

State of Arkansas
93rd General Assembly
Regular Session, 2021

A Bill

SENATE BILL 531

By: Senators Elliott, B. Ballinger, Beckham, Bledsoe, Caldwell, L. Chesterfield, B. Davis, J. Dismang, L. Eads, J. English, Flippo, J. Hendren, Hester, Hickey, Hill, K. Ingram, Irvin, B. Johnson, M. Johnson, G. Leding, M. Pitsch, Rapert, B. Sample, J. Sturch, D. Sullivan, Teague, C. Tucker

By: Representatives Warren, F. Allen, Brooks, Christiansen, Cloud, Clowney, A. Collins, Cozart, Dalby, Dotson, Ennett, Eubanks, Evans, D. Ferguson, K. Ferguson, Fielding, L. Fite, V. Flowers, D. Garner, Gazaway, Godfrey, Haak, Hawks, M. Hodges, Holcomb, Hudson, L. Johnson, Jett, Love, Lundstrum, Maddox, Magie, McClure, McCollum, McCullough, McGrew, Milligan, Murdock, Nicks, Penzo, Richardson, Scott, Shepherd, B. Smith, Springer, Tosh, Underwood, Vaught, D. Whitaker, Wing

For An Act To Be Entitled

AN ACT TO CREATE THE ARKANSAS LEGISLATIVE ARTS AND
TECHNOLOGY BOOT CAMP; AND FOR OTHER PURPOSES.

Subtitle

TO CREATE THE ARKANSAS LEGISLATIVE ARTS
AND TECHNOLOGY BOOT CAMP.

BE IT ENACTED BY THE GENERAL ASSEMBLY OF THE STATE OF ARKANSAS:

SECTION 1. DO NOT CODIFY. TEMPORARY LANGUAGE. Findings and intent.

(a) The General Assembly finds that:

(1) Arkansas's creative economy consists of many industries, including:

(A) Agriculture and agribusiness;

(B) Tourism and recreation;

(C) Health and wellness;

(D) Technology;

(E) Consumer products; and

(F) Cottage industries; and

(2) The Arkansas nonprofit arts and culture sector is critical



to Arkansas's cultural and economic success:

(A) Two billion nine hundred thousand dollars (\$2,900,000,000) of the Arkansas's gross domestic product is generated by the nonprofit arts and culture sector.

(B) Arkansas has thirty-three thousand seven hundred twenty nine (33,729) jobs in the nonprofit arts sector.

(C) Thirty percent (30%) of all employees in the state of Arkansas work in creative industries.

(3)(A) Arkansas abounds with culture and creativity. This strengthens the economy, drives tourism and business, and improves economic performance.

(B) The arts in Arkansas celebrate and bring visibility to the richness and diversity of the culture, history, and potential of all Arkansans.

(4)(A) The arts and creative experiences play a vital role in supporting and improving quality of life across Arkansas.

(B) Ninety-one percent (91%) of Arkansans believe the arts are necessary for a well-rounded K-12 education.

(C) Eighty-two percent (82%) of Arkansans believe the arts are critical to local businesses and the economy.

(D) Seventy-two percent (72%) of Arkansans believe the arts unify communities and seventy-three percent (73%) believe the arts help them to better understand other cultures.

(E) The arts spur economic growth for communities during recovery from disaster, trauma and pandemics.

(5) It is desirable to identify and bring together existing groups, organizations, and other initiatives working on the intersection of the arts and technology to:

(A) Identify state-wide programming gaps for digital arts and technology;

(B) Bring together arts and technology public school teachers to share ideas; and

(C) Stimulate new partnerships to help grow Arkansas's creative economy.

(b) It is the intent of the General Assembly to create a Legislative Arts and Technology Boot Camp that will hold one (1) or more boot camps to

share ideas that can help grow Arkansas's creative economy.

SECTION 2. DO NOT CODIFY. TEMPORARY LANGUAGE. Legislative Arts and Technology Boot Camp – Creation and duties.

(a) The Legislative Arts and Technology Boot Camp is created and consists of the following:

(1) Eight (8) members appointed from the Senate membership by the President Pro Tempore of the Senate;

(2) Eight (8) members appointed from the membership of the House of Representatives by the Speaker of the House of Representatives;

(3) The Senate lead sponsor of this act or his or her designee, who shall serve as a cochair of the boot camp; and

(4) The House lead sponsor of this act or his or her designee, who shall serve as a cochair of the boot camp.

(b)(1) If a vacancy occurs on the boot camp, the vacancy shall be filled by the same process as the original appointment.

(2) Members of the boot camp shall be paid per diem and mileage as authorized by law for attendance at meetings of interim committees of the General Assembly.

(c)(1) The cochairs of the boot camp shall call the first meeting of the boot camp by October 1, 2021.

(2) Meetings of the boot camp shall be held at the call of the cochairs.

(3) The boot camp shall establish rules and procedures for conducting its business.

(4) The Bureau of Legislative Research shall provide staff for the boot camp.

(d)(1) The appointments in subsection (a) of this section shall be made no later than thirty (30) days after the effective date of this act.

(2) The boot camp expires August 31, 2022.

(e)(1) By August 31, 2022, the boot camp shall issue a final written report, which shall include without limitation:

(A) An inventory of Arkansas's statewide arts and cultural assets, to be organized by creative economy industry clusters;

(B) An assessment of:

(i) The amount of funding needed for Arkansans for

the Arts to create, update, and maintain a statewide database that contains an inventory of Arkansas's arts and cultural assets for each of the Arkansas Arts Council's eight (8) art districts; and

(ii) The options for and practicability of obtaining that amount of funding; and

(C) A plan for identifying and leveraging current and future assets and talents in the areas of arts and technology.

(2) The report required under subdivision (e)(1) of this section shall be made available to the public and shall be delivered to:

(A) The Governor;

(B) The Legislative Council or, if the General Assembly is in session, the Joint Budget Committee;

(C) The Arkansas Economic Development Commission;

(D) The Arkansas Planning and Development Districts and

(E) Any other relevant state agencies.

(f) To develop the information needed for the report under subsection (e) of this section, the boot camp shall hold one (1) or more boot camps as described in Section 3 of this act.

SECTION 3. DO NOT CODIFY. TEMPORARY LANGUAGE. Arts and Technology Boot Camps – Purpose and composition.

(a) The primary, though not exclusive, means by which the Legislative Arts and Technology Boot Camp shall obtain the information needed for the report required under Section 2 of this act is through assembling and conducting one (1) or more meetings to be known as an "Arts and Technology Boot Camp".

(b) An Arts and Technology Boot Camp shall be composed of individuals invited by the Legislative Arts and Technology Boot Camp from any of the following:

(1) The Department of Commerce;

(2) The Department of Education;

(3) The Department of Parks, Heritage, and Tourism;

(4) Public school teachers who teach arts or technology;

(5) People involved in conducting career and technical education programs;

(6) People involved in Environmental and Spatial Technologies

(EAST) Initiative labs; and

(7) Any other existing groups, organizations, or individuals working on or interested in the intersection of arts and technology.

(c) An Arts and Technology Boot Camp shall:

(1) Identify statewide gaps in the funding, talent, or assets in the areas of digital arts and technology programming;

(2) Discuss the business of the arts in the following creative industries:

(A) Creative services;

(B) Design;

(C) Media;

(D) Publishing and printing;

(E) Visual arts;

(F) Audio, music, and sound arts;

(G) Cultural sites;

(H) Performing arts;

(I) Film or animation;

(J) Culinary arts;

(K) Product design and development;

(L) Fashion design;

(M) Crafts; and

(N) Literary arts; and

(3) Engage in any other discussions or provide any other information relevant to the report to be issued by the boot camp under Section 2 of this act.

APPROVED: 4/6/21