




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

February 2023



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 third Digital Local Workshop at the "IC Torgiano-Bettona", in a lower secondary class, with 12-year-old students.

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

As expected, the workshop was divided into 3 consecutive days (February 2023) in which participants were able to discover art in its various forms and to express themselves through art, using different tools and methodologies than usual.

This second edition of local workshops was attended by 20 students with different profiles and 4 teachers. In addition to the operators, 1 tutor took part in all sessions, to mediate and carry out the activities.

Everyone was provided with a PC/smartphone 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 "Art as self-expression: tell or show 1 to 3 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 smartphones.

## 4. Agenda of the Local Workshop

Session	Activity Carried Out
Session Number 1: Introduction - Face to Face (11:45 -13:35)	<ul style="list-style-type: none"> <li>- Welcome</li> <li>- Presentations (each is presented with name, age and additional info)</li> <li>- Presentation of the Art Beyond Gaze Project</li> <li>- Presentation of the activity (Workshop)</li> <li>- Instructions on how to</li> <li>- Definition of work methodology</li> <li>- Draft Storyboard</li> </ul>
Session Number 2: Video – Face to Face (09:45 -11:45)	<ul style="list-style-type: none"> <li>- Final Storyboard Definition</li> <li>- Video Recording</li> </ul>
Session Number 3: Video-Editing & Presentation – Face to Face (09:45 -11:45)	<ul style="list-style-type: none"> <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 or smartphones.
- **3<sup>rd</sup> day**, during the final session of our workshops, the participants have finished the creation of the videos and present their work to the classroom. The workshop ended with the final assessment.







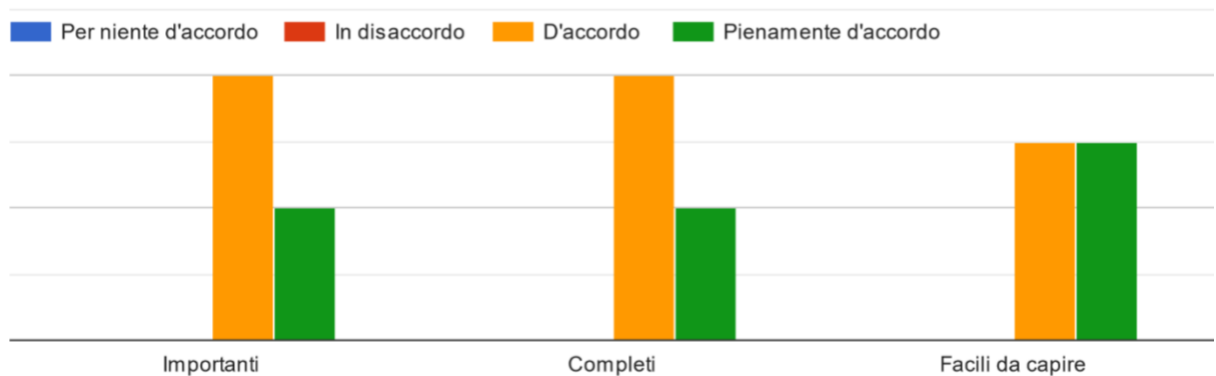
## 6. Outcomes & Evaluation of the Teaching

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

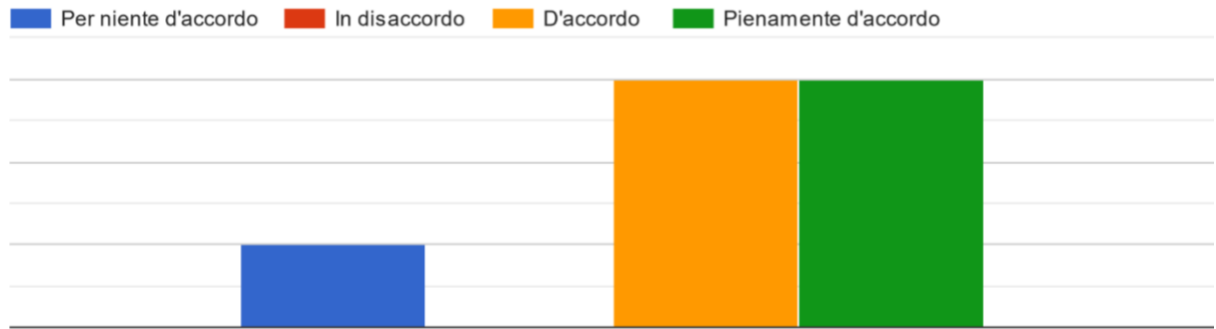
The majority of users gave the workshop a very positive rating, assigning scores from 4 to 5 by answering the question related to general satisfaction.

The teachers who participated in the three days were enthusiastic and said that in the future they will adopt the techniques and methods learned in their work. The strength that has been most frequently identified by the students is that they have carried out activities that have allowed everyone to express themselves freely not only in content but also in form.

Evaluation of contents:



Evaluation of activity:



## 7. Conclusions

The third Local 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.

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.

All the guys 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 boys particularly liked was also being able to create a product that represented them (evaluating videos).