

REPORT

1st DIGITAL LOCAL WORKSHOP

Introduction (organizational info)

After contacting several schools and organizations that are part of COAT's network of contacts, it was decided to carry out the first Digital Local Workshop at the "Fondazione La Città del Sole Onlus", a reality created to build life paths for people with disabilities psychic and mental, which would otherwise be at high risk of institutionalization.

Before the workshop took place, a meeting was held to plan the activities and select the users and operators who would take part in the laboratory.

As expected, the workshop was divided into 3 consecutive days in which participants were able to discover art in its various forms, using different tools and methodologies than usual.

Everyone was provided with a PC in order to work in total safety, given the current pandemic situation, without however renouncing the collaboration with the other participants, made possible by the type of software selected.

Choice of Thematic in Arts

In line with the objectives of the project and with the principles of accessible art, it was decided to focus the workshop on the theme "Discovering art through the senses". In this way, the participants had the opportunity to approach art in its various forms and everyone had the opportunity to carry out activities with their favorite art form. Another strong point for which this theme was chosen is the possibility of being reused in other workshops aimed at people with

sensory disabilities, in order to make art accessible for everyone.

□ Choice of Digital Materials (justification)

The choice of the theme was supported by the type of software used. These were selected from the panorama of programs illustrated during C1.

Specifically, the software used in workshop 1 are:

- Aggie.io
- Scratch
- Google Arts & Culture
- Tinkercad

The following are the main reasons why the aforementioned software was chosen:

- They do not require downloads, installations or stringent technical requirements. This allows a large audience to access the programs, without requiring specific equipment: it is necessary to have a device connected to an internet network.
- They're all free
- They present in single or combined form some central characteristics for the project: ad hoc software for artistic creations, the possibility of carrying out collaborative or group activities, tools for the realization of interactive activities and digital games
- High possibility of customization
- They allow the creation of activities and products accessible to subjects with SEND

□ Agenda of 1st Local Workshop

DAY 1 (09:00-13:00): INTRODUCTION & VISUAL ART

- Presentation of Art Beyond Gaze Project
- Presentation of the workshop: aim, theme, methods
- Activities with Aggie.io

DAY 2 (09:00-13:00): VISUAL ART & MUSIC

- Google Arts & Culture
- Activities with Scratch

DAY 3 (09:00-13:00): DISCOVERING ART THROUGH TOUCH AND SMELL

- How to explore art with touch and smell
- TinckerCad

□ Aims of the Workshop

The general aim of the first Local Art Workshop is to transfer the knowledge of the first C1 to young learners. The participants will be trained to create innovative, original and interesting artistic digital products (through digital art tools and games) in order to comprehend and be better involved in the creation of arts

The specific objectives of the local art workshops are:

- to support young people especially with SEND to be involved in communication by and for young people by allowing them to contribute to the creation of tools.
- to provide and transfer digital tools, skills (individual, collective) and practices, useful to professionals and

young learners in order to improve Art Education and meet their territorial objectives.

- to enrich the educational value and goals in the art workshops with different cultural and practical approaches.

- to engage the young people in the reproduction of known sculptural & other works of art using natural materials from the regions/countries involved.

Specifically, we wanted to involve psychiatric users and their operators, allowing them to collaborate together and learn about a new way to approach art. From the point of view of the operators, however, we set out to provide them with new tools that they can use in their daily practice.

□ Methods of the Workshop

The “Train the Trainer” Art Guidebook for art teachers and trainers will serve the general aim to approach art creations in an alternative way with the total involvement of senses within local art workshops and cultural environments. These local art workshops are to implement a certain method of the IO1 “Train the Trainer” Art Guidebook and use the tools from it. Create, use and transfer digital material related to art (games and videos) to young learners in local workshops. All these activities will be included in the IO2 and IO3.

With the exception of the first day, in which the first part of the morning was dedicated to the presentation of the project first and then the workshop, it was decided to make the participants the real protagonists of the workshop, allowing them to experience firsthand the selected software and create artistic materials.

□ Description of 3 Day Activities

During the first day, a presentation of the “Art Beyond Gaze” project was started first and then the workshop to be carried out together.

After this first theoretical part, before starting with the presentation of the first software and laboratory activities, the participants were given the initial questionnaire, aimed at investigating their expectations; since all the participants had a computer at their disposal, the subjects were able to fill in the questionnaire directly online.

On this first day we led the participants to the discovery of visual art through Aggie.io, proposing activities that would allow participants to create artistic products in a collaborative way, but also to learn about the potential of the proposed software and its various possibilities of use.

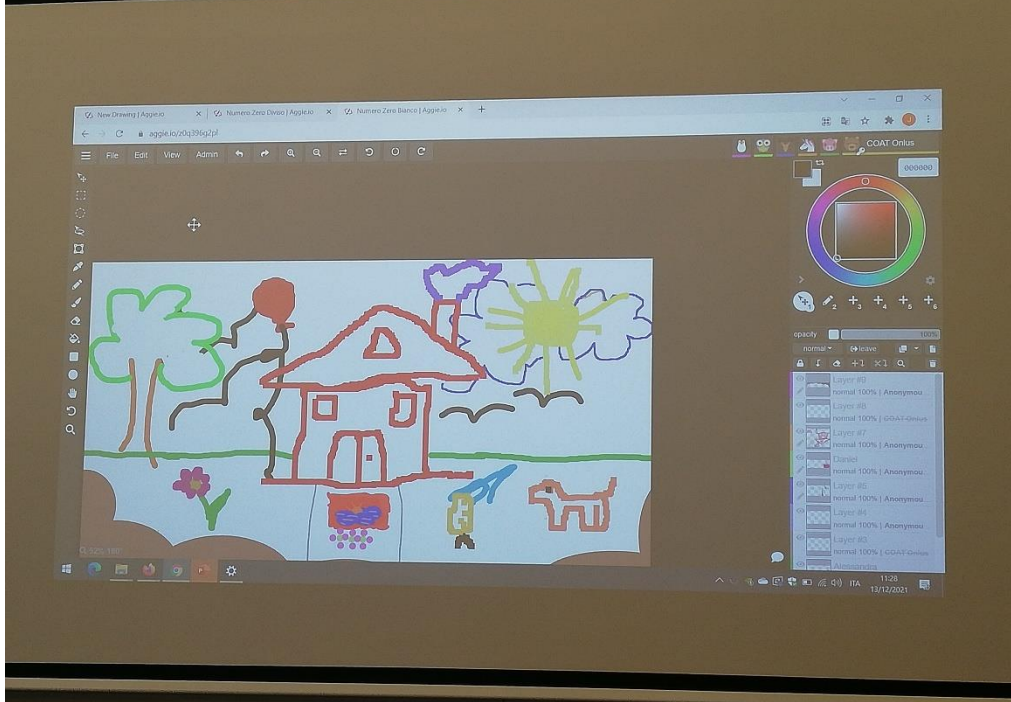
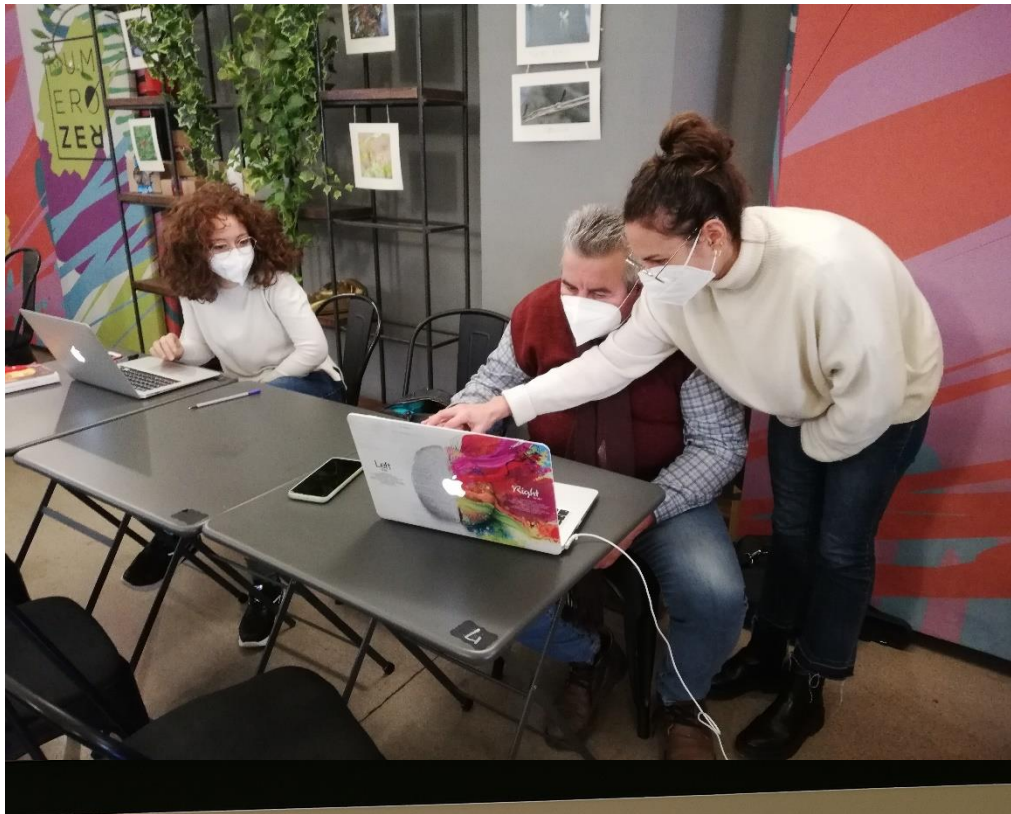
The second day we partly continued with the exploration of visual art, but offered the participants interactive activities, and we started to introduce them to the art form to which this day was dedicated, namely music. All this was possible through the "Google Arts & Culture" website and the Scratch software, which particularly captured the interest of operators.

On the third and last day it was decided to have art explored through 2 other senses: touch and smell.

The software chosen to do this is TinkerCad, as it allows the creation of 3D artifacts, which can then be printed and explored with all the senses. At the end of the meeting, the participants were given the final satisfaction questionnaire.

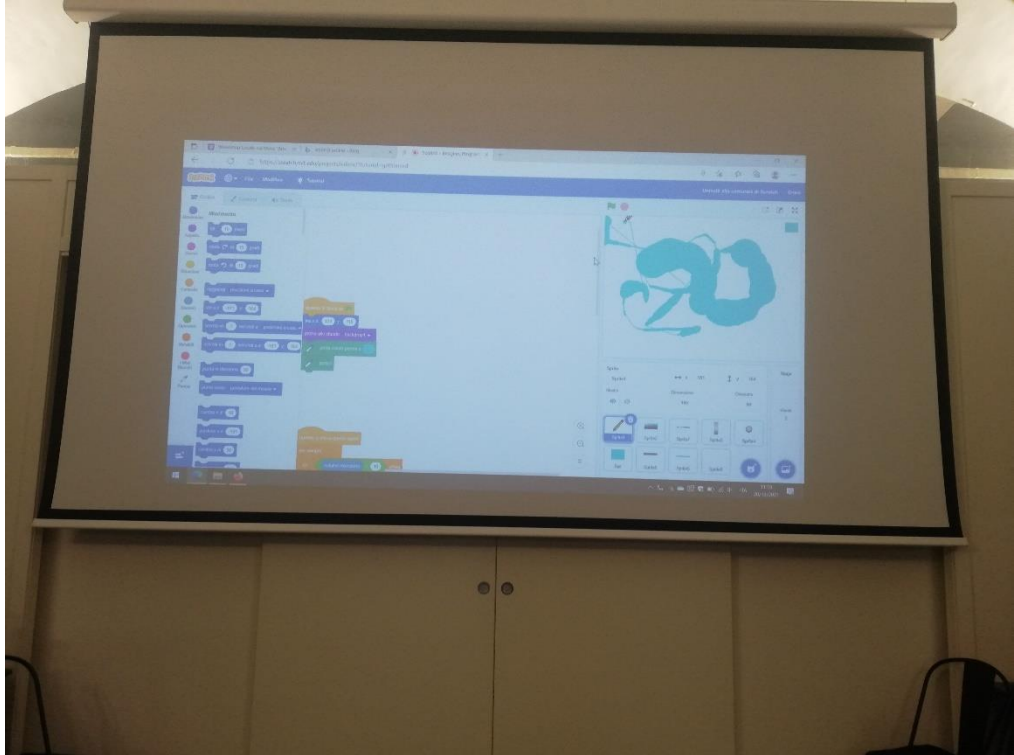
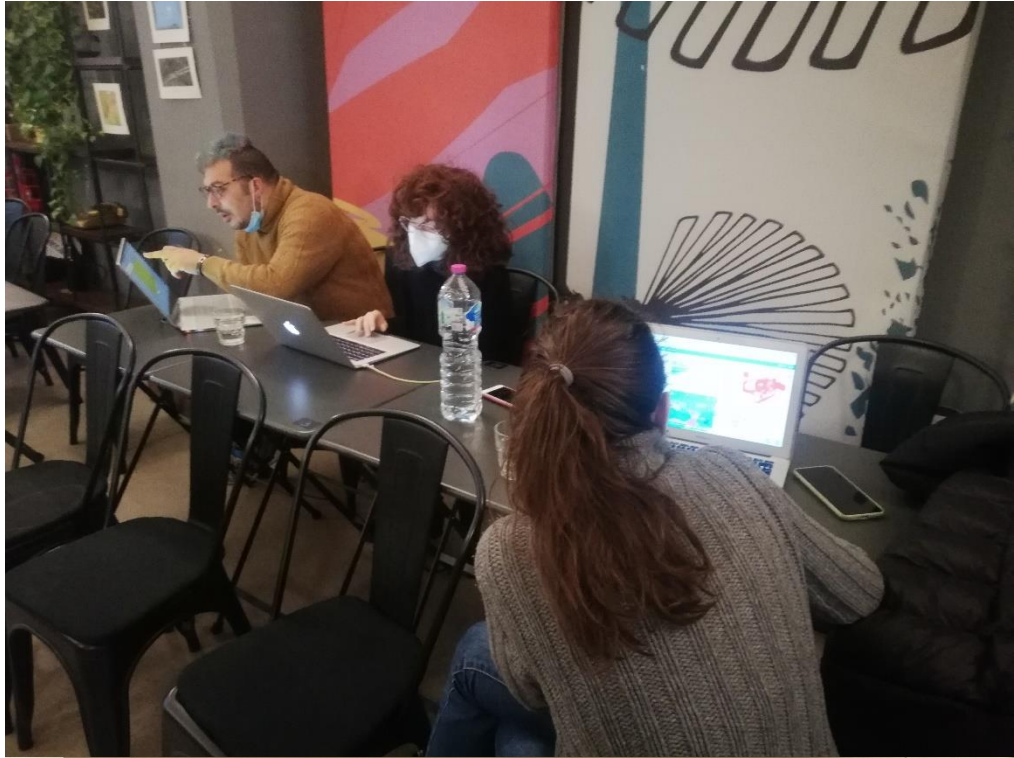
□ Photos, videos, interviews

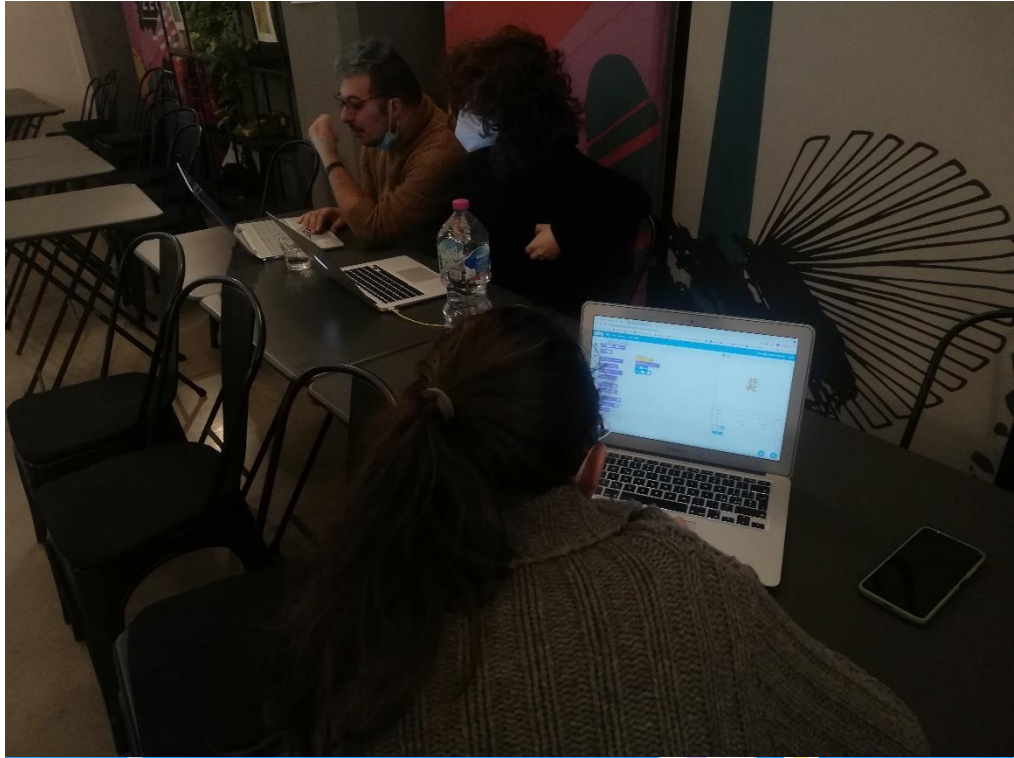


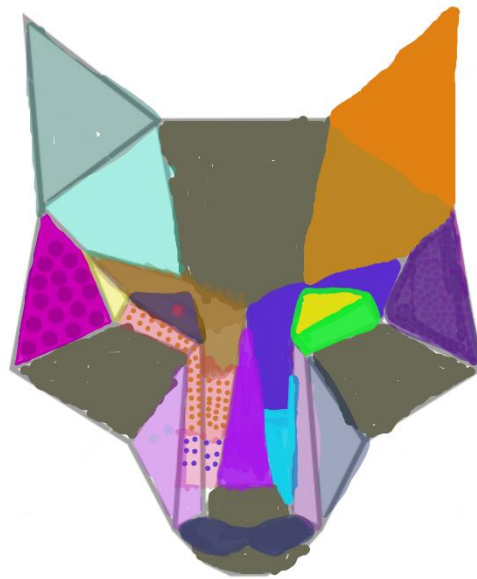












□ Participants lists

The 1st Local Art Workshop in Italy was attended by 9 subjects aged between 20 and 25, of which 4 females and 5 males. Of the 9 total subjects, 4 are operators who work at the La Città del Sole Onlus Foundation and the remaining 5 are users taken on by it.

The names are listed below:

- Alessandra Dimatteo
- Luana Angelini
- Daniel Bono
- Federico Merciaro
- Federico Di Filippo
- Matteo Rulli
- Alessandra Mazzerioli
- Eleonora Bellu
- Vanni Riccieri