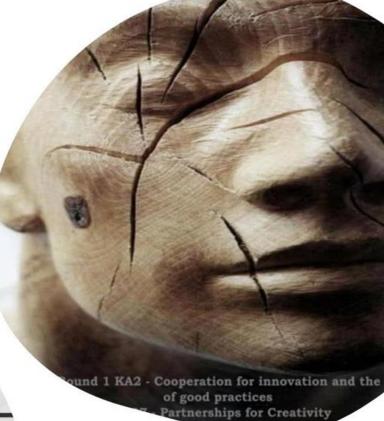




# 3<sup>rd</sup> Local Workshop **Implementation** Report

February 2023



































COUNTRY	PARTNERS
FRANCE	50 ans! -université -université -université -université -université -université -université -université -université

### 1. Introduction

In the continuity of the activities initiated during the two previous Abeyga workshops, psychology students from the Université Lumière Lyon 2 were invited, face to face, to the university premises. Before the meeting, they were given instructions, in coordination with the other partners of the Erasmus+ project, to express, through photos taken by themselves, the 5 things that make them happy in their daily life.

### 2. 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 "Art as self-expression: 5 things that make you happy in everyday life."

With this we facilitate self-expression and exploration of innovative ways and art products, also making the activity accessible to people with different functional profiles.

### 3. Choice of tools

The choice of the theme was supported by the type of software used. Specifically, the software used in workshop 3 are:

- Genially
- Canva
- Cup-cut

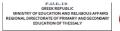
These software have been used by students on PCs and mainly smartphones.

# 4. Agenda of the Local Workshop

Session	Activity Carried Out
Session Number 1: Introduction - Face to	- Welcome
Face	- Presentations (each is presented with
(11:45 -13:35)	name, age and additional info)
	- Presentation of the Art Beyond Gaze

















Session Number 2: Video – Face to Face (09:45 -11:45)	Project - Presentation of the activity (Workshop) - Instructions on how to - Definition of work methodology - Draft Storyboad - Final Storyboard Definition - Video Recording
Session Number 3: Video-Editing & Presentation – Face to Face (09:45 -11:45)	<ul> <li>Editing of videos recorded in day 2</li> <li>Introducing the videos to the class</li> </ul>

## 5. Description of 3 Day Activities

During implementation, 3 sessions took place:

- **1**<sup>st</sup> **day**, we started doing a little presentation first of participants and then of the Art Beyond Gaze project. After this we presented the laboratory and how it would develop, providing instructions on how to proceed through a training module created on Genially. The guys finally started working on a first draft of the storyboard.
- **2**<sup>nd</sup> **day**, at the beginning the participants resumed the work started during the previous meeting, defining the final version of the storyboard. In the second part the students started making videos via PC but also mainly for them via smartphones.



3rd day, during the final session of our workshops, the participants have finished the creation
of the videos and present their work to the group. The workshop ended with the final
assessment.























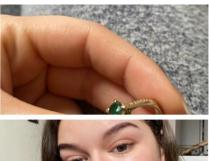




# "5 things that makes me happy in my daily life"...

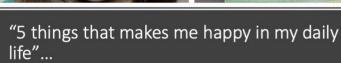
3rd Local Abeyga workshop (France)











3<sup>rd</sup> Local Abeyga workshop (France)

# 6. Outcomes & Evaluation of the Teaching

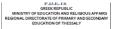
The questionaries were administered to the participants in digital form (Google Form).

The majority of users gave the workshop a very positive rating, assigning scores from 4 to 5 by answering the question related to general satisfaction.

The teacher who participated in the three days realised the importance of playful and spontaneous operations in the relationship with everyday art, in line with the technical and sociability daily habits of the participants.









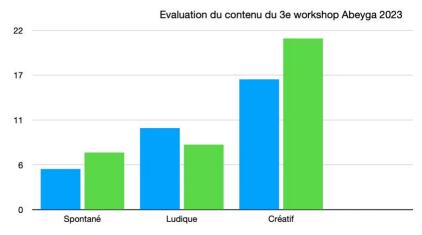




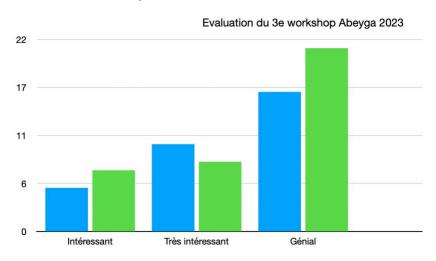




### Evaluation of contents:



#### Evaluation of activity:



### 7. Conclusions

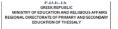
The third Local Abeyga Workshop was aimed to realization of sessions that allow the creation of audio-video artistic products in a collaborative and inclusive way through experiential activities of approach to art in relation with everyday social life.

The results obtained by the assessment appears fully in line with one of the main objectives of the workshop specifically and of the project in general: the creation of an inclusive daily approach to art creation, which can be accessible to anyone.

All the students enjoyed to participate to the workshops and the activities and the methodology were perceived extremely useful and captivating also from the point of view of the operators.



















What the students particularly liked was also being able to create a spontaneous product using everyday life materials that represented them.



