1ˢᵗ Local Workshop Implementation Report

December 2021

ound 1 KA2 - Cooperation for innovation and the
of good practices
Partnerships for Creativity
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COUNTRY	PARTNERS
ITALY	

1. Introduction

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.

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 "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.

3. Choice of Digital materials

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.

4. Agenda of the Local Workshop

Session	Activity Carried Out
Session Number 1: Introduction & Visual Art - Face to Face (09:00-13:00)	- Presentation of Art Beyond Gaze Project - Presentation of the workshop: aim, theme, methods - Activities with Aggie.io
Session Number 2: Visual Art & Music – Face to Face (09:00-13:00)	- Google Arts & Culture - Activities with Scratch
Session Number 3: Discovering the Art through Touch and Smell – Face to Face (09:00-13:00)	- How to explore art with touch and smell - TinkerCad

5. 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.

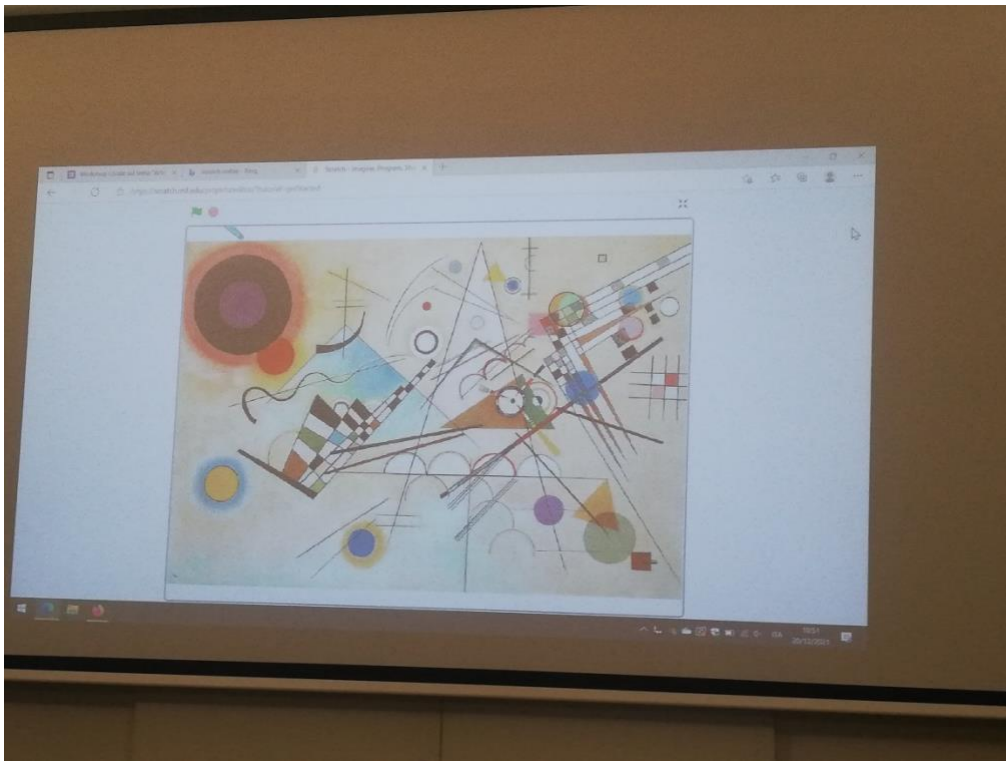On the third and last day it was decided to have art explored through 2 other senses: touch and smell.

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.
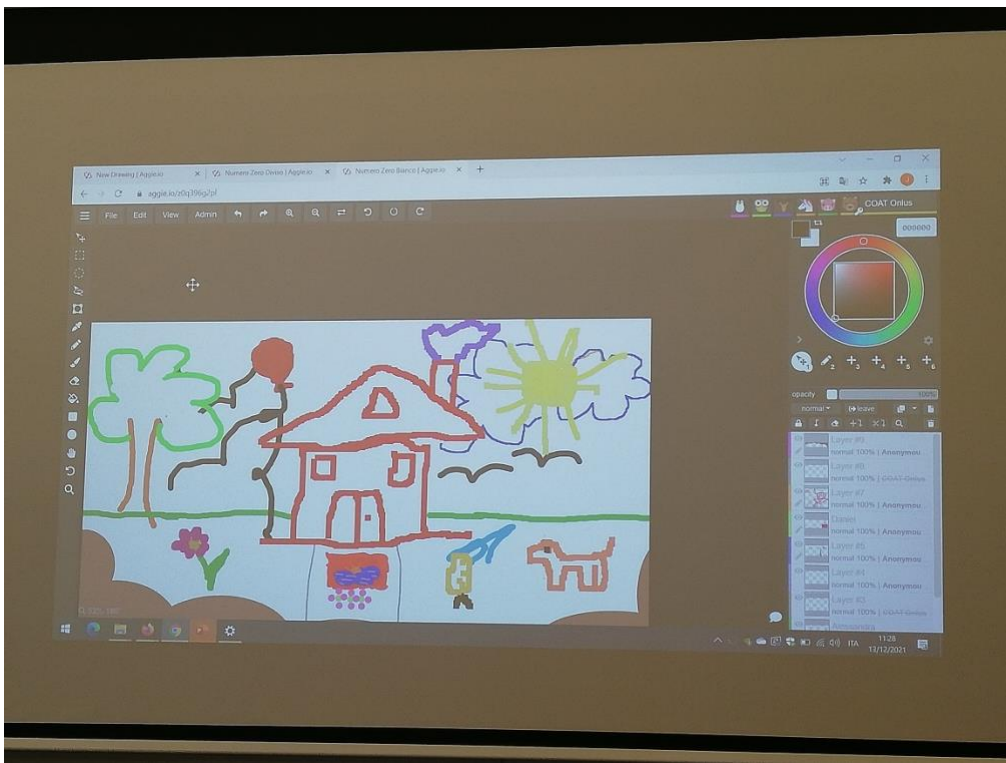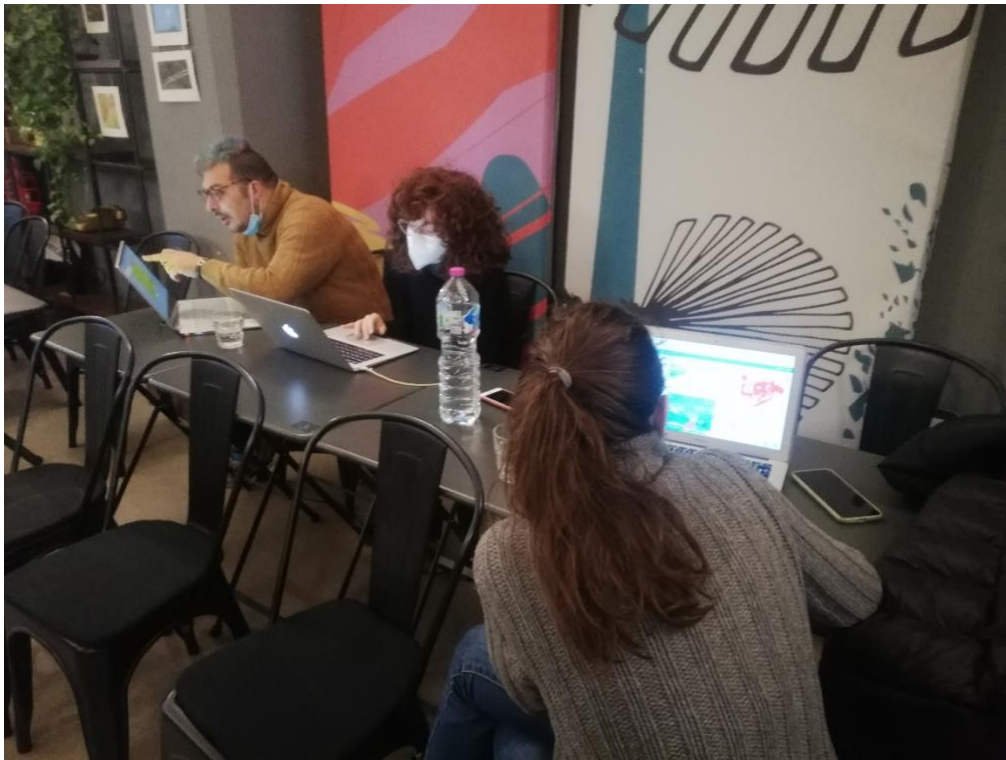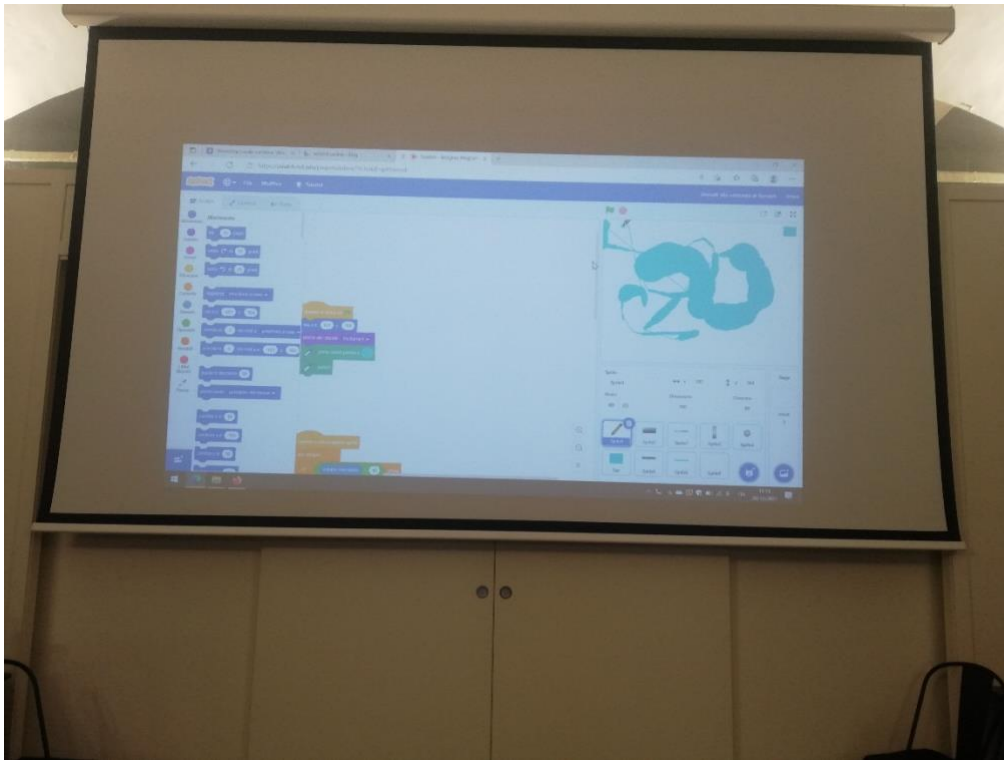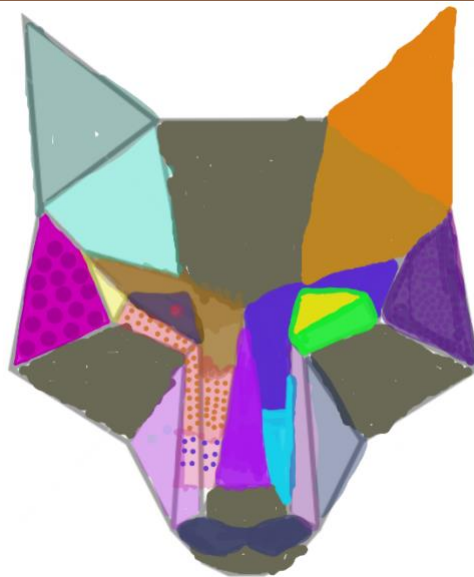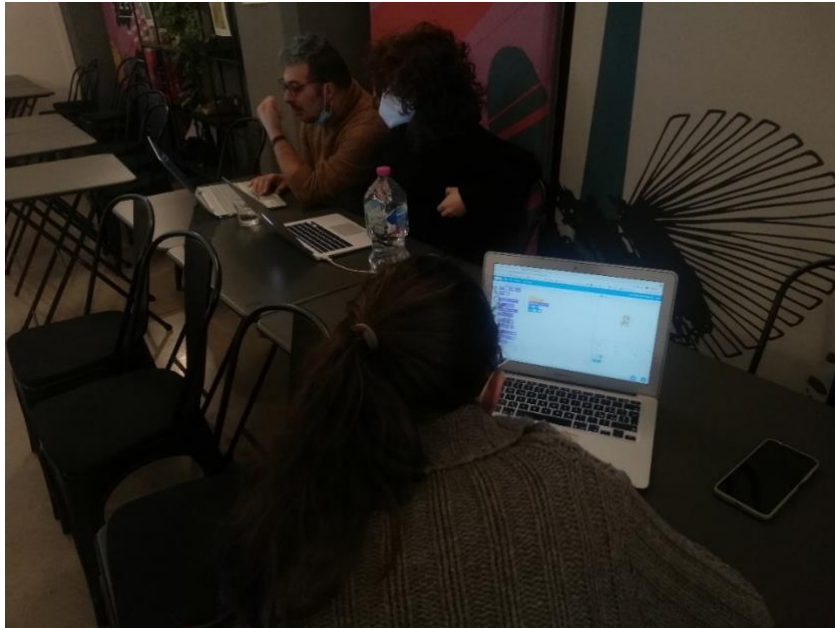
6. Outcomes & Evaluation of the Teaching

The questionaries were administered to the participants in paper form and then the data was entered into an Excel file. 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 operators who participated in the three days were enthusiastic and said that in the future they will adopt the tools and methods learned in their work. The strength that has been most frequently identified by the participants is the possibility of creating artistic products in a collaborative way through commonly used devices.

7. Conclusions

The general aim of the first Local Art Workshop is to transfer the knowledge of the first C1 to young learners.

The participants have been trained to create innovative, original and interesting artistic digital products (through digital art tools and games) in order the comprehend and be better involved in the creation of arts.

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, they appreciated the provision of new tools that they can use in their daily practice.

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 approach to art, which can be accessible to anyone. An aspect that was particularly appreciated by the participants is the possibility of creating artistic products in a collaborative way through commonly used devices (smartphones, tablets, PCs ...).

All the users 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.