

# Quality-of-Life

Co-Creating Community from the Inside Out

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## Quality-of-Life (QOL): Arts & Leisure/Recreation

### **COURSE OBJECTIVES:**

- *Gain a greater understanding of the wide range of leisure and recreational offerings available locally and regionally.*
- *Support both active and passive leisure opportunities to meet the needs of different groups.*
- *Analyze the physical infrastructure needs of leisure and recreational systems and support them in our local and regional communities.*
- *Create experiences for people to engage with the communities' tangible assets and intangible assets.*

### QUESTIONS —————

- *How do we define arts & leisure/recreation (ALR) as a community sector? What are the other pieces not represented around the table?*
- *How do we address ALR needs across multiple generations?*
- *What role do ALR play in cultivating a strong Quality-of-Life dimension in our local communities?*
- *What are our communities' most positive physical/tangible assets (amenities) in the ALR sector?*
- *What are our communities' most valuable intangible experiences in the ALR sector?*
- *What are the gaps or shortcomings in each area?*
- *Is it the role of government, non-profit, or private funds to invest in ALR products and experiences?*
- *How do these products and experiences differ from tourism?*
- *What role does regionalism, having things within reach, contribute to local QOL?*
- *In what other community sectors do you find collaborative relationships to strengthen ALR?*