

Mint House Folklore/Place-Based Content Creation Work

Experience

University of Brighton lectures (Emma Collins, Mark Wells and Charlotte Gould) and Mint House Pevensey

A week of exploring content creation through a folklore lens with University of Brighton and Mint House Pevensey.

Covering AR/VR, Photography, Video Editing and Design

The Folklore Content WEX Week explored...

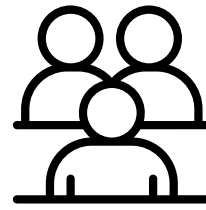
- Digital photography, video, and sound capture using personal devices
- Post-production and editing with AI-assisted tools
- Augmented reality content creation and integration
- Multi-platform content planning and storytelling



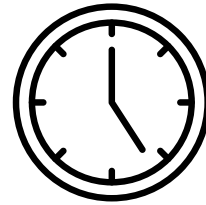
OUTCOMES AND IMPACT

Folklore Content WEX helped young people in Pevensey to...

- Produced a cohesive set of digital outputs (images, video, AR) based on local folklore
- Developed transferable skills in digital content creation, storytelling, and technical production
- Gained confidence in creative collaboration, problem-solving, and campaign planning



7 participants



1 week (6 hours a day)

SKILLS

Problem Solving

Campaigning

Teamwork

Confidence

Aiming High

Planning

Creativity



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VOICES FROM THE ROOM

Participant and facilitator quotes were not taken from this event



DIGITAL BADGES



BADGING DATA



30 badges issued



These badges were used to support university applications

WAYS TO USE THIS CASE STUDY

You could alter this case study to make it work for you:

- Create different types of content (Short form, Long form)
- Create content for another place of interest

**This project was funded by Coastal Catalyst, for more information go to
[@FutureCreatorsUK](#) | [@TalentAccelerator_](#)**

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