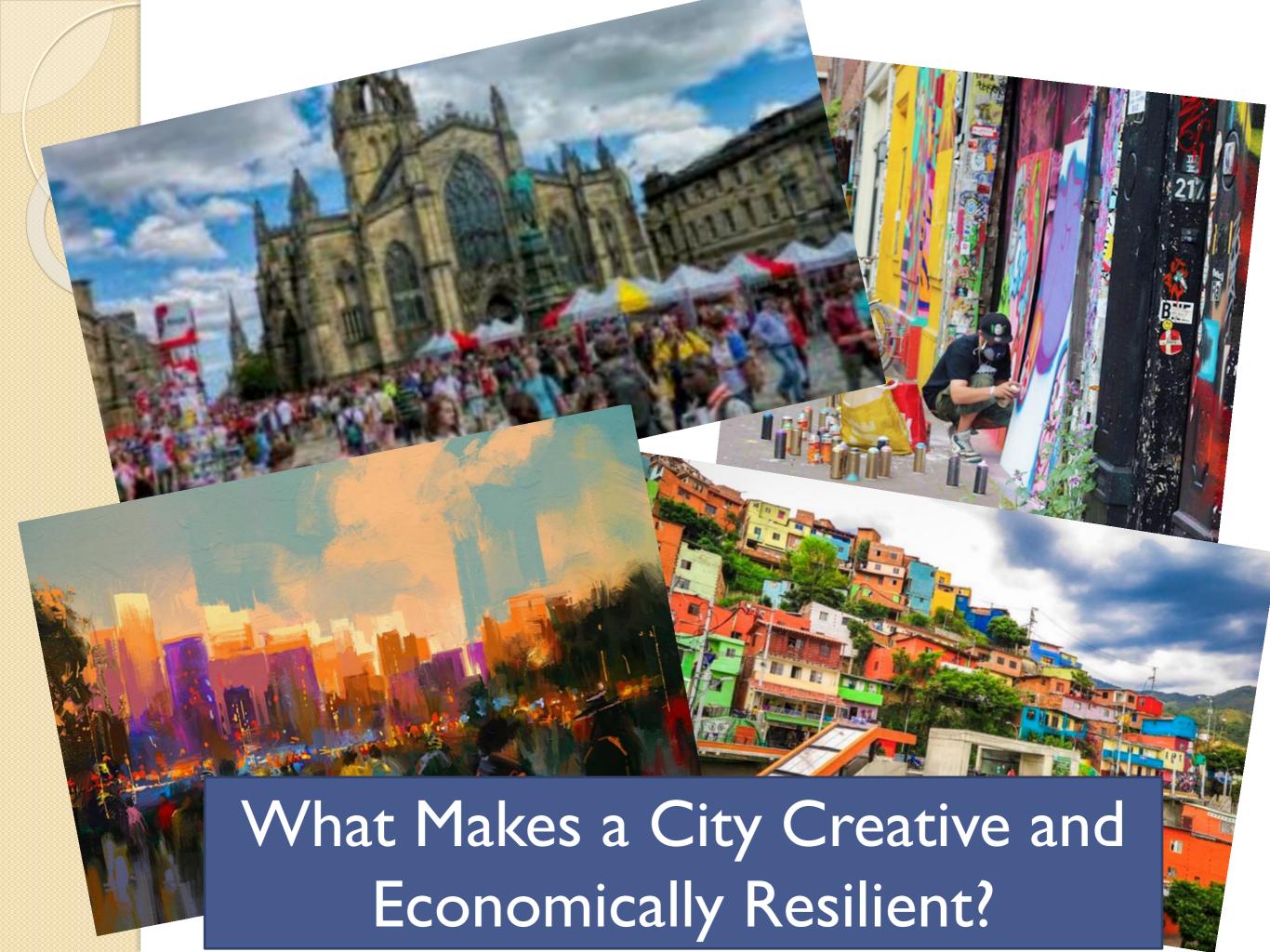












#### **Creative Class**

- According to Richard Florida ≈ I/3 of workers make up Creative Class
- They produce 60+% of wealth



#### **Creative Class**

Richard Florida = Talent Attraction



#### **Creative Class**

#### Richard Florida = Talent Attraction Competition and Zero-Sum Game



#### Big Fish / Small Fish

 For too long, creative enterprises have been overlooked by economic developers and public services that have consistently cast their nets for the big fish, rather than the more abundant—and ultimately more selfsustaining—schools of small fish.

-Stuart Rosenfeld, 2004

## **Growing Creative People**

Vernacular Creativity = Growing Local Talent



## Vernacular Creativity

Seeing & Nurturing Creativity in the Everyday



Bangkok, Thailand

#### "Vernacular"

- (language) spoken as one's mother tongue; not learned or imposed as a second language; a dialect
- 2. (architecture) concerned with domestic and functional rather than public or ornamental buildings



## Vernacular Creativity

- Regional differences in creativity and culture
- Rooted in natural materials, skills, traditions, and cultures of each place
- Greater variety and distinction



798 Art Zone, Beijing, China

## Vernacular Creativity

"ordinary or everyday creative practice...
grounded in contextual specificity"

Jean Burgess, 2010

## Cultural Planning:

#### Finding Vernacular Creativity

- Determine unique identity, assets, and creative skills
- Assess where city fits into larger creative economy – how they contribute to and benefit from it
- AND, discover ways that unique assets build on place identity and promote distinctive products and services

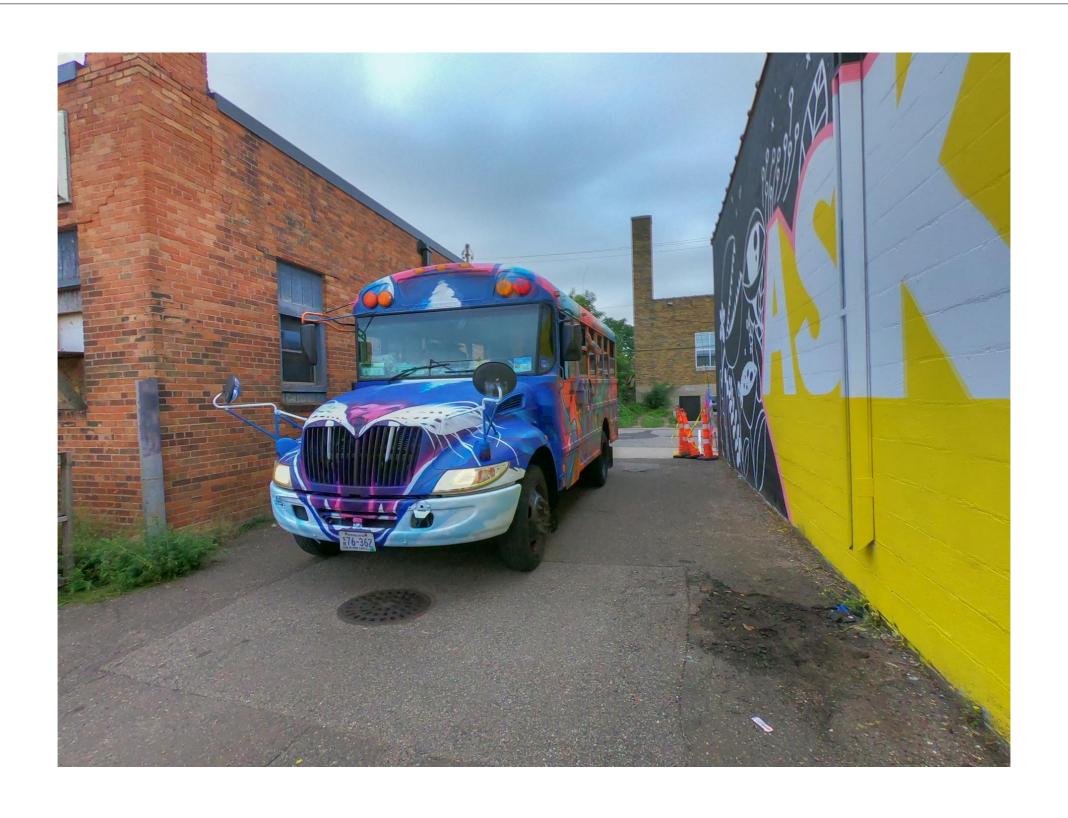
## Your City, Town, or District

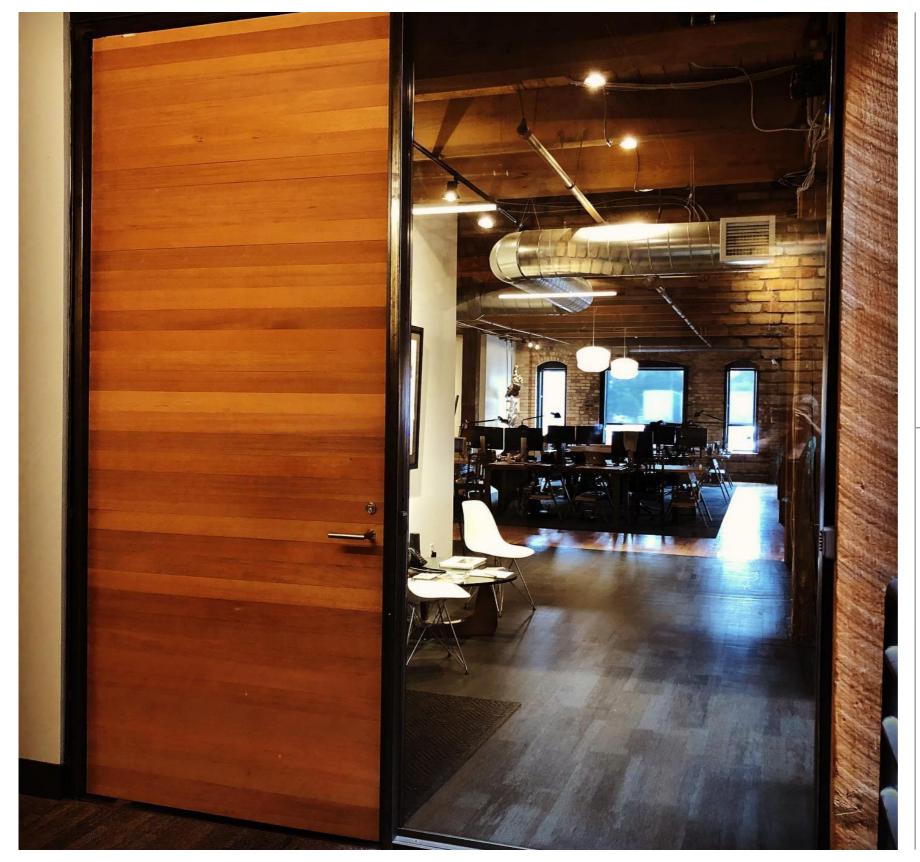
- What's distinctive, unique, or unusual?
- Is it in the:
  - History
  - Geography
  - People
  - Stories
  - Proximity
  - Natural or built environment
  - Collective imagination of residents

"The 20th century was about getting around. The 21st century will be about STAYING in a place worth staying in."

—James Howard Kunster via GlobalGrid

#### Under the Hood of the Creative Enterprise Zone



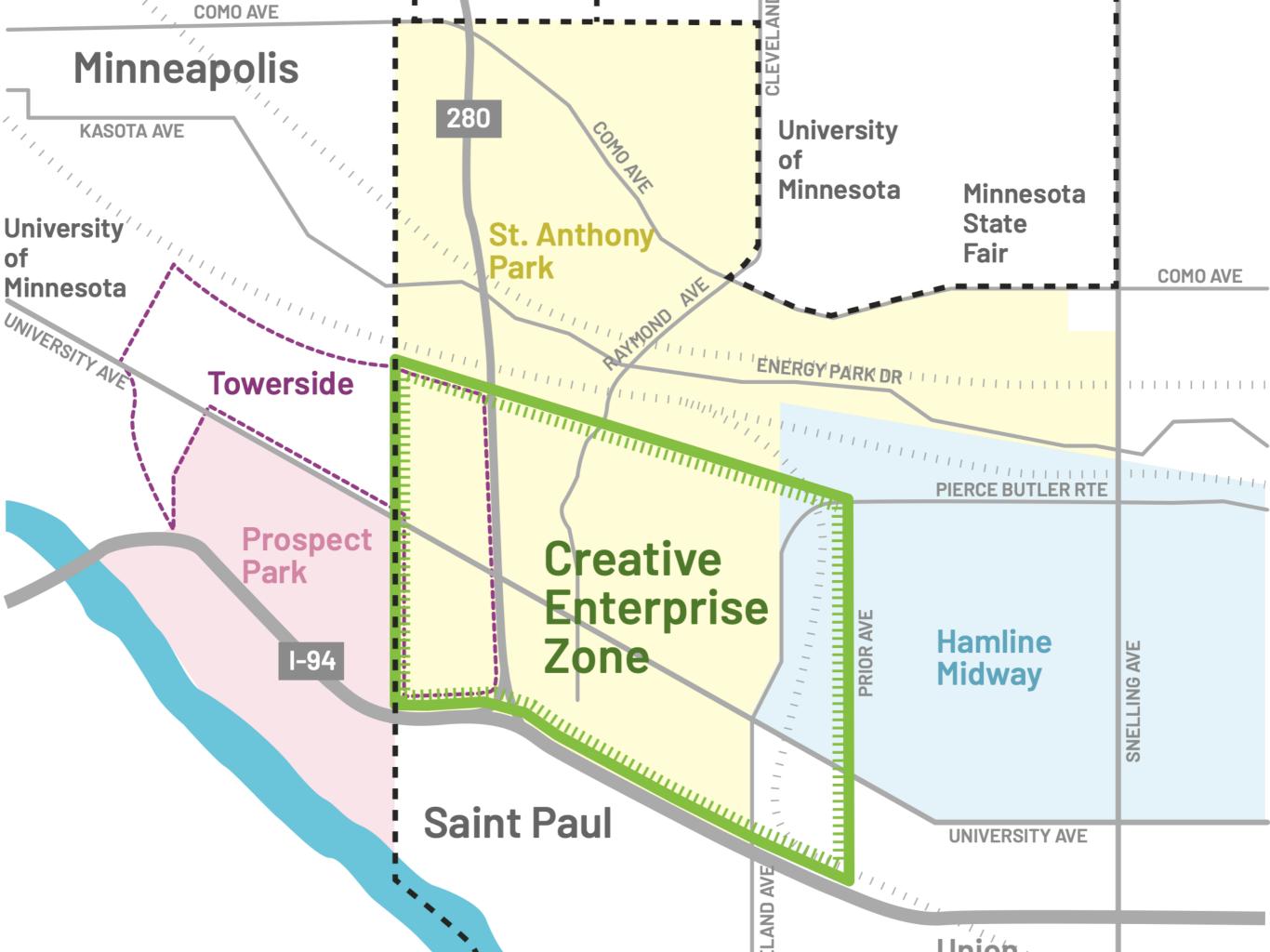






New Studio Architecture moved from a suburb to the city—attracted to a brand, a place, and clustering







We want more people to #MakeItHere

@cezmsp www.creativenterprisezone.org



Foreclosures led to displacement of creative workers

2009 demonstration



Formed During Disruption

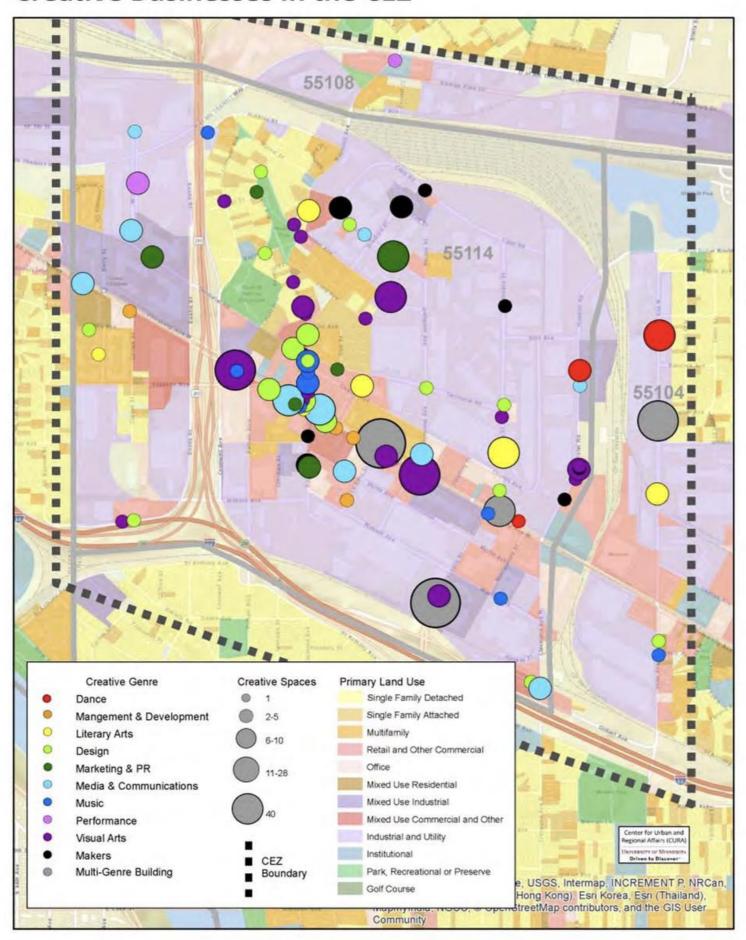
2009 through 2014



Historic District + Industrial + Jobs Center + Residential. Main Street meets Main Street + LRT

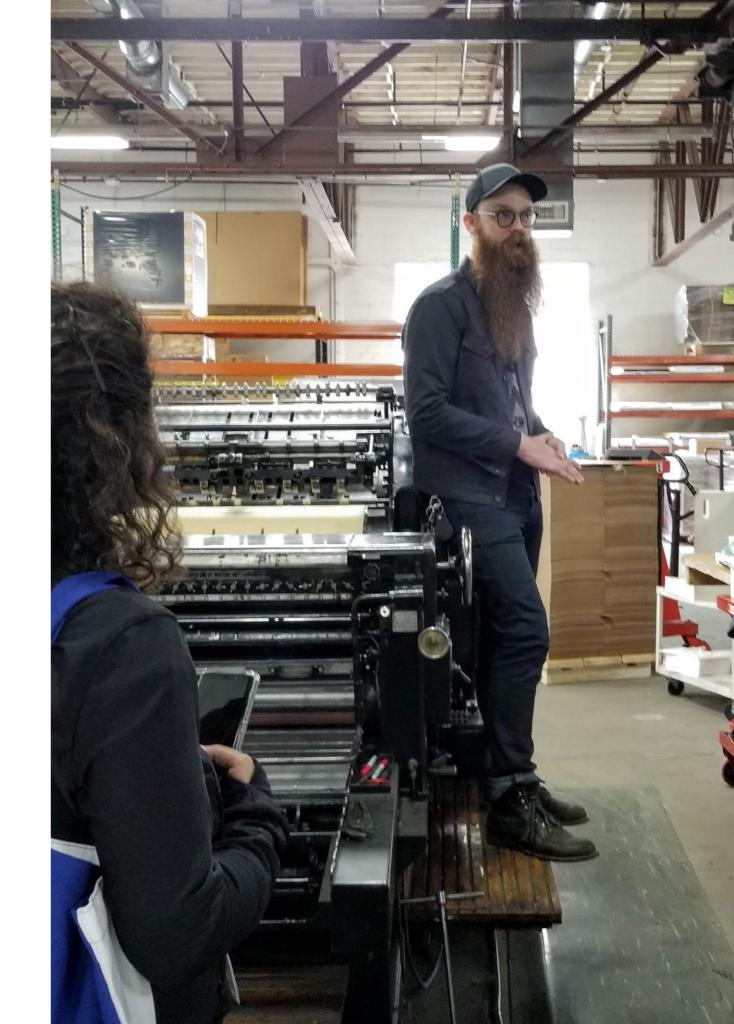
Public investment leverages growth

#### **Creative Businesses in the CEZ**



## Creative Enterprise Zone Mission and Goals

- Focused on community-driven cultural economic equitable development —Job center of 37,000 jobs
- Attract and retain creative jobs and businesses and increase bump factor of clustering
- Promote affordable maker spaces for creative entrepreneurs. Work with our warehouses and trucks.
- Provide support systems that build an interconnected district.
- Collaborate for greater outcomes with civic entities



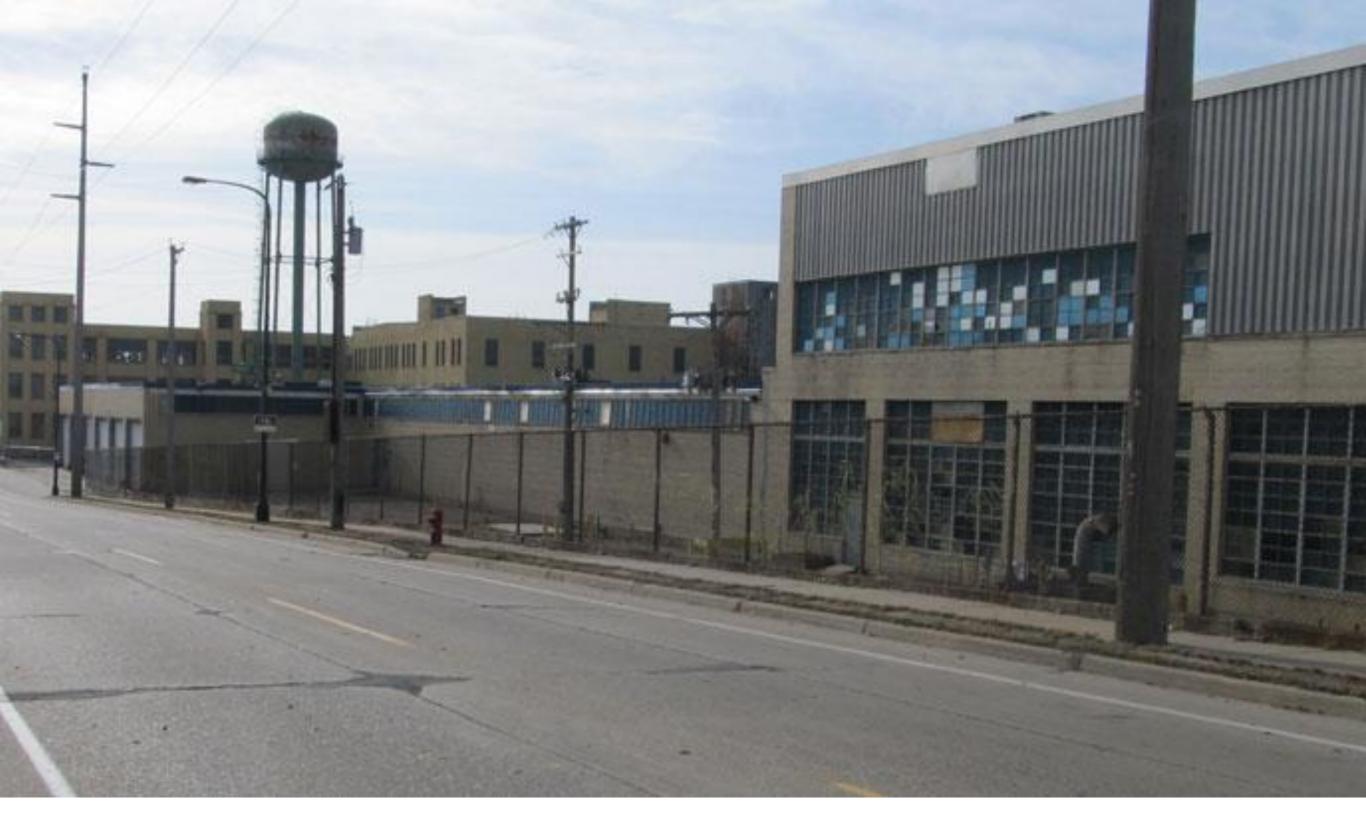
#### Our Brand Attracts

- Post industrial no there there becomes MORE
- Authentic brand with vibe
- Start up funding for several fast growing companies (Can Can, Urban Growler)
- Reuse of spaces (Wycliff, Vandalia Tower, Prior Works, Fairview Business Center).



es' next hot area for commercial development, with space for builders are



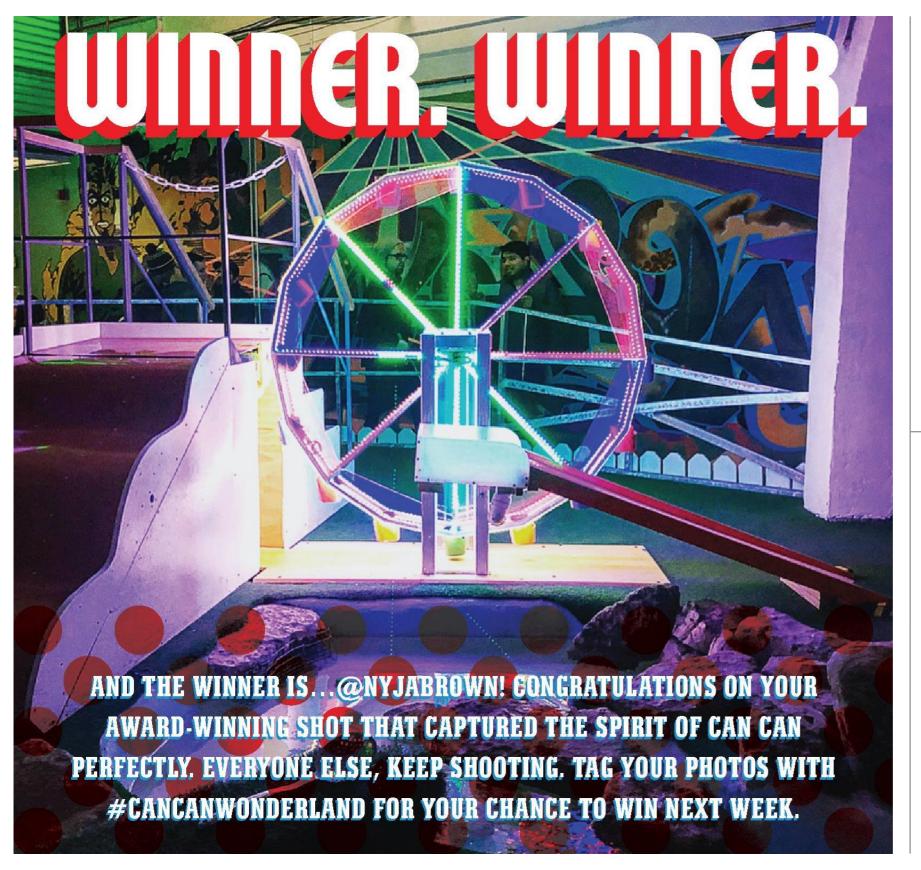


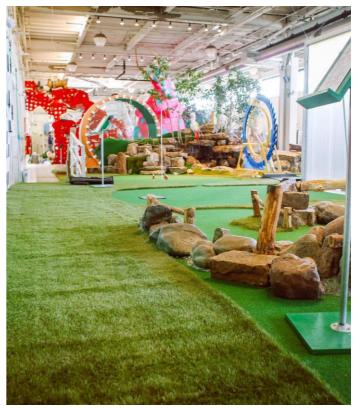
CEZ introduced Orton Development to this location.

Acquired 2013

440,000 industrial sq. ft.
to revision, reclaim, reuse.

Former Canning Company







#### Can Can Wonderland

Artist designed indoor entertainment center. In it's first year:

- produced 20 events per week
- welcomed 180,000 visitors
- paid \$570,000 in wages and
- created 57 FTEs

## ANNUAL BENEFIT REPORT





A MINNESOTA SPECIFIC PUBLIC BENEFIT CORPORATION



Once Can Can Wonderland came, so did beer, coffee, tear drop trailers, wood artists, and more

**Creative Clustering** 



Asse

Twin Cities Reptiles 

Twin City Model 
Railroad Museum

Menards 

Lake Monster

Rrewing Company

Menards 

Lake Monster

Rrewing Company

Menards 

M



New CEZ Entertainment District Adopted by City Council—adding vitality to community events

C H R O M A

The intensity of a color



Our neigborhood, the Creative Enterprise Zone

#### **CHROMOSOME**

Threads of genetic information which make up living things

CHROMA

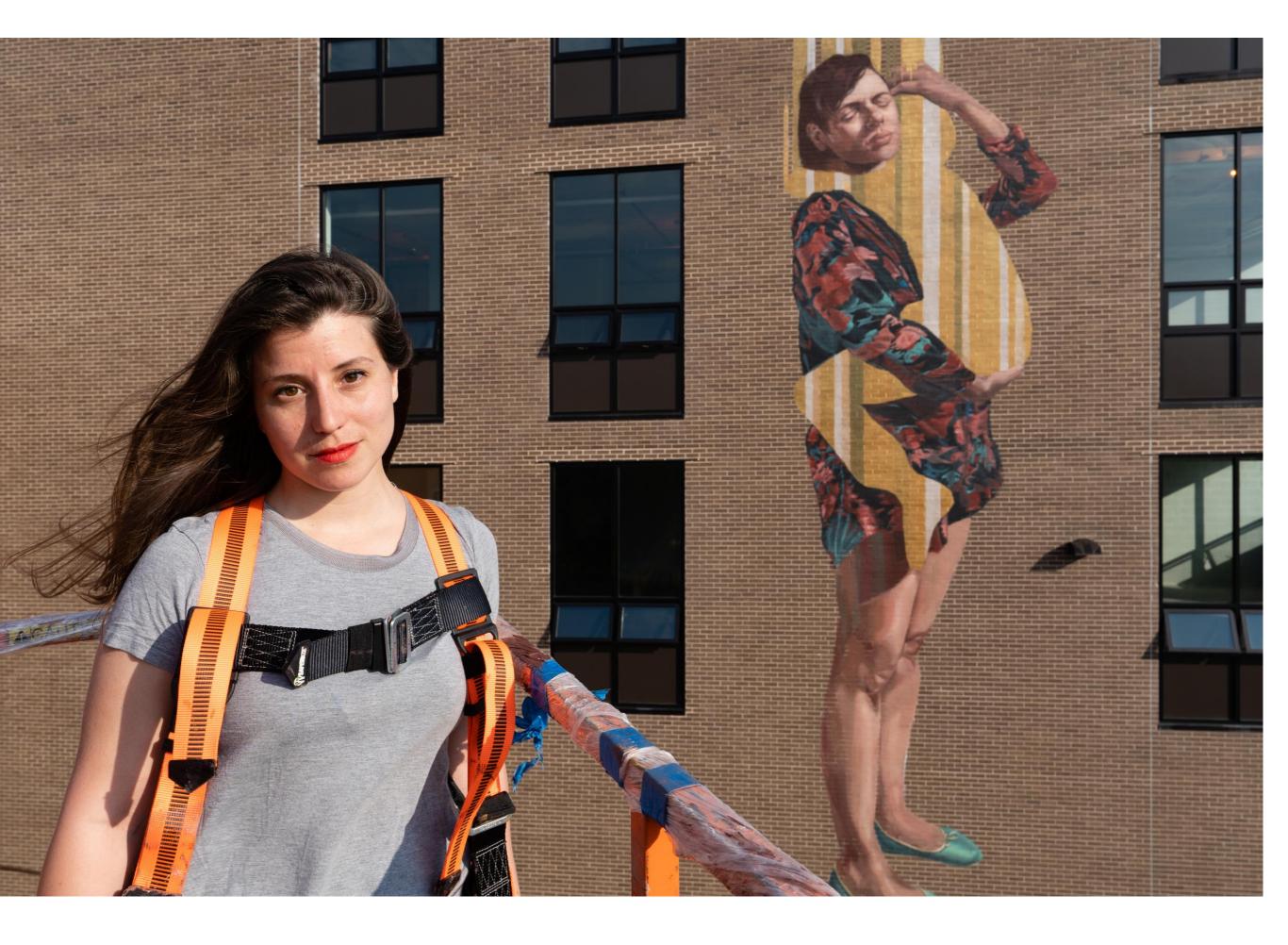


A celebration of the CEZ neighborhood, explosive color, and the unique threads of creative energy which join together to create something larger



Former Nut Processing becomes hub for food, wellness, makers, innovators.

Wycliff—PAK properties



#### Key Factors that lead to thriving community

- Public investment in livability e.g. transit, pedestrian, bike
- People—know who lives, works, and plays there
- Assets—what do you have to work with?
- Threats—Disruptions & your unique way to address
- Choices: what to Activate for connectivity, growth
- Identity and Brand. Coalitions and Advocacy.



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#### Your presenters

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