

Astoria Houses | Site Summary

<u>HANAC</u> programming was developed by New York City Department of Youth and Community Development (DYCD) to engage year-round programming for adults and youth who reside in NYC Housing Authority (NYCHA) housing developments. The Program is designed to encourage self-advocacy, embrace individual self-worth, build self-appreciation of all skills and talents, and maintain a strong dedication of working towards the overall common good of the community.

Location: Astoria Houses Community Center, <u>4-25 Astoria Blvd</u>, <u>Astoria</u>, <u>NY 11102</u>. **Existing Programs** include early childhood, kids after school activities and youth evening activities, senior programs, and parent/family support. Other programs include art nights, the Young Men's Initiative, and annual center themes like Black Panther.

Facilities: Hydroponic lab, Computer lab, wellness space, dance room, Kitchen, game room, and several classrooms. Some neighboring organizations include Socrates Sculpture Park, Noguchi Museum, Urban Upbound, and next to the ferry. *The residency dedicated space is flexible and will be decided through consultation with the site partner. For now, the artist can be stationed in a classroom or open lobby space.*

Site Background & Resident Feedback: Astoria Houses was developed in the early 1950s. It currently has over 2700 residents across 22 buildings. The population is composed primarily of Hispanic, Afro-Latino, African-American, and Asian resident populations. The site boasts a large outdoor stage area with a view of the East River along with a large outdoor basketball court both used during the annual Family Day event. Notable figures from the development include Chamika Coldsclaw, Remy Ma, Tyrone Green and more. The center mentioned a range of focus areas including showcasing the pillars of their community to inform young and future residents; highlighting African stories; addressing mental health; connect with life and water adjacent to development; engage with the new private development on site; and lastly to "expand on who we are".

PHCF and partners engaged residents in surveying and community brainstorming. Astoria Houses residents identifies the following areas of interest:

- Visual arts,
- Dance, and
- Fashion

Residents noted that art programming can take place in and outside the community center in different play spaces (playground, basketball court). Some community needs mentioned include youth programming, outdoor beautification, and intergenerational programs. Other

considerations for art programming include creating something new or innovative, and making use of existing resources.

Other notable interests included architecture/design, creative technology, film/photography, performance/theater, spoken word, sculpture/site installation. Community needs also mentioned included Health & Wellness, Education and employment services, older adult/senior support, community safety, and environmental justice.

Words to describe art include: alive, amazing, appreciated, beautiful, free, happy, proud, intrigued, joy, motivated, pleased, satisfied, safe, calm, supported

Some noted takeaways from the event:

- -Stop violence/shootings
- -Colors, flowers, grass, birds, nature
- -cake, cooking, culinary artists, tastings
- -Digital art classes
- -Have old school community events
- -Building states, moving pictures
- -An artist from the area
- -Modern art, fashion design
- -Artist like a boogie wit a hoodie, SZA
- -A clean, safe community
- -Hair artist

