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| **Follow the Magic Dart: Creative solutions for gambling-related harm for Māori youth.** (Sentence case) |
| **Maximum 2500 characters (including spaces but excluding title)**  **Health promoting objectives**  Develop personal skills  Create supportive environments  Strengthen community action.  **Description of the artwork**  This series of artworks were developed during the completion of the presenter’s thesis on the impact of gambling on taiohi (Māori youth aged between 16-25 years).  A young Māori graphic artist Rihana Te Nana- Hoskins was commissioned by the researcher to create a series of six illustrations retelling the 400-year-old Māori legend about a Magic Dart.  The story is about a young man’s intrepid journey to find his father and restitution of his mana (prestige) as a consequence of his cheating in a gaming tournament. Whare-Matangi used the magic dart to gain unfair advantage and was driven out by his community. His mother Uru Te Kakara was an accomplice but was redeemed by providing the correct incantation that enabled Whare-Matangi to follow the magical flying dart to where his father was living under the mantle of the Mount Taranaki.  The six illustrations have three panels in each and will form a graphic novel that will be used as a health-promotion tool for educating contemporary Māori communities about the cultural impacts of gambling related harm.  The collaboration between researcher and artist was also a highlight of the venture and the artist will be invited to attend and co-present, as he is the copyright owner of the works.  **Intended audience**  Health promoters, youth workers, indigenous artists, storytellers.  **Duration and intended use** |