Appendix A: Create Victoria Glossary of Terms

**Arts:** the broad subdivision of culture, composed of many expressive and creative disciplines. The term encompasses: visual and applied arts (e.g. painting, print-making, drawing, sculpture, crafts, pottery and ceramics, photography, film and video), theatre, music, song, spoken word, literary arts and dance.

**Culture:** the ideas, customs, language, beliefs, history, traditions and social behaviours of a particular people or society, including artistic expression and natural and human heritage. Culture comprises Cultural Industries and Cultural Resources.

**City:** the Corporation of the City of Victoria.

**Create Victoria:** the City of Victoria Arts and Culture Master Plan.

**Emerging Artist:** refers to an artist who has specialized training in their field, who is at an early stage in their career and who has created a modest, independent body of work.

**Creative Placemaking:** is an evolving field of practice that intentionally leverages the power of the arts, culture and creativity to serve a community's interest while driving a broader agenda for change, growth and transformation in a way that also builds character and quality of place.

**Event:** is any pre-arranged, organized activity that will be planned by or facilitated with the support and expertise of City staff.

**Creative Industries:** the businesses and individuals that use talent, creativity and skill in order to produce tangible and intangible goods, which are usually protected by copyright and require constant adaptation. Examples include, but are not limited to, advertising, architecture, software, video games, film, photography, publishing, television and radio.

**Festival:** an organized period of special Events which is open to the public and lasts longer than the time period usually allotted to a single performance, competition or exhibition.

**Cultural Assets and Resources:** anything that contributes to the culture of a particular place or people (tangible or intangible)—the activities, institutions, and people that express our shared beliefs, customs and values. The Cultural Resource Framework used by

**Heritage:** the social, cultural and ethnic elements which produce a layering of Culture from the past and into the future. Cultural Heritage Resources are structures, sites, environments, artifacts and traditions that are of cultural, historical, architectural or archaeological
the North American Industry Classification System and Statistics Canada defines the following as cultural resources and assets: Natural Heritage; Cultural Heritage; Festivals and Events; Creative Industry; Facilities and Spaces; and Community Cultural Organizations.

**Creative Ecosystem:** the interconnection of cultural resources in a community. Facilities, spaces, festivals, makers, artists, arts organizations, tourism and business are all connected to one another, and in turn, support the health and vitality of a vibrant, creative city.

**Cultural Industries:** an umbrella term for areas of creative work and cultural production, such as: advertising, architecture and interior design, art and antique markets or fairs, artisan crafts, fashion design, industrial design, performing arts, print media and publishing, radio and television and visual media.

**Cultural Planning:** a field of study and professional practice defined as strategic and integrated planning by the application of cultural resources in the development of the city and society.

**Placemaking:** A holistic and community-based approach to the development and revitalization of cities and neighbourhoods, that creates unique places of lasting value that are compact, mixed-use, and pedestrian and transit oriented with a strong civic character.

**Public art:** Works of art in any media that has been planned and executed with the specific intention of being sited or staged in the physical public domain, usually outside and accessible to all.

**Cultural Product(s):** refers to the consumable result of artistic or heritage undertakings as either physical or experiential goods. These consumable goods are produced by the Cultural Industries, festivals, heritage sites, performances, visual arts and crafts.

**Heritage Conservation:** Includes, in relation to heritage, any activity undertaken to protect, preserve or enhance the heritage value or heritage character (including but not limited to character-defining elements) of heritage property or an area.

**Heritage Value:** The historic, cultural, aesthetic, scientific or educational worth or usefulness of (heritage) property or an area. The heritage value of a heritage resource is embodied in its heritage character.