

# BOISE CITY DEPT OF ARTS & HISTORY

A UNIQUE CITY IS DEFINED BY  
THE QUALITY OF ITS ART AND  
THE RICHNESS OF ITS HISTORY.  
EXPERIENCE BOISE.

## AGENDA

Wednesday, August 17, 2016  
11:30 am – 1:30 pm  
Tablerock Room, Boise City Hall

*Lunch served at 11.30*

- I. Call to Order – Alecia Baker, Chair
- II. Approve Minutes of June 6, 2016
- III. Reports and Approvals -- *Reports in board packets provide status of all projects.*
  - Administration
    - Update on AHAT (LeClair)
  - Cultural Programs (Fackler)
    - A&H Grant Program: Review and Approve
  - Public Art (Bubb)
    - Utility Covers: Approve design
    - Kaboom! Competition: Approve design
    - Fire Station 4: Approve design (pending)
  - Communications (Reichert)
    - New website overview
  - Cultural Assets (Olson)
    - Maintenance update
  - History Programs (Burns)
    - Broadway Bridge mitigation
  - New Business
  - Adjourn meeting

**Remaining Meeting Schedule for 2016** – All meetings – unless otherwise noted – take place on the first Wednesday of the scheduled month from 11:30 am – 1:00 pm in the Tablerock Room, 3<sup>rd</sup> Floor, City Hall:

October 5  
December 7

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## A&H Commission Meeting

06/01/2016

### Members Present:

Alecia Baker  
Jody Ochoa  
Jessica Flynn  
Eve Chandler  
Elizabeth Koeckeritz  
Abby Germaine

### Staff Present:

Terri Schorzman  
Karen Bubb  
Josh Olson  
Amy Fackler  
Karl LeClair  
Rachel Reichert  
Brandi Burns

### Members Absent/Excused:

John Hand  
Eduardo Canales  
Hannah Hilgeman

### Staff Absent/Excused:

Karen Bubb  
Chelsee Boehm  
Annie Murphy

**Call to Order:** Baker 11:30a.m.

- **Motion:** Approve April 2016 minutes; Ochoa moved. Flynn Seconded. **Motion Carried.**

## Reports

**Reports were kept to approval items only to save time for the Hot Topic: Boise's Cultural Plan Review**

### Public Art – LeClair reporting for Bubb

#### Approvals:

- Vista Neighborhood Transit Shelter Art
  - **Motion:** Ochoa moved to approve the design proposals. Ryan seconded. **Motion Carried.**
- Donation of 8<sup>th</sup> St. Sculpture
  - **Motion:** Chandler Moved to approve the donation. Ochoa Seconded. **Motion Carried.**

## Hot Topic

### Cultural Plan

A&H Commissioners were asked to provide feedback on the most recent text draft of Boise's first Cultural Plan based on the following categories:

- Overall Flow
- Authenticity
- Big Misses
- Glossary

- Goals & Strategies
- Love

Staff included comments and recommendations from the commissioners in the draft plan.

Next Meeting: Move to Wednesday, August 17<sup>th</sup>, 2016.

**Motion:** Baker moved to set next meeting date. Ryan Seconded. **Motion Carried.**

**Meeting Adjourned at 1 pm.**

MEMO

August 1, 2016

**TO:** Mayor Bieter, Jade Riley, Ben Quintana, Arts & History Commissioners  
**FR:** Terri Schorzman  
**RE:** June - July, 2016

*General Admin*

- Attended City budget workshop
- Developed job descriptions for posting (archivist and admin assistant)
- Submitted FY16 final report to ICA as well as update document for FY17
- Worked on Citywide work plan
- Completed the public input process for the draft cultural plan and incorporated into the document; plan design is in development.
- Continued to look at facilities for a potential home for A&H with City real estate manager.
- Toured the mayor of Olympia, WA, around Boise's art and history scene, held an informational meeting with cultural representatives, met with the mayor, and more.

*General Projects*

- Continued to meet with team regarding work on next phase of Cultural District development.
- Prepped for travel to NYC.
- On-going assessment of performing arts facility review (with AMS and others), began informal interviews with cultural orgs regarding facility needs
- Team meetings on library planning, placemaking, cultural district,

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MEMO

August 17, 2016

TO: Mayor Bieter, Ben Quintana, Jade Riley and Arts & History Commissioners

FROM: Amy Fackler

RE: August 2016 Report

## **SUMMARY**

FY2016 cultural programs focus continues concentration upon the A&H Department grant program, archival collections planning, and miscellaneous daily activities.

## **PROJECTS**

### ***Grant Program -***

- Follow up on FY2016 recipients' events and projects – includes managing second invoices, and tracking budgets; attending FY2016 grant-related events as much as possible; managing final reports; answering questions.
- FY2017 Grants—managing submission materials; coordinating panel review; developing materials to notify applicants of grant status; copying and coordinating mailing approval packets to those awarded grants; organizing materials and first invoices; news release and other promotions of grantees.

### ***Archives & Historic Artifacts Collections Planning***

- Citywide Survey: Phase II – Overall purpose is to quantify potential materials of interest held internally in departments city that hold potential research value for current and future Boise citizens. Includes coordinating with contractor to visit department staff and identify and document potential archival and collection materials that fall outside of retention schedule – or - are included in retention schedule but provisions allow originals to be destroyed after they are digitized (and said originals may have inherent historical value). Focus since last commission meeting:
  - Presentations and one-on-one meetings
  - Surveys: Records Management Center; Fire
- Finalized Collections Policy for Archives and Artifacts; Public Art will have separate companion collections policy (updating currently)

## **OTHER**

- Editing – blogs, various department materials, other miscellaneous projects

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MEMO August 2016

**TO:** Mayor Bieter, Ben Quintana, Jade Riley and Arts & History Commissioners  
**FROM:** Karen Bubb  
**RE:** Public Art Program

## COMPLETED!

- **Little Free Libraries:** Marsters/Armstrong, completed "Little Free Library" \$3,000, at Whitney Elementary School
- **Linen District Fence:** Sarah Davies work is installed on the fence for 2016, \$3,000. (Karl managing)

## REVIEW & COMMENT/REQUEST FOR APPROVAL

- **Update on City Hall Plaza Design:** See revised plan for the front plaza (Dwayne Carver and Zach Hill presenting)
- **NEW PROJECT: Kaboom! Competition:** Artist Volkan Alkanoglu, from Boston, asked the City of Boise if we would be a partner on a competition for a public art project focused on play in a non-traditional environment. He has donated his design and the engineering services for the project. It was chosen as one of 200 finalists and is now in the final round of consideration. If selected, it would be built this fall. See attached proposal.
- **NEW PROJECT: Public Works:** Artist-designed utility hole covers for the streets in the Central Addition/LIV/Eco District neighborhoods. Five finalists selected for up to three unique design for 12 utility hole covers. Final designs will be presented at the Commission meeting for approval.
- **Fire Station 4:** Baltes, McCall, Dixon design (this is optimistic. I'm hoping what they design is approved by fire on an August 9<sup>th</sup> meeting).

## NEW ACTIVITY

- **Valley Regional Transit Center's Multi-Modal Center:** Amy Chang design moving forward. Images to be on glass identified as 20 native plant images. Contracts underway for 5 projects (Stephanie Inman, John Francis). \$120,000 budget all projects combined. Art Dedication scheduled for:  
- Wednesday, September 14 at noon – please be there!
- **2016 Fire Stations:** a. **Fire Station 4/Ustick Road:** Dixon/Baltes/McCall, in design phase. \$40,000 budget.  
b. **Fire Station 8/Overland Road:** Dixon/Baltes/McCall, in fabrication. \$40,000 budget. Byron Folwell moved to Fire Station 9, on Sycamore. We will do a new call for Fire Station 5.
- **Boise Visual Chronicle:** September 6 – 16<sup>th</sup> staff will be removing all BVC artwork from public locations, cleaning, repairing, curating, and re-installing the entire collection at Boise City Hall, CCDC, and Boise Airport.

## WORKS IN ACTIVE DESIGN/FABRICATION

- **April Van DeGrift:** Linen Fence Design approval
- **Neighborhood Reinvestment Project:** New project to hire an artist to design placemaking pole signs for Sunset Neighborhood Association. \$43,800 design/fabrication budget.
- **Traffic Box Art Wraps 2015:** Three fabricators - Trademark (Boise), Signs 2U (Boise), and Traffic Wrapz (Florida) installing additional art wraps on boxes, to be completed this summer – 39 total new wrapped boxes.
- **Parks: Rhodes Skate Park Upgrade and Proposed Public Art:** Projects moving forward as permits/funding allows: Perri Howard, Stephanie Inman, Sector Seventeen, Reham Aarti, Anna Webb, and Trademark. \$223,000 budget, all projects.
- **Transit Shelters for Vista Neighborhood/VRT partnership:** Six artists selected. Construction of the shelters is delayed. Installation projected for September. \$17,000 design/fabrication budget. (Karl managing/presenting)
- **Temporary public art:** The third Temporary Public Art from Public Art Academy students is by Candy Canning of a stone cairn which will be installed in September. \$3,000 design/fabrication budget. (Karl managing)
- **Idaho Transportation Department:** Matt Grover working on a project to sculpt two cottonwood leaves for Broadway freeway bridge abutment. Awaiting installation funding information. \$10,000. (Karl managing)
- **Whittier Elementary Artful Fence:** Dennis & Margo Proksa in fabrication of fence artwork. \$38,000 budget.

- **Public Art Academy: Temporary Public Artworks:** Two artists selected for a temporary public art project for the James Castle Home Site: Marlene Mussler-Wright and Nicole MacDonald. Revised proposal will come before the Commission at a later date. \$9,000 budget.
- **Public Works/Boise WaterShed:** Amy Westover working on the design team. Byron Folwell, Matt Grover, Reham Aarti, and Michael Anderson projects under fabrication. Amy Westover/design lead. \$175,471.64.
- **Public Works/BSU Geothermal Theme:** PW & BSU are partnering to create an artwork on BSU campus that celebrates geothermal water at BSU. Leslie Dixon and Ken McCall fabricating. \$25,000 budget.
- **Linen District Fence:** April VanDeGrift preparing designs for 2017. \$3,000 (Karl managing)
- **Library! At Bown Crossing:** Janet Zweig of Brooklyn design approved. Project in fabrication. \$60,000 budget.
- **NRP:** Movable Art Project for neighborhood association. Ken McCall is fabricating his designs. \$10,000 budget.
- **Boise City Hall Public Art on the Plaza:** CTA Studio & Ecosystem Science design initiated. \$200,000.

**COMING SOON:**

- **Dedication:** Rhodes Park artworks, Date TBD
- **Dedication:** Main Street Station, September 14<sup>th</sup> at noon
- **Opportunity:** Call to Artist for Boise Visual Chronicle Collection and Portable Works Collection
- **Opportunity:** Call for Artists to create Traffic Box Art Wrap Designs for 2017
- **Opportunity:** Call for Public Art Academy, February & March 2017
- **Opportunity:** Call for Fire Station 5



Little Free Library by Greg Marsters & Annabel Armstrong



**Terri Schorzman**  
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## Arts & History

### MEMO

**TO:** Arts & History Commission  
**FROM:** Karen Bubb, Public Arts Manager/Department of Arts & History  
**DATE:** July 28, 2016  
**SUBJECT:** Kaboom! Play Everywhere Art Approval

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### ACTION REQUIRED:

Request to approve art design and location.

### FISCAL IMPACT/BUDGET IMPLICATIONS:

The short term fiscal impact will be for limited site preparation and will be under \$10,000, which can come from the Percent for Art budget. The long term fiscal impact will be for insurance of artwork and long-term care, which is difficult to project at this time but is anticipated to be under \$1,000 annually for regular care.

**RECOMENDATION:** Arts & History, Planning and Development, and Parks Playground Design Staff recommend approval of the project.

### BACKGROUND:

Artist Volkan Alkanoglu, who was a finalist on the City Hall Plaza, is an artist and architect who lives and works in Cambridge and teaches at Harvard. He contacted the Department of Arts & History in May to see if we would be interested in partnering with him for a design competition for a public artwork that is also a non-traditional play structure meant to engage low-income children and families. A & H Staff discussed this with Parks Playground design staff and Planning and Development and Energize project staff. All agreed that it was a worthwhile endeavor on which to partner. Alkanoglu agreed to do the design and engineering on the project for free. If selected, the competition pays for the \$50,000 to build the artwork. The City of Boise's participation would be to find an appropriate site, assist on the application, engage community partners, assist with the installation of the artwork, and take ownership of the physical art project.

Alkanoglu created and submitted a design. Out of over 1000 submittals, it was chosen as one of 200 finalists, the only one in Idaho. The final application has been submitted and we will know as of the end of August if the project is selected for funding. If selected, it is expected that we would complete the project by December 30, 2016.

**Website for the Challenge:** <https://playeverywhere.kaboom.org/>



project site is adjacent to apartment complex.



### **Project Description:**

Imagine you can play in the clouds...Cloud Formation is the manifestation of this dream. The artwork would be located within the West Valley neighborhood at Ustick and Five Mile Roads adjacent to the Northwest Pointe Apartments, an affordable living complex. The form of the artwork is of an imaginative series of large scale colored cloud sculptures. The clouds are capable of slowly turning, hence forming new view cones and relationships to each other and the its context. It represents the emergence of one state towards another state as clouds do. The piece is evolving, moving, and in constant flux hence offering new views and opportunities for the children of the neighborhood.

The project will be fabricated out of High Density Polyethylene, a recycled plastic, which is highly durable and sustainable and comes in a variety of colors. We will mount these structures to stainless steel tubes which will be attached to concrete foundations. The ground will be made of 2 inch thick pour in place rubber and we will also look at bark as an alternative floor material due to maintenance and cost reasons.

This project will engage those living in the West Valley neighborhood association. It will also involve our partners involved with the existing “Energize Our Neighborhoods” collaboration between Boise’s residents, public and private partners, and the City to keep our neighborhoods unique and desirable. This larger effort focuses on aligning resources to improve livability and make measurable change. By focusing on neighborhood-level opportunities and using data as a road map, Energize Our Neighborhoods will increase economic activity, improve safety, provide additional services, and create vibrant and connected neighborhoods.

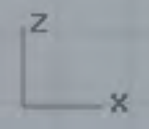
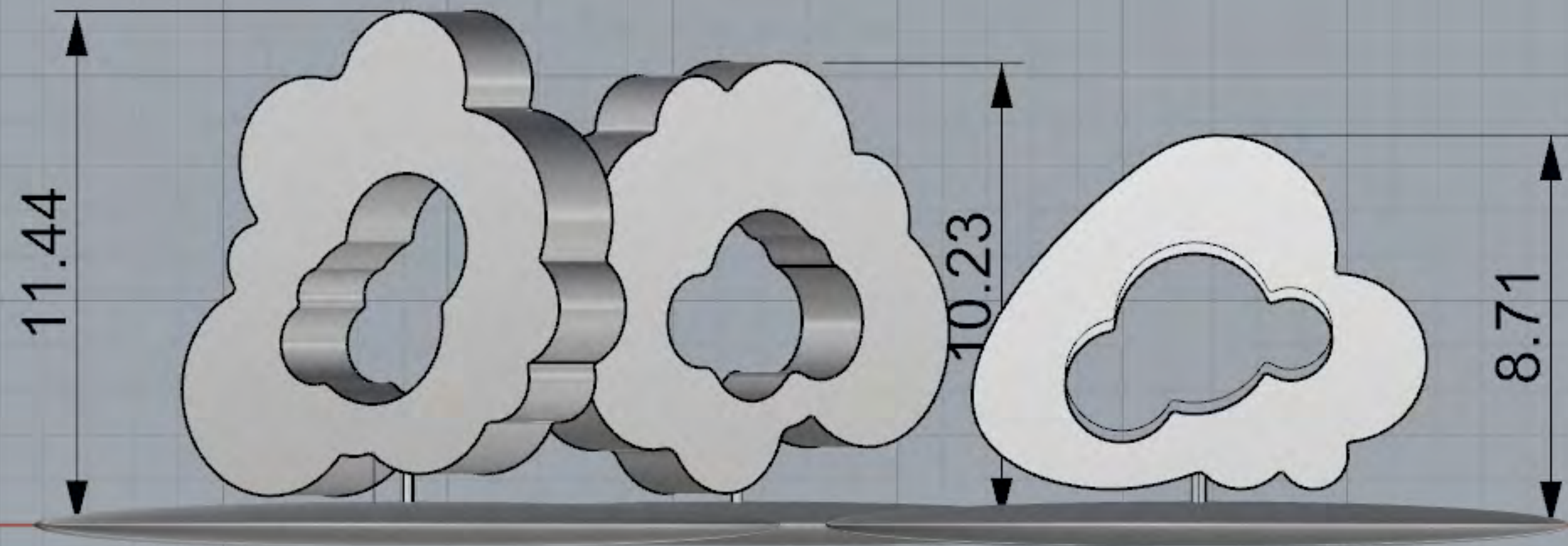
The 'Cloud Formation' kid's project will be an inviting and iconic gathering area for children and their families where play was not necessarily considered before. It will be easy to use, convenient to access, and with its vivid coloring and recognizable soft forms, immediately attract children to come and explore the play area either on their way to school or during their free time.

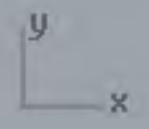
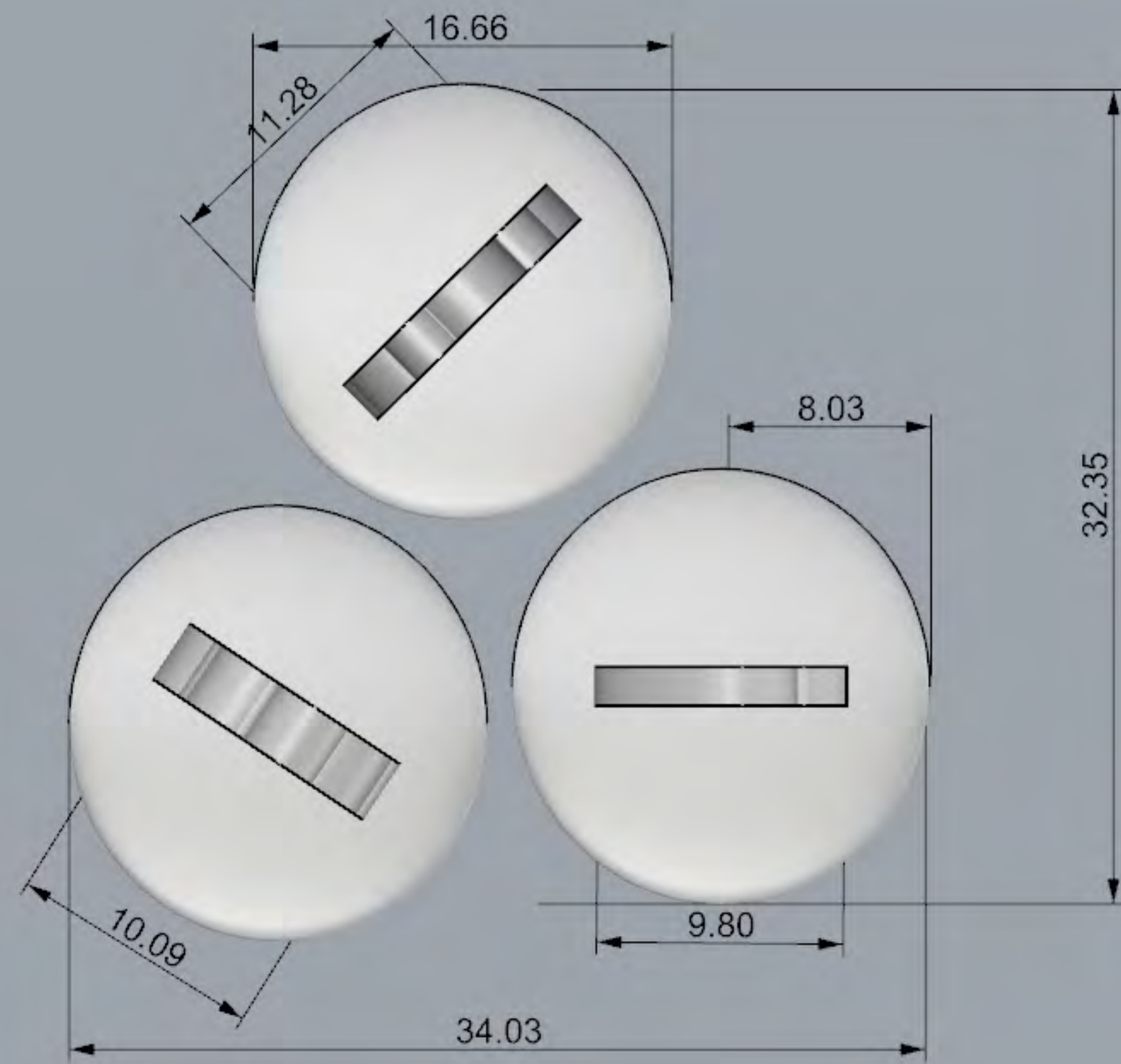


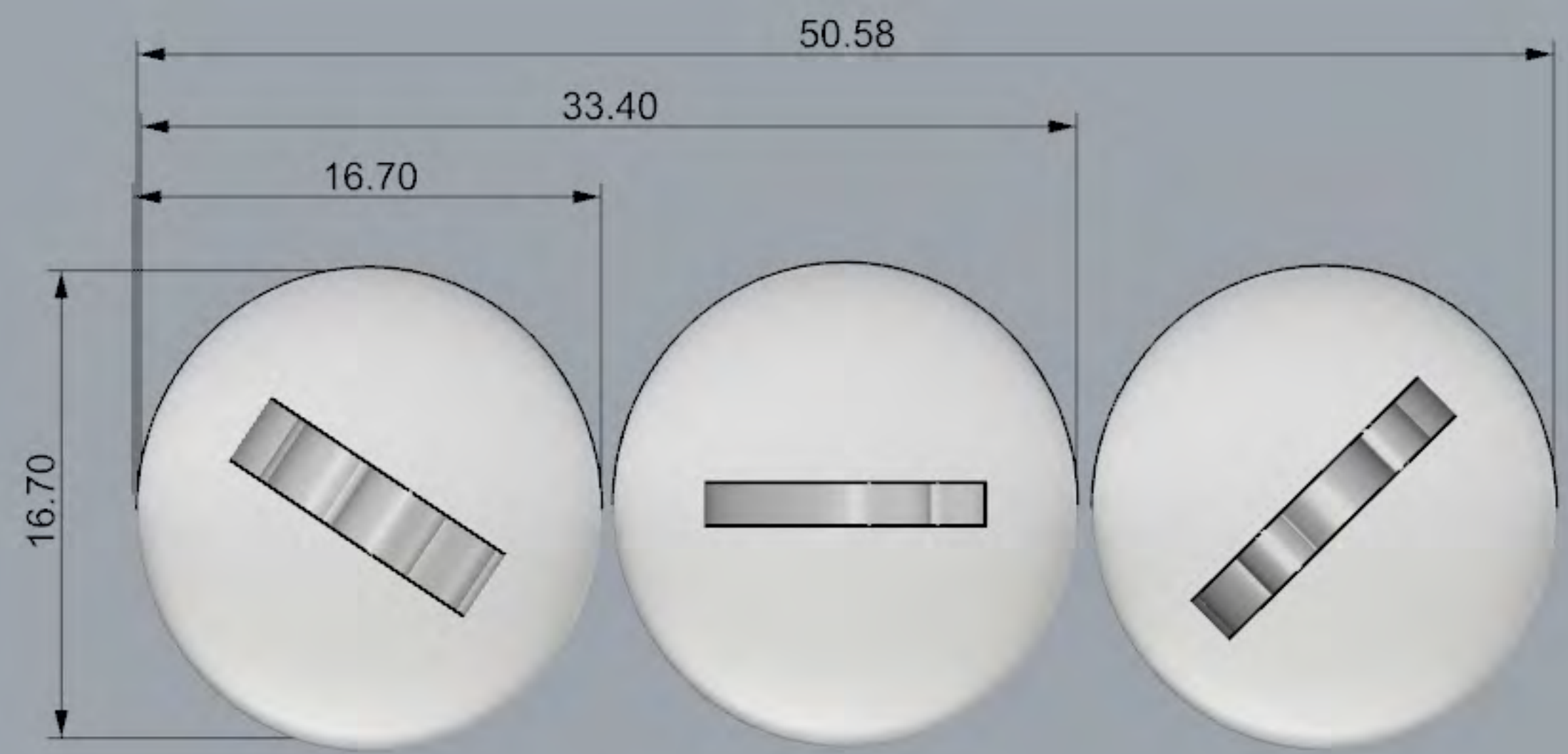
Wolcott Architecture DESIGN

Final color of artwork will be selected by residents from a choice of pink, blue, green.











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## Arts & History

July 21, 2016

Dear Kaboom,

On behalf of the City of Boise, which is the fiscal sponsor and qualifying entity partnering with Volkan Alkanoglu, I offer this letter in support of our application and gratitude for the opportunity to apply.

This project supports and ties into a larger effort the City of Boise already has underway to serve children and low-income families in areas with little recreation or cultural resources. In 2014, the City of Boise mapped livability indicators to study the health of our community. The results showed areas of opportunity, and since then strategies for a new and meaningful way to revitalize Boise's neighborhoods have been designed.

The West Valley Neighborhood, where the Kaboom! project site is located, is the next neighborhood where the Energize Our Neighborhood program will be focused. This area was selected because the Suitability Index within the Energize GIS Mapping Dashboard indicated that the neighborhood is in need of public art and cultural facilities, lacks walkable bus access, and lacks connectivity for park access. There are also a high number of students participating in the Free and Reduced Lunch Program in the area.

The Energize effort channels neighborhood-level community engagement to impact livability in Boise through eight Focus Areas (Children & Youth, Economic Development, Environment, Health & Community Services, Housing, Placemaking Arts & History, Public Safety, and Transportation). Working in collaboration with more than 65 public, private, and non-profit partners, residents are engaged in identifying, developing, and implementing projects that make measurable change on a neighborhood level. Partnering with Kaboom! will allow a key asset to be added to the neighborhood; and directly affect many indicators of neighborhood livability.

Sincerely,

Karen Bubb, Public Arts Manager

July 22, 2016

City of Boise Department of Arts & History  
150 N. Capitol Blvd.  
Boise, ID 83701

It is an honor to partner with the City of Boise Department of Arts and History on a KaBOOM! project to be located in our Northwest Pointe Apartments (NWP) community. We are thankful for the invitation and the continuing involvement with the City initiatives to improve the lives of the residents in the West Valley Neighborhood. We have been part of the Energize Our Neighborhood program in the Vista Neighborhood, and look forward to being part of the team in the West Valley community.

This KaBOOM! project is an incredible opportunity to bring play and healthy outlets to the estimated 135 children that live at the NWP site. These children are from low income families, and many are part of refugee families seeking to find a safe, secure home and to create a new life in Boise. The project is also centrally located in an established residential neighborhood, providing access to the families in the surrounding homes. Having this project in their own community will encourage the children to engage in constructive play, and will develop relationships between the diverse cultures represented by NWP residents and the neighborhood families.

The NeighborWorks Boise mission is to lead in creating innovative housing solutions for underserved populations through strategic partnerships that contribute to building stronger communities. One of the NWB initiatives is to incorporate health and wellness into our Resident Services program. This initiative supports the integration of a health initiative through existing resident services that creates a stronger sense of community with both the individual residents and the entire development. Engaging the residents leads to increased awareness and participation, encouraging them to take charge of their health to create a healthier future for themselves and their families. The KaBOOM! project is an excellent means of encouraging involvement and fun.

In conclusion, we fully support the efforts of the City of Boise as they seek to improve and add to the recreation and cultural resources. We are confident this KaBOOM! project would provide a significant benefit to the entire community.

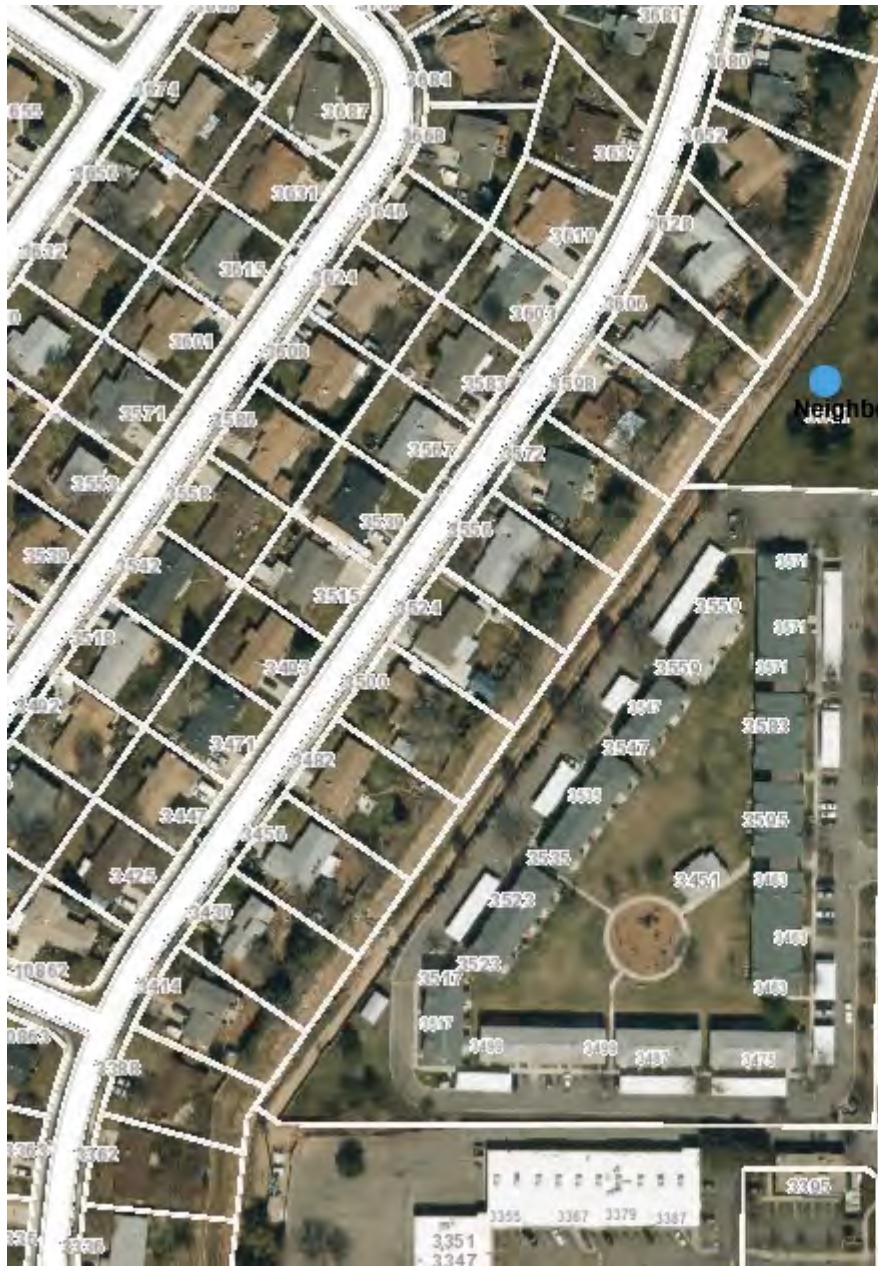
Sincerely,



Buddy L. Compher, Jr.  
CEO, NeighborWorks Boise



# NeighborWorks Parcel Proposed for KaBoom Project



## Legend

## Notes

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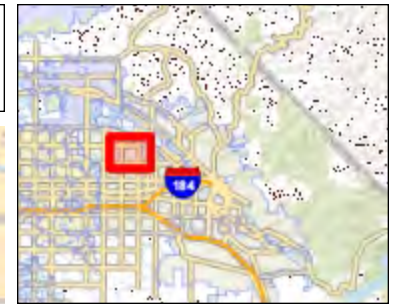
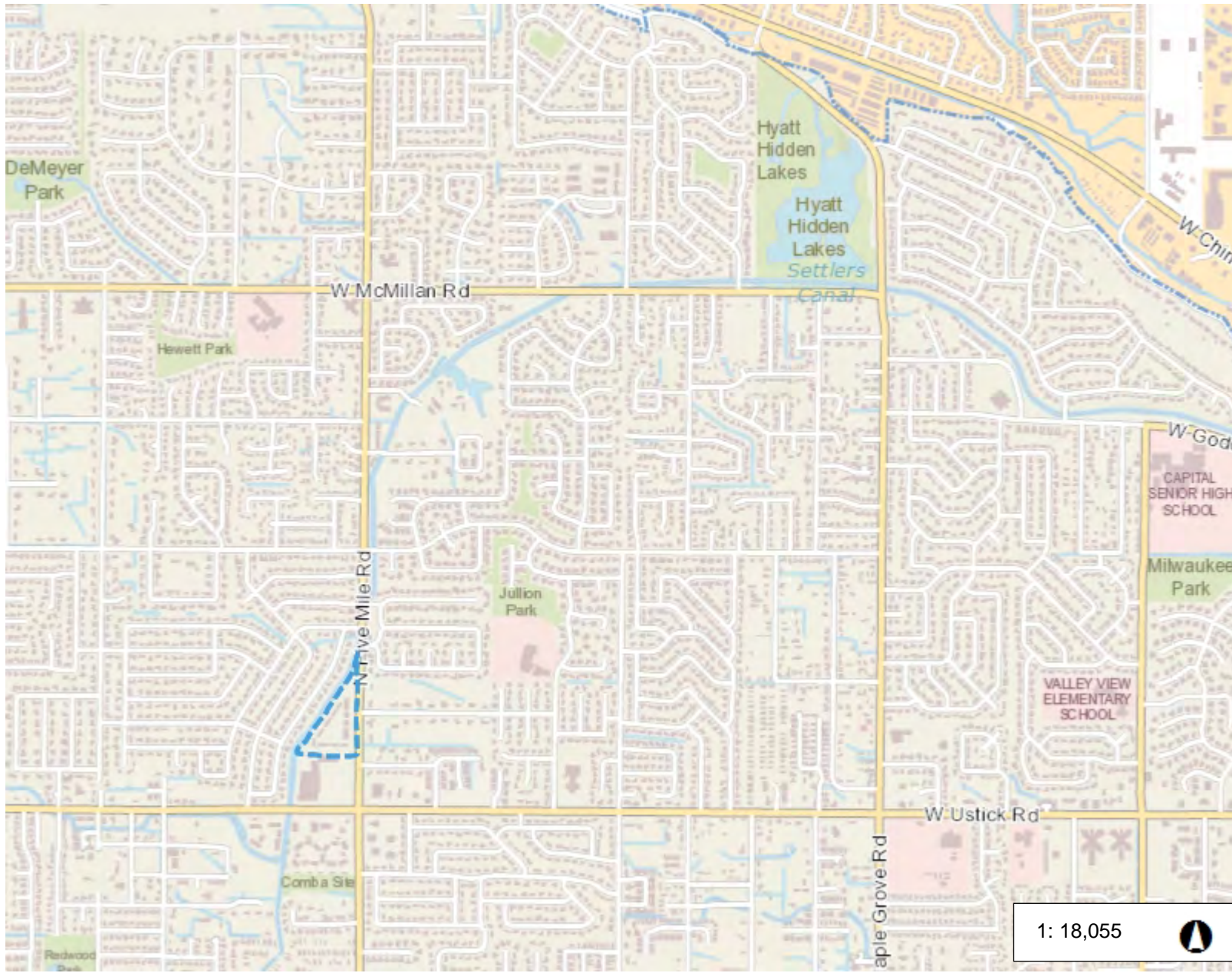
This map is a user generated static output from an Internet mapping site and is for reference only. Data layers that appear on this map may or may not be accurate, current, or otherwise reliable.

THIS MAP IS NOT TO BE USED FOR NAVIGATION





# Ustick Five Mile High Level



Legend

Notes

1: 18,055



0.6 0 0.28 0.6 Miles

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**Terri Schorzman**  
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## Arts & History

### MEMO

**TO:** Arts & History Commission  
**FROM:** Karen Bubb, Public Arts Manager/Department of Arts & History  
**DATE:** July 27, 2016  
**SUBJECT:** Update on artist selection change for Fire Station 4 and 5

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### **ACTION REQUIRED:**

No action required. Update only.

### **FISCAL IMPACT/BUDGET IMPLICATIONS:**

There is no new fiscal impact.

### **BACKGROUND:**

Boise City Council selected Byron Folwell and the team of Baltes, McCall, and Dixon to design art for Fire Stations 4, 8, 5, and 9. Baltes, McCall and Dixon were assigned Fire Station 8 (on Overland) and their design was accepted and approved by Boise Fire Department, Arts & History Commission, and Boise City Council and is moving forward.

Folwell has created 6 designs for art at Fire Station 4, meeting with the Fire Department and Arts & History staff over the past six months. The designs he's created have not received support from a staff level to move forward. The conclusion of staff is that this station is not a good fit for Byron Folwell's design skills.

### **RESOLUTION:**

Staff met with Council Members Elaine Clegg and Maryanne Jordan to review Folwell's designs to date, address issues with the designs, and identify an alternative path forward.

The direction from Council members, supported by staff, is to assign the team of Baltes, McCall, and Dixon to Fire Station 4 (on Ustick), reassign Folwell to next year's project of Fire Station 8 (at Sycamore), and do a new call for Fire Station 5 (on 16<sup>th</sup> Street).

Baltes, McCall, and Dixon have accepted the request to do a second fire station design this year (as opposed to next year), and, once approved at a staff level will come forward to City Council for review and request for approval.

Purchasing staff will assist in the amendment of contracts to reflect the current arrangement and assist Arts & History staff to prepare a process for the artist selection for Fire Station 5. A council member and Arts & History commissioner will be involved in the selection panel for this project.

Please let staff know if you have further questions regarding this change of artist selection.

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MEMO

August, 2016

TO: Mayor Bieter, Ben Quintana, Jade Riley and Arts & History Commissioners

FROM: Rachel Reichert, Community Relations Manager and James Castle House Manager

## SUMMARY

This quarter's work has been concentrated on the James Castle House, design projects, new A&H website and maintaining ongoing communications.

## PROJECTS

### *JAMES CASTLE HOUSE (JCH)*

- Working with architect to finalize construction drawings
- Completed first draft master plan
- Working with City of Boise's purchasing staff on drafting contracts
- Developing communications plan for JCH, now and future
- Developing programmatic vision for JCH
- Offered stakeholder site tours
- Secured the contract for CMGC
- Drafted James Castle House construction schedule

### *DESIGN PROJECTS*

- James Castle House updated sign, brochure and rack card- *in progress*
- Public Art Brochures folder- *complete*
- New A&H Website- *complete*
- Website promo materials - *complete*
- Broadway Bridge History Signs- *in process*
- Cultural Plan Report- *in process*
- Communications plan for launching the Cultural Plan – *in process*
- Communications plan for 20<sup>th</sup> anniversary of Grant program – *in process*
- Fettuccine Forum poster design – *in process*
- NEW A&H video series- *in process (two completed- three coming)*

### *ON GOING*

- Maintain social sites
- Update website
- Manage blog content
- Develop and distribute PR and electronic newsletter

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August, 2016

TO: Mayor Bieter, Ben Quintana, Jade Riley and Arts & History Commissioners

FROM: Joshua Olson

RE: Public Art Program Cultural Asset Management

## **Emergency Restoration** (Extensive damage)

City Hall West /Active: The 100 linear feet of cast concrete, relief sculptures is damaged. The extensive cracking and restoration is currently being repaired by Custom Plaster LLC.

Boise River Sculpture/ Substantial Completion: The sculpture located at Front and Capital Blvd in downtown Boise was hit by a passenger vehicle in April. After contractor delays, the artwork has been restored. 95% complete.

Ongoing/ Government Monument Restoration: Parks and Recreation greenbelt expansion master plan on Fairview (bridge), includes a Rotary Club plaza/ turnout with the Idaho shaped monument as a focal point. A&H is managing the historical interpretation and a complete monument restoration.

Active/ Ongoing NRG Mosaic Roundabout: Extensive repairs needed due to settling, weather and aggressive truck drivers. The mosaic roundabout feature is seeing extensive damage and longer term solutions are being researched.

## **Corrective Repairs**

Completed / Idanha Canopies: Both archways cleaned and enameled, polished stainless steel.

Ongoing/ Grove Plaza Redesign: Portions of Virgo on south spoke of plaza were surveyed (mapped), and removed. A fall reinstall planned after new pavers are installed.

Completed/ Main Street/ Parks (managed mow strip): Restoration of Jesus Uriquidez Spanish Village sculpture plaza, bronze vandalism.

Completed/ PW phase 2 construction Boise Water-Shed relocation of 15' tall Pipe Tree sculpture

Ongoing/Julia Davis Memorial pedestal and footing failure: Looking at best practices to remedy multiple issues with improper installation and damaged bronze armature. Estimated repairs FY16/17

## **Preventative Repairs:**

Temp Employee Ron Garnys has been hire to provide preventative maintenance for the art collections. Thanks Ron for your hard work! Responsibilities include routine inspections and cleaning of 250 public art pieces including 160 traffic boxes.

Cultural Asset Program Assistant: Extensive Re:Proficio Archive updates, Inventory reports, capital asset data management. She is currently researching and developing framing standards for our two dimensional collections.

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MEMO

July 27, 2016

**TO:** Mayor Bieter, Ben Quintana, Jade Riley and Arts & History Commissioners

**FROM:** Brandi Burns

**RE:** A&H History Report

## SUMMARY

The History Division has worked on several projects involving additional oral histories, planning the 2016-2017 Fettuccine Forum, and participating in the Vista Neighborhood project. The division has also been answering research requests and making progress on editing *Boise: An Illustrated History*. In addition to this, the history division has been managing the Section 106 mitigation work for the Broadway Bridge.

## CURRENT & PAST PROJECTS

- Research requests from the public and internally
- Oral Histories—cultural oral histories; neighborhood-based interviews
- Display cabinet exhibit preparation—current exhibit is about the Foothills
- *Boise: An Illustrated History* editing
- Broadway Bridge Mitigation—signs are in design phase
- Final report filed with IHC for Fettuccine Forum grant
- Summer Strolls: Exploring the Vista Neighborhood, Walking tours start at 6:00 PM  
We have completed two tours so far and the upcoming one is August 10.

### **August 10 (Canal Street, S. Columbus & Norcrest Drive) Tour includes:**

- Early farms (two remaining farm houses on Canal Street)
- Neighborhood transition and change during the 1950s
- Mid-century houses

## ONGOING AND FUTURE PROJECTS

- Cultural oral histories
- Processing archival collections
- Transcribing oral histories
- NRG project review and management for projects involving history (NENA/EENA & Barber Valley)