APP
YOUR SCHOOL

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DIGITAL ATELIERS FOR SECONDARY SCHOOLS

AND EASILY ADAPTABLE FOR ELEMENTARY SCHOOLS

FINAL INTERNATIONAL PROJECT CONFERENCE

13th and 14th of June

Venues: UNIVERSITY OF BOLOGNA and CENTRO ALBERTO MANZI

PLENARY SESSION   H 9.45 - 17.30

h 9.45
WHY DOES TECHNOLOGY INTRIGUE ME?
MARCO LILLA, second-grade student, proposes three questions and shares three ideas with the conference participants.

DIGITAL CREATIVITY IN THE ATELIER: THE APPROACH OF ALBERTO MANZI AND BRUNO MUNARI IN THE APP YOUR SCHOOL PROJECT.
In dialogue with the pedagogical and artistic approaches of two great masters. Key concepts to understand the European experimentation and readjust the realized digital ateliers.

with
PIETRO CORRAINI, graphic designer, Bruno Munari's expert
and
ALESSANDRA FALCONI, Centro Alberto Manzi/Centro Zaffiria, atelierista Metodo Bruno Munari®

H 11.15
DIGITAL DRIVERS: PUTTING TEENS IN CHARGE OF ART + TECHNOLOGY
A look into the history of supporting teen-directed, teen-created digital initiatives at MoMA.

with
CALDER ZWICKY, Assistant Director, Teen and Community Partnerships, Dipartimento educativo, MoMA
The Museum of Modern Art, New York

H. 12.30
NEW WAYS TO EXPERIMENT THE DIGITAL: BETWEEN CONTEMPORARY ART, MULTIMEDIA AND EDUCATIONAL PROJECTS
Ideas, notes, research for new activities in the classroom.

with
VINZ BESCHI, Accademia Santa Giulia di Brescia, Associazione Avisco

LUNCH BREAK

H 14.30
PROMOTING CREATIVITY THROUGH DIGITAL GAMES
Technical and curricular skills, identities, values and worldviews: cultural resources and creative process.

with
BRUNO DE PAULA, DARE Collaborative, UCL Institute of Education, London

H 15.00
RETHINKING ADOLESCENCE: NEW TECHNOLOGICAL LOOKS TO UNDERSTAND AND CREATE THE WORLD
Libraries, archives and museums involve teenagers with new digital projects.

Digital atelier in Germany
with
SABINE FALLER, Department of Museum Communication, ZKM | Center for Art and Media, Karlsruhe

QRtrailer, a new shelf in the library
-
RITA NOBILI, Valsamoggia Foundation

Introduction and moderation by
MARGHERITA SANI, Cultural Heritage Institute, Emilia-Romagna

H 16.15
MEDIA AND DIGITAL EDUCATION, ENHANCING THE EXTRA-CURRICULAR PRACTICES OF ADOLESCENTS: SKILLS OUTSIDE AND INSIDE THE SCHOOL.

with
PIERRE FASTREZ, University of Louvain, Belgium

DIGITAL ATELIER: WORKSHOP TO EXPERIMENT, SHARE AND EXCHANGE VIEWS.

We'll work in parallel sessions: you can choose 3 workshops (1 for each session).

SESSION 1   H 9.00 - 11.00

01
COLLECT EMOTIONS
DA 1 *How to talk about emotions with the help of new technologies, apps and GIFs?*
Digital atelier experimented in Poland by MPF
DA 2 *Emotions decoded*
Digital atelier experimented in Lithuania by EDUPRO
+ questions by the participants

02
MEDIA EDUCATION AND DIGITAL ATELIER
Two digital ateliers experimented in Athens by KARPOS:
DA 1 *One idea, many variations*
DA 2 *Truth or dare*
+ questions by the participants

03
AUGMENTED REALITY IN THE ATELIER
DA 1 *AR for storytelling*
Digital Atelier experimented in Italy by Zaffiria
DA 2 *Animal Sounds*
Digital Atelier experimented in Turkey by ESENLER
+ questions by the participants

04
NARRATIVES FOR TEENAGERS
DA 1 *Self portrait*
digital atelier experimented by the Modern Art Gallery of Prague and EUDA, Czech Republic
DA 2 *#nodrugstobecool*
an app that plays with old game books. Decide on the ending. To reflect with adolescents on the difficulty of growing up. By Zaffiria
+ questions by the participants

05
THE DIGITAL ATELIER AT THE MUSEUM
When technology, art and science meet. Two digital ateliers designed and tested in the Czech Republic by EUDA
DA 1 *In the Ocean*
DA 2 *Different visions*
+ questions by the participants

SESSION 2   H 11.15 - 13.00

06
DIGITAL DESIGNER
DA 1 *Lego-Transforming my city / designers of the city*
digital atelier experimented in Lithuania by EDUPRO
DA 2 *M9 contest urban landscape*
Minecraft at the base of an extensive collaborative project. Silvia Fabris, Development of educational programs *M-Children*
+ questions by the participants

07
THE ENVIRONMENT ON THE SCREEN
DA 1 *Mapping Landscape*
digital atelier experimented in Czech Republic by EUDA
DA 2 *Ecofriendly city*
digital atelier experimented in Lithuania by EDUPRO
+ questions by the participants

08
A QUESTION OF INFOGRAPHICS
DA 1 *The Big data of adolescents*
digital atelier experimented in the *Silence Hate!* project
DA 2 *Infographics*
digital atelier experimented in Greece by KARPOS
+ questions by the participants

09
MAKE YOUR OWN VIDEO GAME
DA 1 *Missionmaker*
Bruno De Paula, DARE Collaborative, UCL Institute of Education, Londra
DA 2 *Seppo game*
digital atelier experimented in Finland by the Finnish Consortium
DA 3 *PlatformCraft - video game to include*
Zeno Menestrina, Centro Zaffiria
+ questions by the participants

10
ABOUT PIXEL
DA 1 *Qrcodes*
digital atelier experimented in Greece by KARPOS
DA 2 *Sibi*
Generator of instructions created by the artist Roberto Fassone, invites the participants to measure themselves with a set of instructions useful for the creation of potential works of art. Sabine Faller, Department of Museum Communication, ZKM | Center for Art and Media, Karlsruhe
+ questions by the participants

LUNCH BREAK   H 13.00 – 14.30

SESSION 3   H 14.30 - 16.30

11
DISCOVER YOUR TERRITORY
WITH THE DIGITAL ATELIER
Four digital ateliers experimented in Poland
by Modern Poland Foundation: *City fonts*,
Urban boxes, *Citizens*, *Urban legends*

12
DIGITAL ATELIERS AND HATE SPEECH
A manual about silence hate with the
creativity of teenagers *Silence hate!*
Workshop by Cospe/Zaffiria

13
NOW IT'S YOUR TURN
Culture and digital participation: ideas and
case studies - by BAM! Cultural Strategies

14
DIALOGUE BETWEEN LANGUAGES
Creative ideas for a digital theater
- Elisabetta Nanni, #ScuolaDigitale

15
DIGITAL WITHOUT WORDS
When the digital 'doing' and the digital
'thinking' reduce the illiteracy of asylum
seekers. Experiences and ideas to help young
men and women in learning the language
of their hosting country.
Workshops experimented in the Migrant
Liter@cies project and presented by di Fo.Co.,
Sicily

CONCLUSIONS   H 16.15

WHAT DOES EXPERIENCE READ?
Work notes to think about the digital atelier starting from the experiences
of Emilia-Romagna.

GIOVANNI GOVONI and **ROBERTO BONDI**
Marconi TSI Service, Emilia-Romagna Regional School Office

ANDREA BENASSI
Indire, Avanguardie educative

The conference will be held in Italian and English with simultaneous translation on the first day and written translations of the Digital Ateliers that will be presented in English on the second day.

SCIENTIFIC COMMITTEE:
Federica Zanetti e Mariarosaria Nardone, (University of Bologna, Department of Education Studies "Giovanni Maria Bertin" - EDU), Alessandra Falconi (Centro Alberto Manzi / Centro Zaffiria).

SIGN UP TO THE FINAL APP YOUR SCHOOL CONFERENCE, AND CHOOSE WHICH PRESENTATIONS YOU'D LIKE TO ATTEND.

IT IS FREE, BUT COMPULSORY!

bit.ly/appyos-final -conference-sign-up-form

Partner

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