

# Data or no data....on the arts in Nordic school culture

Søren Friis Møller, PhD, head of research and competence development, the Association of Danish Music and Culture Schools

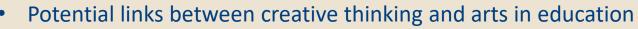
### Data or no data.... on the arts in Nordic school culture



"What gets measured gets managed, even when it is pointless to measure and manage it, even if it harms the purpose of the organization to do so." (Drucker, 1954)

Yet, no data means oblivion, invisibility and irrelevance.....

## Today's strong contributions towards better understanding :



- Potential improvement of the school experience through arts in education
- Children and youngsters as a cultural political potentiality
- A culture school organized to increase arts in education
- Arts as apotential for all children and youngsters
  - Contributions leave little if any doubt about the potentials of children and youngsters engaging in and interacting more with arts and culture
  - It is also obvious why engagement in and interaction with arts/culture/aesthetic content cannot and should not become an exclusive domain for global (commercial) content providers

Yet, we hardly know anything about the impact of these amazing initiatives...... And by knowing is meant 'revisable knowledge' and/or evidence based knowledge (i.e. more reliable sources point in the same direction)



## Children and youngster in Danish Music and Culture Schools (SKOLM02a)

### Musikskoler 2022:2023

I skoleåret 2022/23 var der tilmeldt 64.000 elever på de danske musikskoler, som gennemførte 93.100 aktiviteter. Dette var på samme niveau som i sæsonen 2021/22. Fag inden for *sammenspil* og *forskole* var de to største fagområder med hhv. 23.600 og 16.600 aktivitetselever i 2022/23. Dette svarede til hhv. 25 og 18 pct. af elevernes samlede aktiviteter. Blandt instrumentfagene toppede tasteinstrumenter med 11.900 aktivitetselever. Øvrige kunstfag var det fjerde største fagområde og gik fra 8.100 aktivitetselever i skoleåret 2021/22 til 9.200 i 2022/23. Dette svarede til en stigning på 14 pct., hvilket var den største relative stigning på tværs af alle fagområder.

#### Compared to 1.6 - 1.7 millons between 0 – 24 years, which roughly equals 4% of population



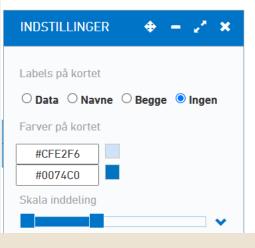
Musikskolers samarbejde med dagtilbud kommune, kunstart, aldersgruppe og nøgletal   Enhed: Antal	SKOLM09	09-04-2025
Musikskolers samarbejde med folkeskoler kommune, kunstart, klassetrin, undervisningskategori og nøgletal   Enhed: Antal	SKOLM10	09-04-2025
Musikskolers samarbejde med ungdomsuddannelser og ungdomsskoler kommune, kunstart og nøgletal   Enhed: Antal	SKOLM11	09-04-2025
Musikskolers øvrige samarbejde kommune, kunstart, formål og nøgletal   Enhed: Antal	SK0LM12	09-04-2025

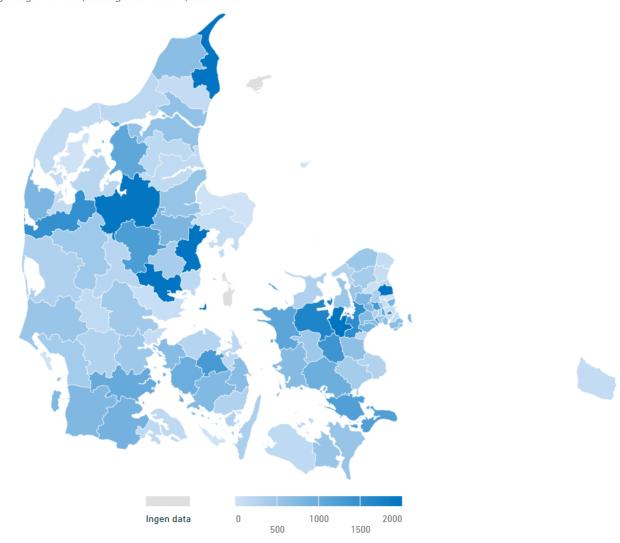
Total participants in 2022/23 89561, which equals 5.3% of total population between 0 – 24 years

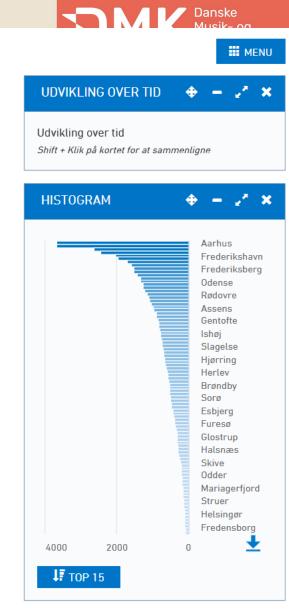
#### Musikskolers samarbejde med folkeskoler

Enhed: Antal | Kunstart i alt | Klassetrin i alt | Undervisningsategorier i alt | Deltagende elever | 2023:2024

FILTRE 🔶 -	- 2° ×
kunstart	
Kunstart i alt	Ψ
klassetrin	
Klassetrin i alt	Ψ.
undervisningskategori	
Undervisningsategorier i alt	Ψ.
nøgletal	
Deltagende elever	Ψ.
tid	
2022:2023	2023:2024







Who is (unbelievably...) good at collecting data about children's and youngsters' engagement in and interaction with arts and creative/aesthetic content?







### Why do these guys scrape data all the time and spend enormous amounts of time and resources to analyze it?

- They want children and youngsters to engage and interact more time and more often
- They don't want to loose children's and youngsters' attention
- They want children and youngsters to create social networks around creative and aesthetic content and activities
- They want to communicate value based world views to children and youngsters
- They want to socialize children and youngsters in certain ways and not in other ways
- They want to create universes in which children and youngsters of their own free will (and even against the will of their parents, school teachers etc...) wish to spend as much time as possible

All this in addition to making money......