InspirArte Project: Digital Art within Public Policies for Student Assistance Amidst the COVID-19 Pandemic in Brazil

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Abstract

This study examines the InspirArte Project, promoted by the Federal Institute of Goiás (IFG) in Brazil during the latter part of 2020. Launched in response to the economic, social, and psychological challenges brought about by the COVID-19 pandemic, the project aimed to provide monthly financial assistance to low-income students by funding virtual artistic endeavors. The research delves into the implementation and progression of InspirArte within the Brazilian context, utilizing document analysis, IFG-published statistical data, and audiovisual content released post-execution on the IFG Comunidade YouTube channel. Employing a qualitative approach, data was gathered from diverse sources and subjected to content analysis. Results underscore the markedly positive impact of InspirArte on the lives of young Brazilian students, offering financial support and a platform to showcase their artistic abilities. The project not only helped students navigate challenging economic circumstances but also contributed significantly to their personal and professional growth. Artworks created during the initiative were subsequently featured at the XV Art Festival of Goiás and continue to be showcased in events organized by IFG. This research sheds light on the potential of virtual artistic productions to assist low-income students during crises, emphasizing the significance of creative initiatives for personal and societal advancement. The findings contribute valuable insights to the literature on art-based interventions for vulnerable populations, offering guidance for future endeavors aimed at supporting students and fostering cultural diversity in Brazil and beyond.

Keywords: education, innovation, technology, public policies, COVID-19 pandemic