

ART
IS
THE
CURE

CREATESCENE X ART IS THE CURE



Mindfuel

Wellbeing through creativity - artist diaries

Mindfuel is a curated blog by multidisciplinary artist Chromakane, exploring the intersections of creativity, mindfulness, and self-expression. Blending personal insight with artistic...

7 Connections | 6 Followers
4 Reactions
4 Posts
1 Photos
0 Videos



Building a multi-sensory macroverse: In interview with INJURY
Hi INJURY! Please introduce us to yourself - what is your story and mission? Founded in 2004 in Sydney, Australia by Eugene Leung, INJURY is an Australian creative fashion and art house that creates for both physical and digital...



Surreal mental visualism: In interview with Simran Kaur
Hi Simran, tell us more about yourself and your vision. I'm a fashion photographer and artist, but before that I'm a person who only learned about mental health at the age of 16. Ever since I decided to create mental health art at the moment, but it will be recognized in the near future and I want to represent a...



Surreal pop art energy: In interview with Kota Yamaji
Hi Kota, please tell us about your story and creative vision as a digital artist. I am a digital artist based in Tokyo, Japan. I graduated from Tama Art University with a bachelor in graphic design. Digital art is not as valued as physical art at the moment, but I want to represent a...

Vincent Van Gogh

I painted what I felt, not just what I saw. Colour was my language. Brushstrokes were my breakdowns and breakthroughs. I created over 2,000 works - but sold only one in my lifetime.

6 Connections | 4 Followers
1 Reactions
2 Posts
1 Photos
0 Videos



Art is The Cure
Go and connect with Dayz Jay now! <https://createscene.com/stories/1601/interview-with-Day-Z>

Art is The Cure wants to change the way people see art as a form of creative therapy and inspire people to turn to creativity instead of negative releases. Our mission is to introduce as many people as possible to introduce as many people as possible...

486 Connections | 486 Followers
30 Reactions
8 Posts
2 Photos
0 Videos
2 Stories



Interview with Day-Z
I've spent a long time fascinated by the way humans create heroes. Not just in comic books or films, but across history, across cultures, across entire civilisations. Whether it's a prophet in the center, a warrior king, a saint, a celebrity, or a man in a cape, the instant behind these stories seems to repeat itself with an almost biological certainty.



Interview with Chromakane
Starting an art career during a global pandemic is incredibly bold, brave and admirable and those same words can be used to describe Jesse Colton, known by her artist name Chromakane. Her artwork is a beautiful hybrid of shibui and influences and her story is also a mix of cultures...

Keith Haring

I drew wherever I could - walls, streets, subways, clubs. Lines became movement. Movement became meaning.

2 Connections | 5 Followers
2 Reactions
2 Posts
0 Videos



Rich Simmons
Artist
Founder
Storyteller
Leonardeschi
Creative Director

233 Connections | 237 Followers
634 Reactions
238 Posts
179 Photos
7 Videos
3 Stories
Brighton, United Kingdom

WELCOME TO CREATESCENE — A CREATIVE PLATFORM BUILT FOR CREATIVES, BY CREATIVES

In a world where creativity is squeezed into algorithm-driven feeds and monetisation is scattered across half a dozen platforms, CreateScene offers something radically different: ownership. We've built a space where artists, musicians, designers, writers and performers don't just post content — they build identity, audience and income in one connected ecosystem. No more juggling tools. No more splitting communities. No more being forced to grow in one place and earn in another.

This isn't just another social network. CreateScene is creative infrastructure — part portfolio, part discovery engine, part booking platform, part marketplace. A Blank Canvas to shape your identity. A Stage to share your work without fighting the algorithm. A Map to connect with collaborators, get booked, sell your services and grow sustainable revenue. It's not about adding more noise to the internet. It's about integrating the creator lifecycle into one place so talent can turn into opportunity without fragmentation.

OUR MISSION

OUR SHARED MISSION

Creativity as Infrastructure for Wellbeing and Opportunity

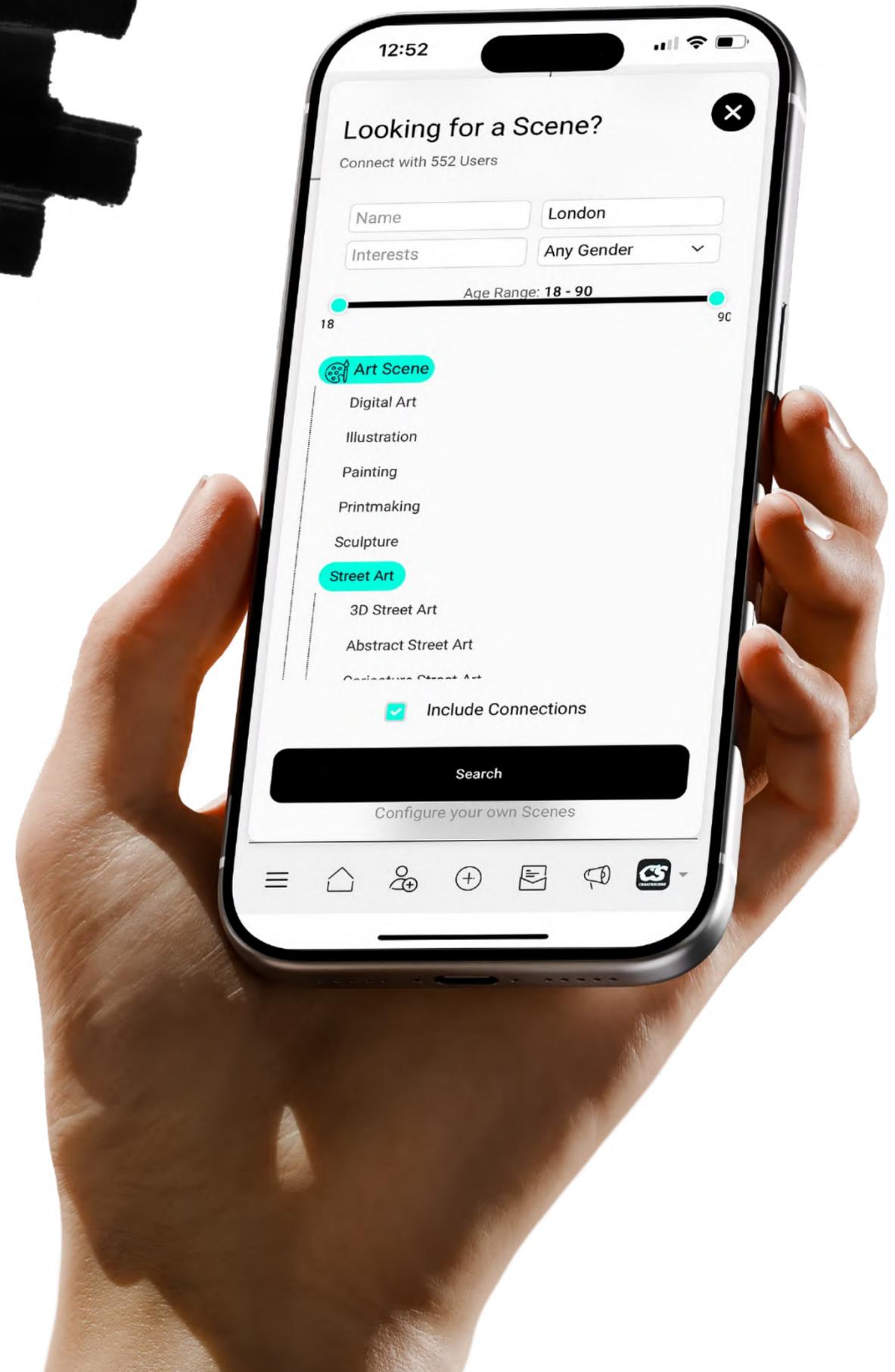
Art Is The Cure was founded on a simple belief:
Creativity is not a luxury. It is a lifeline.

CreateScene was built on another truth:
Creativity deserves infrastructure – not fragmentation.

Together, they form one mission:

To make creativity visible, valuable, and viable for everyone –
supporting mental wellbeing, strengthening community, and creating real economic
opportunity.

We believe creativity should be visible, valuable, and viable for everyone – no matter where they're from or what they create.



WHAT THIS MEANS IN PRACTICE

Art Is The Cure delivers

- Creative wellbeing workshops in schools
- Open conversations around mental health
- Grassroots ambassador programmes
- Storytelling that reduces stigma

CreateScene provides

- Digital community and belonging
- Tools for collaboration and visibility
- Monetisation pathways for creatives
- Scalable infrastructure to amplify impact

The Core Belief

Creativity improves wellbeing.
Connection improves belonging.
Income improves dignity.

When these three pillars are aligned, creative individuals do not just cope – they thrive.

Our Vision

We envision a world where no young creative feels isolated, where talent is not limited by geography, and where opportunity is not hidden behind gatekeepers. A world in which mental wellbeing and economic opportunity are not treated as separate conversations, but recognised as deeply connected parts of a healthy, thriving creative life. Art Is The Cure begins that conversation at grassroots level – in schools, communities, and open dialogue. CreateScene ensures it continues, providing the infrastructure for connection, visibility, and sustainable opportunity long after the workshop ends.

WHAT WE ARE BUILDING

CreateScene is building the digital foundation for the next era of creativity – one that puts creators at the center.

A Home For All Creative Disciplines

From illustrators to beat makers, fashion designers to filmmakers – CreateScene brings every kind of artist together under one roof.

A Customisable Social Network

Designed for creative expression and collaboration, not vanity metrics. Creators can customise their profiles, feeds, and scenes to reflect their identity and goals.

A Creative Ecosystem In One Platform

Portfolio hub, marketplace, networking space, and booking system – all seamlessly integrated.

Rooted In Purpose, Not Algorithms

We don't push trends or popularity – we prioritise people, process, and creative growth.

THE
SOCIAL
PROBLEM

THE SOCIAL PROBLEM

A GENERATION MORE CONNECTED, BUT MORE ISOLATED

Creativity Without Infrastructure

More than 400 million people globally identify as creators – yet most operate without stable tools, mentorship, or income pathways.

Young creatives face:

- Underemployment despite high skill levels
- Fragmented digital tools that don't translate into opportunity
- Limited access to networks outside major cities
- Financial instability and inconsistent income

Creativity is abundant. Infrastructure is not.

Mental Health & Economic Pressure

Gen Z has consistently prioritised emotional wellbeing since at least 2021.

Yet they are navigating:

- Rising social anxiety
- Performance-driven social media environments
- Economic uncertainty
- Limited accessible career pathways in creative industries

Creative expression is proven to reduce stress and improve emotional resilience – but without community and economic pathways, it remains therapeutic rather than transformative.

Global Inequality in Creative Opportunity

In emerging markets across Africa and South East Asia:

- Youth populations are growing rapidly
- Mobile adoption is high
- Cultural output is rich

But access to global commerce tools, international collaboration, and monetisation infrastructure remains limited.

Talent is evenly distributed.
Opportunity is not.

WHY DO CREATIVE PEOPLE STRUGGLE TO MAKE FRIENDS?

AN INTENSE FOCUS ON THEIR CRAFT

Creative individuals often spend a significant amount of time alone, engrossed in their artistic pursuits, which can limit their availability for social interaction.

A UNIQUE PERSPECTIVE

Their creative mind might lead them to see the world differently, making it challenging to find people who readily relate to their ideas and experiences.

A FEAR OF JUDGEMENT

Creative people may be sensitive to criticism, especially when it comes to their artistic work, which can make them hesitant to share their ideas with others for fear of rejection.

MIS-CONCEPTIONS ABOUT CREATIVITY

Some people might perceive creative individuals as "weird" or "unrealistic," which can deter potential friends.

SOCIAL ANXIETY

The pressure to be "on" and constantly generate interesting ideas in social situations can exacerbate social anxiety for creative people.

WHAT DOES THE NEXT GEN WANT FROM SOCIAL MEDIA?

74%

Want to form close relationships

49%

Want to connect via shared creative interests

46%

Want a platform that improves mental health

25%

Want to improve their career potential

19%

Want to improve their studies

13%

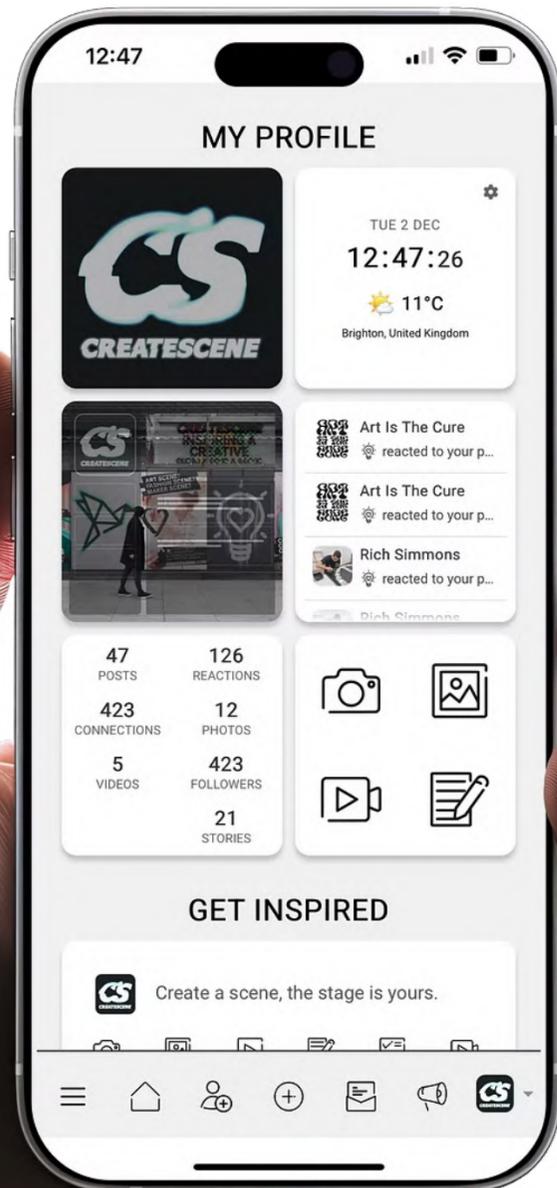
Want to make more money

- **HUMAN CONNECTION THROUGH SHARED INTERESTS**
- **CREATOR EMPOWERMENT**
- **DISCOVERY**
- **INCLUSIVITY**
- **PARTICIPATION**
- **FINDING THEIR SCENE**

**CREATIVITY
IMPROVES
WELLBEING.**

**CONNECTION
IMPROVES
BELONGING.**

**INCOME
IMPROVES
DIGNITY.**



Yet for millions of young creatives, these three pillars remain disconnected.

The result is loneliness without community, talent without opportunity, and passion without income.

**What's missing is not creativity.
What's missing is infrastructure.**

60% OF YOUTH BELIEVE THAT TECHNOLOGY HAS MADE THEIR GENERATION MORE LONELY THAN PREVIOUS GENERATIONS.

Dazed_ICR Study 2024

SINCE AT LEAST 2021, GEN Z HAS BEEN PRIORITISING THEIR PHYSICAL AND EMOTIONAL HEALTH.

Dazed Media Research 2021-2023

ART
IS THE
CURE

WHY CREATIVITY IS A PUBLIC HEALTH TOOL

Creativity as Prevention, Not Treatment

Mental health systems are under strain globally. Most interventions focus on crisis response — not prevention. Creative activity offers something different.

Research consistently shows that creative expression:

- Reduces anxiety and depressive symptoms
- Improves emotional regulation
- Provides a sense of purpose and agency

Creativity is not a cure on its own — but it is a proven protective factor.

Art Is The Cure exists to formalise what creatives have always known:

making, expressing, and sharing creativity supports mental wellbeing.

Belonging Saves Lives

Loneliness is now recognised as a major public health risk — linked to increased rates of depression, self-harm, and suicide. Belonging changes outcomes.

Studies show that:

- Strong social connection lowers suicide risk
- Peer communities improve resilience during stress
- Shared identity reduces feelings of isolation and shame

Creative communities are uniquely powerful because connection is built around shared interests, not performance or popularity.

Art Is The Cure focuses on **connection through creativity**, not comparison.

Economic Stability Is Mental Health

Mental wellbeing cannot be separated from economic reality. For young creatives, mental health challenges are often intensified by:

- Unstable income
- Underemployment
- Lack of career visibility
- Constant financial uncertainty

Skill-building, paid opportunity, and pathways to income increase:

- Confidence
- Independence
- Long-term resilience

When creativity leads to opportunity, it becomes empowering — not escapist.

FROM PLATFORM TO PREVENTATIVE INFRASTRUCTURE

CreateScene, in partnership with Art Is The Cure, connects three evidence-backed pillars of wellbeing:

Creative expression – supporting emotional health

Community connection – reducing isolation and loneliness

Economic opportunity – restoring dignity and stability

This is not a social feed.

It is not a marketplace alone.

It is a preventative mental health and economic empowerment ecosystem – built into the everyday lives of young creatives.

Art Is The Cure wants to change the way people see art as a form of creative therapy and inspire people to turn to creativity instead of negative releases. Our mission is to introduce as many people as possible to the concept of art therapy and the transformative nature of using creativity as a vehicle for healing.

By telling the stories of people who have used a version of art therapy in their life, we hope to inspire new people to see creativity in a new way and harness it for themselves. Through interviews, films, podcasts, workshops, school visits, fashion, street art, colouring books, events and more, we want to inspire hope, build a community and create a movement.

We believe that everyone has the ability to be creative and everyone has a cure at their fingertips. Our goal is to inspire people to tap into that creativity and find the strength to harness their inner artist to overcome negative experiences in life. This platform will be used to inspire people, through inspirational stories, interviews and films to become part of this growing community. With your support, we can turn this community into a movement that inspires people all over the world.



INITIATIVES

PUBLIC SPEAKING

Creative Resilience in Action

Art Is The Cure public speaking sessions are designed to reframe creativity as a strength, not a distraction. These talks combine lived experience, creative storytelling, and practical insight to open honest conversations around mental health, resilience, and finding purpose through creative expression.

Sessions are tailored for schools, colleges, youth groups, and creative communities.

Each session includes:

- A personal journey narrative linking adversity to creativity
- Open discussion around mental wellbeing and emotional expression
- Practical insight into building creative confidence
- Q&A designed to create safe dialogue
- Signposting to ongoing creative support resources

These talks aim to reduce stigma, increase openness, and leave audiences feeling empowered rather than overwhelmed.

Funding & Impact

- £500 funds one session
- Reaches 50-200 young people per talk

Example Impact:

£5,000 → 10 talks → Reach up to 2,000 students



WORKSHOPS

Expression as a Wellbeing Tool

Workshops move beyond conversation into action. Participants are guided through structured creative exercises designed to encourage emotional release, reflection, and confidence-building through making.

Sessions are inclusive and accessible – no prior creative skill required.

Workshops typically include:

- Guided creative exercises (visual, written or collaborative)
- Discussion on how creativity supports emotional regulation
- Group sharing opportunities (optional and safe-led)
- Practical pathways for continuing creative practice
- Introduction to digital community support via CreateScene

Workshops create tangible participation – not just passive listening.

Funding & Impact

- From £500 per workshop
- Supports 20–30 participants per session

Example Impact:

£5,000 → 10 workshops → 200–300 young people engaged



MEDIA & PODCAST

Scaling the Conversation

To extend impact beyond physical rooms, Art Is The Cure produces digital media and podcast episodes focused on creative wellbeing and real-life creative journeys.

These episodes provide accessible, repeatable resources for young creatives navigating isolation, doubt, or instability.

Each episode aims to:

- Feature honest conversations about creativity and mental health
- Highlight diverse creative voices and lived experiences
- Promote positive coping tools through creative practice
- Reach thousands through digital distribution
- Remain accessible long after release

Digital storytelling ensures that impact compounds over time rather than ending when an event concludes.

Funding & Impact

- £500 per episode
- Digital reach of hundreds to thousands per release

Example Impact:

£5,000 → 10 episodes → Ongoing global access to creative wellbeing content



AMBASSADOR PROGRAM

Peer-Led Creative Activation

The ambassador programme empowers young creatives to lead within their own schools or communities. Rather than relying solely on central delivery, this model builds local ownership and peer influence.

Ambassadors receive:

- Creative wellbeing toolkits
- Branded materials and visibility support
- Guidance for hosting small creative sessions or awareness moments
- Digital community access for collaboration and support

Peer-led models increase trust, relatability, and sustained engagement

Funding & Impact

- £100 per onboarding
- £500 supports one ambassador (3-6 months)

Example Impact:

£5,000 → 10 ambassadors → Ongoing local creative leadership across multiple communities



SCHOOL CURRICULUM

Creative Wellbeing in Education

Art Is The Cure is developing a structured mental health and creativity curriculum designed for schools to deliver independently.

This resource translates lived experience and creative practice into a repeatable, scalable framework that educators can use long-term.

It includes:

- Lesson plans combining creativity and emotional wellbeing
- Guided exercises for expression and reflection
- Teacher support materials
- Integration with digital community tools (CreateScene)
- Flexible delivery across different age groups

This creates lasting impact beyond one-off sessions – embedding creativity into the culture of education.

Funding & Impact

- £5,000 funds development and initial rollout

Impact:

- Supports multiple schools
- Reaches hundreds to thousands of students over time
- Creates a long-term, reusable educational tool



CREATESCENE SUPPORT

Sustaining Impact Through Infrastructure

Workshops and talks initiate change – but sustained wellbeing and opportunity require ongoing connection.

CreateScene provides the digital infrastructure that allows participants to continue their creative journey beyond the event.

Participants gain access to:

- A creative community built around shared interests
- Visibility tools to showcase work
- Collaboration opportunities across regions
- Booking and monetisation pathways
- Ongoing creative engagement and belonging

This ensures impact does not fade after a single session.



Art Is The Cure ✓



Edit Settings

Customise Profile

Art Is The Cure wants to change the way people see art as a form of creative therapy and inspire people to turn to creativity instead of negative releases. Our mission is to introduce as many people as

Read more

589 Connections | 590 Followers

35 Reactions

8 Posts

2 Photos

0 Videos

2 Stories

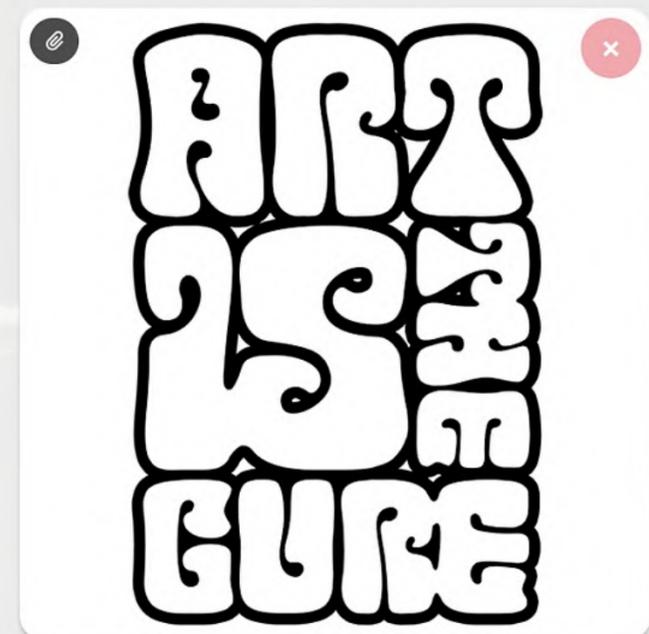


Stories

Photos

Photos

Albums



IMPACT MODEL

FROM FUNDING TO MEASURABLE OUTCOMES

Access

CSR funding removes barriers for underserved creatives.

Funding enables:

- Free or subsidised Pro memberships
- Sponsored access to booking and monetisation tools
- Creative mental health workshops
- Ambassador stipends in underrepresented communities

Outcome:

Young creatives gain tools, visibility, and community without financial gatekeeping.

Engagement

Participants actively create and connect.

Measured by:

- Creative posts shared
- Scene participation
- Peer-to-peer collaboration
- Community interactions
- Workshop attendance

Outcome:

Increased sense of belonging and consistent creative expression — both recognised protective factors for mental health.

Opportunity

Creative engagement converts into real-world opportunity.

Measured by:

- Bookings secured
- Marketplace transactions
- Cross-border collaborations
- Income generated through platform tools

Outcome:

Improved economic confidence and practical career pathways.

Stability

Long-term impact is tracked through measurable indicators.

We monitor:

- Retention and sustained creative activity
- Earnings growth over time
- Self-reported wellbeing surveys (anonymous)
- Community network expansion

Outcome:

Stronger creative careers, reduced isolation, increased economic resilience.

WHO
THIS
HELPS

ART IS THE CURE, SUPPORTED BY CREATESCENE INFRASTRUCTURE, IS DESIGNED TO SERVE CREATIVES WHO FACE STRUCTURAL, ECONOMIC, OR SOCIAL BARRIERS TO OPPORTUNITY.

Young Creatives (Aged 16–25)

Students and early-stage creators navigating:

- Social anxiety and loneliness
- Career uncertainty
- Limited creative mentorship
- Pressure from performance-driven social media

Workshops and ambassador programmes provide early exposure to creativity as a wellbeing tool and a viable pathway – not just a hobby.

Underrepresented Communities

Young people from backgrounds with reduced access to:

- Creative education resources
- Industry networks
- Funding or paid opportunities
- Safe spaces for expression

The programme prioritises access in schools and communities where creative careers feel distant or inaccessible.

Neurodivergent Creatives

Individuals who often:

- Experience heightened sensitivity to social environments
- Thrive in expressive or creative outlets
- Face misunderstanding or isolation in traditional settings

Creative community frameworks provide belonging without forcing conformity to rigid social norms.

Independent Freelancers Facing Income Instability

Early-career creatives and gig workers navigating:

- Irregular income
- Underemployment
- Limited professional visibility
- Lack of structured support networks

By connecting skill-building, exposure, and booking tools, the programme strengthens economic resilience.

These groups are not lacking talent, ambition, or creativity.
They are navigating systems that were never built with them in mind.

Many young creatives are taught how to pass exams — but not how to build creative careers.

They are encouraged to express themselves — but given no infrastructure to turn that expression into opportunity.

They are connected digitally — but disconnected socially and economically.

The result is not a shortage of creativity. It is a shortage of pathways.

When creativity exists without community, isolation grows.
When creativity exists without income, instability grows.
When creativity exists without recognition, confidence declines.

Art Is The Cure intervenes at ground level — in schools and communities — reframing creativity as a tool for wellbeing, resilience, and open conversation.

CreateScene extends that intervention beyond the workshop. It provides:

- Continued community
- Structured visibility
- Collaboration opportunities
- Pathways to sustainable income

Together, they transform creativity from a coping mechanism into a catalyst. This matters because preventative support is more powerful than crisis response.

Because belonging reduces harm.
Because economic dignity strengthens mental resilience.
And because when creative individuals are supported early, they do not just build careers — they build culture.



CSR REPORTS

ALL CSR-FUNDED INITIATIVES INCLUDE STRUCTURED TRACKING AND DOCUMENTED OUTCOMES. WE MEASURE BOTH ACTIVITY AND IMPACT – RECOGNISING THAT MEANINGFUL CHANGE INCLUDES BEHAVIOURAL, ECONOMIC, AND WELLBEING INDICATORS.

Access & Participation Metrics

We track:

- Number of subsidised creative accounts activated
- Workshop attendance numbers
- Ambassador participation rates
- Geographic distribution of beneficiaries

This demonstrates reach and programme accessibility.

Engagement & Community Indicators

We monitor:

- Active creative posts shared
- Scene participation and collaboration activity
- Ambassador-led activations
- Digital content engagement (podcast reach, social media impressions)

These indicators measure sustained involvement – not just one-off attendance.

Economic Empowerment Data

Where applicable through CreateScene infrastructure:

- Bookings generated
- Marketplace transactions
- Income earned via platform tools
- Cross-border collaborations formed

These metrics reflect progression from participation to opportunity.

Wellbeing & Belonging Indicators

For workshops and ambassador programmes:

- Anonymous pre/post session wellbeing check-ins
- Self-reported sense of belonging or creative confidence
- Qualitative participant feedback

We do not claim to diagnose or treat mental health conditions. We measure shifts in confidence, connection, and creative engagement.

PROOF OF CONCEPT

ART IS THE CURE

Since its founding in 2008, Art Is The Cure has grown from a personal creative response into a grassroots wellbeing movement built on lived experience and community support. With no institutional backing, it has focused on delivering real-world impact – running school talks, creative workshops, and awareness initiatives funded through organic growth and merchandise sales. The following highlights reflect sustained engagement, community reach, and a strong foundation for scalable creative mental health programmes.

AWARDS

globally award winning movement in volunteering, business, social media and storytelling

100+

talks and workshops carried out around the world in schools

10,000+

young people have learned about art therapy through talks, workshops and following us on social media



CREATESCENE

Since launch, CreateScene has moved from concept to a live, growing platform built by creatives, for creatives. With no external funding, we've focused on building real value – connecting artists, designers and makers, validating demand, and proving engagement through organic growth. The following highlights reflect early traction, platform adoption, and a strong foundation for scalable growth.

£2,000,000

we secured early pre-seed funding raise at a £2 million valuation

100,000+

views on our @createscene YouTube channel

50 COUNTRIES

we have users signed up from 1/4 of the worlds countries

GOOGLE ADS

approved for google ads and installed on the platform

APPS

released app version of the platform on Apple & Android

38,000+

tokens earned by community so far

THE TEAM

THE TEAM



RICH SIMMONS
CEO / CREATIVE DIRECTOR



Rich Simmons is a world-renowned contemporary pop artist, creative entrepreneur, and founder of the creative wellbeing movement **Art Is The Cure**. With over 18 years of experience shaping culture across traditional and digital art spaces, his work has been exhibited globally in more than 30 galleries, and his three NFT collections collectively grossed over £1 million, establishing him early as a pioneer in Web3 creativity. Rich founded Art Is The Cure in 2008 as a personal response to adversity, transforming his own creative journey into a grassroots initiative that delivers school talks, workshops, and open conversations around mental health and resilience. His fine art career — built without formal training and fuelled by innovation — gives him a rare understanding of how artists grow audiences, build brands, and navigate rapidly evolving creative industries.

As CEO and Creative Director of CreateScene, Rich brings together his artistic vision, lived experience, and entrepreneurial strategy to build a new kind of creative ecosystem. Having spent nearly two decades witnessing how artists struggle with fragmented platforms, inconsistent algorithms, and digital gatekeepers, he identified the need for infrastructure that supports both creative wellbeing and economic opportunity. CreateScene reflects this philosophy — a platform designed to empower creators, foster collaboration, and provide sustainable pathways without unnecessary barriers.

Rich leads with a focus on authenticity, cultural impact, and long-term community building. His work across Art Is The Cure and CreateScene is unified by a single belief: creativity should not only inspire — it should support mental wellbeing, strengthen connection, and create real opportunity. Under his leadership, these initiatives operate as complementary forces, redefining how creative communities connect, grow, and thrive.

THE TEAM



FRAZER MILLER
CTO



Frazer Miller is an accomplished engineer, technologist, and product strategist with over 15 years of experience building and scaling digital platforms. His expertise spans full-stack development, software architecture, and user-centred product design, giving him a rare ability to turn complex ideas into clean, intuitive, and reliable systems.

As co-founder and CTO of CreateScene, Frazer provides the technical backbone and strategic direction required to transform the platform's creative vision into a scalable, world-class product.

Across his career, Frazer has led development teams, built high-performance infrastructure, and delivered digital products known for speed, stability, and thoughtful user experience. His approach blends rigorous engineering with a clear understanding of how people interact with technology, ensuring every feature serves a meaningful purpose and every interaction feels effortless.

At CreateScene, Frazer oversees all technology, engineering, and product development. He is responsible for building the platform's architecture, optimising performance, and guiding its evolution as the community grows. His technical leadership ensures CreateScene remains fast, reliable, and empowering for creators worldwide — and his vision is central to bringing the platform's mission to life.

PARTNER MODEL

FUND REAL IMPACT. SCALE CREATIVITY AS A FORCE FOR MENTAL WELLBEING. CHOOSE HOW YOUR SUPPORT IS APPLIED – FROM GRASSROOTS WORKSHOPS TO SCALABLE EDUCATION PROGRAMMES – WITH TRANSPARENT REPORTING AT EVERY LEVEL.

Grassroots Impact

Community-Level Support

Supports direct engagement in schools and local communities through talks, workshops, and early-stage ambassador activation.

Typical Funding Range: £3,000 – £10,000

What This Funds:

- Creative workshops in schools
- Public speaking sessions
- Early ambassador onboarding
- Initial community engagement

Example Impact:

- 100–500 young people reached
- Local creative communities activated
- Immediate, hands-on engagement

Regional Growth

Scaling Across Communities

Expands delivery across multiple schools, regions, or creative networks with deeper engagement and ongoing activity.

Typical Funding Range: £10,000 – £25,000

What This Funds:

- Multi-school workshop programmes
- Regional ambassador networks
- Ongoing media & storytelling content
- Structured reporting and engagement

Example Impact:

- 500–2,000+ young people reached
- Sustained presence across multiple locations
- Ongoing digital and physical engagement

National / Legacy Impact

Long-Term Creative Wellbeing Infrastructure

Supports large-scale programmes, curriculum development, and long-term measurable impact across education and communities.

Typical Funding: £25,000+

What This Funds:

- Curriculum development and rollout
- Large-scale workshop programmes
- Ambassador leadership systems
- National-level content and storytelling
- Advanced impact reporting

Example Impact:

- Thousands of young people reached
- Long-term integration into education systems
- Scalable, repeatable impact

LET'S BUILD IMPACT TOGETHER

We work with partners to fund and deliver real-world creative and mental health initiatives – from school talks and workshops to ambassador programmes, digital storytelling, and long-term education projects. Every partnership is flexible, allowing you to support specific areas or build a blended programme aligned with your values and impact goals.

Whether you want to fund a single initiative or scale a wider programme across schools and communities, we provide clear, transparent costs and measurable outcomes at every stage. Partnerships typically range from £3,000 to £50,000+, with flexible giving options – from one-off contributions to structured monthly support that allows impact to be delivered over time.

Every contribution helps expand access to creativity as a tool for mental wellbeing – supporting young people, strengthening communities, and building long-term opportunities through CreateScene and Art Is The Cure. We'd love to explore how we can build something meaningful together.

THE FUTURE OF CREATIVITY IS CONNECTION

CreateScene and Art Is The Cure are built on a shared belief: creativity has the power to improve wellbeing, strengthen communities, and create real opportunity.

Art Is The Cure delivers grassroots creative mental health initiatives in schools and communities. CreateScene provides the digital infrastructure to extend that impact — connecting creatives globally and supporting sustainable creative careers.

Together, we are building more than a platform or a programme. We are building a preventative ecosystem where creativity supports resilience, belonging, and economic dignity.

The time is now to invest in infrastructure that empowers the next generation of creatives — not just to express themselves, but to thrive.

Let's talk about how we can partner to deliver measurable, lasting impact.



RICH SIMMONS | CEO

+44 7540660353

RICH@CREATESCENE.COM