

INSITE Workshop

WP 7 - Generalized ICT: how cities and museums augment human learning, individually and collectively

Modena - Italy, 12th and 14th-15th April 2014

Officina Emilia venue

Narrations and communities: building communities for making citizenship

Which are the contributions of narrations in building sustainable communities?

The workshop “Narrations and communities: building communities for making citizenship” will address the issue of narrations as **practices for building communities’ identities**. This workshop is the contribution of the INSITE Project, a EU Coordination Action, whose goal is fostering the dialogue between researchers and practitioners on “How to build a sustainable society, environmentally sustainable and socially responsible” [www.insiteproject.org]. A **Manifesto of Social Sustainability** has been issued as an outcome of this CA.

The WP7--“Generalized ICTs” focuses on the primary functionality of information and communication technologies, conceived as that of augmenting human learning, both individually and collectively: to this respect, also cities and museums, at macro and meso level, respectively, have this role.

Which specific infrastructures enable interactions that enhance the exchange of information, as well as the acquisition and creation of new knowledge? We are not referring here only to the places formally in charge of this purpose, such as schools, universities, research or cultural centers, theaters and museums. We mean public spaces - designed or activated by users - to enhance interactions amongst people, such as squares, urban gardens, meeting places, Fab Labs, hybrid venues, just to name a few of them.

What is the role of narrations in the design and activation of such spaces and within the interactions of their users? Who is creating these narratives and for whom? Which are the infrastructures, practices and languages able to convey information, and at the same time to support the dialogue and the interaction within and across communities?

These are the core research themes of INSITE, aimed at contributing to the issue of “building an inclusive Europe” that encompasses all EU’s multiple identities, and therefore different narratives, also by means of a smart and reflexive use of ICT, on which the European Commission has been investing in the last decades.

The European Commission is currently looking for actions and instruments capable to encourage citizen participation, with respect to ever-changing communities in which we are living, and it is more necessary than ever to include those who come to be part of the European Community from a certain point onwards. With a focus on narrative practices relevant in building communities, being themselves social practices and not mere self-narrations, in the workshop we intend to focus on how the many narrative practices - deep-rooted in the history and processes of humankind - are changed and how they are used nowadays.

The organization of the workshop in 7 sessions

The workshop is open with the **symbolic delivery to the town of “A lathe at school”**, an on line story valuing local network of competences, the workshop begins on Friday, **11th April 2014**, during the Modena municipality sponsored event: “*Museums to be tasted, the flavor of the (re)discovery*”.

On **12th April**, the INSITE workshop will focus on **ICTs for museums**: tools aimed at creating virtual exhibitions of museums’ collections, and at enhancing and managing online digital storytelling that can appraise museums’ intangible heritage. The collections show off for an opening which widens the horizon of their use, and not just in a temporary way. During the afternoon session, participants will have the opportunity to interact with Homm-sw, an ICT application developed by the Modena and Reggio Emilia University, within the Officina Emilia lab-museum in collaboration with Crafts Museum (New Delhi, India), and to construct their own projects of storynets.

After having explored the contribution of museums, on **Monday 14th April**, the workshop will open up to contributions on the role of narrations in social innovation and local development processes. Then it will proceed on **Tuesday 15th April** with contribution from theater, visual arts, urban games, bottom-up community practices and tools for citizens engagement, such as e-deliberation.

What links the issues addressed by generalized ICTs, such as museums and cities, or projects such as *La Notte del lavoro narrato*, *Il Palio del Grano*, *Il Villaggio dell’Arte*, *Come to Venice* to the European Commission issues on social inclusion and participation? The workshop will highlight that they all make use of practices (such as performing arts, visual arts, games), techniques and tools that rely on social relationships and also on information and communication technologies, to create spaces of interaction fostering shared knowledge and meanings.

Saturday 12th April 2014 | h 9-18 & h 21-23

Session II – Museum & ICT tools for virtual exhibitions and digital story telling

Museums. Social inclusion, lifelong learning and the regeneration of competence networks are key processes which foster innovation. Museums may play an important role in these processes and ICT can strongly support the effectiveness of the interventions required in the formation of personal and community identities, and the construction of meanings

9.15-13.00

Tommaso Minerva (CEA-UniMORE, Italy) Welcome & Introduction

Maria Teresa Natale (ICCU, Italy, Athena+), Movio_A CMS to create and manage on line virtual exhibitions

Perla Innocenti (University of Glasgow, United Kingdom) Migrating heritage and approaches to digital storytelling

Ruchira Ghose (Crafts Museum, New Delhi, India) Transforming a museum

Margherita Russo (UniMORE, Italy) Homm-sw. ICT tools to enhance tangible and intangible heritage

Official ceremony

“Un tornio a scuola/A lathe at school_A storynet on competence networks in mechanics”. A contribution to value an intangible heritage of the local community. With the Mayor of Modena, Giorgio Pighi

Marianna Marcucci, Fabrizio Todisco (Invasioni Digitali, Italy) “Digital invasion” to enhance cultural heritage

Eleonora Lupo (Politecnico, Milan, Italy) Augmented technologies for museums and cultural heritage

Comments and discussion: Chiara Beni (Sistema Museo, Italy); Julia Katona (Museum of Fine Arts, Budapest, Hungary)

Lunch 13.00-14.30

Session III – Parallel laboratories to use homm-sw

14.30-17.00

Margherita Russo Giulia Piscitelli and Elisabetta Zironi, ICT architecture of homm-sw

30'tutorial + 90' to create a storynet in a personal workspace by using homm-sw. *Invited attendees:* Julia Katona, Ruchira Ghose, Maria Teresa Natale, Narula Kritica Sharma, Federica Rocchi, Laura Barbieri, Ivana Taverna, Chiara Beni, Stefania Torresan, Cristiana Zanasi, Marco Panizza, Ivan Ongari, Paola Mengoli, Ece Özdil

To create your own storynet: bring with you files in the following format: Video mp4; Audio mp3; Images jpg 1024x768; Texts pdf
For each clip please create an image for a thumbnail .jpg 160x120

h. 19.00 dinner at Caffé Concerto

(Piazza Grande, Modena)

h. 21-23 Novemetis at Officina Emilia

THE IMPROVADERS present IMPROBUBBLE

Vincenzo Mingiardi, guitar

Alberto Tacchini, electric piano and synthesizers

Pacho, drums and percussions

Monday 14th April 2014 | h 10.30-18.00

Session IV - Narration and community building: theoretical issues

10.30-13.00

Virginia Tassinari (Social Spaces DESIS Lab/MAD Faculty – Genk, Belgium), Narrative, media and social innovation

Paolo Gurisatti (ECLT, UniVE, Italy) e Antonio Santangelo (UniTO, Italy), Narratives and local development processes

Comments and discussion Margherita Russo (UniMORE, Italy)

Lunch 13.00-14.30

Session V - Narrative and community building: experiences in policy design

14.30-18.00

Tono Cruz (artist, B:Lee, Spain) Citizen participation in the projects of urban art

Elisa Bertolotti, Francesca Piredda, Simona Venditti (Politecnico, Milan, Italy) Audiovisual storytelling: the experience of ImagisLab - Plug TV

Mario Festa (architect, Italy) From the project on Matese to RuRal Design: Fragments of a discourse to be composed

15' break

Comments and discussion Giulia Piscitelli (Officina Emilia, UniMORE, Italy), Valentina Anzoise (ECLT, UniVE, Italy)

Tuesday 15th April 2014 | h 9.30-18.00

Session VI - Narration and community building: the contributions of theatre and visual arts

Visual arts. Society has always been represented by images. If there is an “incompatibility of worlds and words [and] a one-to-one correspondence is impossible if media are different”, is important to involve who contributes in building communities by means of visual arts.

Theater. The theater, permeable to the social, creates a common language area for the sharing of knowledge and information, and makes possible the understanding of things which can be understood only when taken as a whole. These are inclusive practices, that the theater puts in place using techniques and tools able to accompany the observation, the writing and the theatrical action, and in which the interactions with people (and later with the audience) are an essential part of the process through which collective energy are generated.

9.30-13.00

Claudio Longhi (theatre director, Italy) From the experience of "Ratto d'Europa" to the school "Telling the territory" by Emilia Romagna Teatro Foundation

Bruna Gambarelli and Federica Rocchi (DOM Theatre – La cupola del Pilastro, Italy), The experience of Laminarie at DOM

Tiago Prata (TILTT and Culture Clash Europe, Sweden) TILTT and Culture Clash Europe

15' break

Benedetta Panisson (visual artist, Italy) and Amerigo Nutolo (curator of art exhibitions), Italy), Come to Venice

Comments and discussion Renata Molinari, Marco Scotti

Lunch 13.00-14.30

Session VII - Narration and community building: the contributions of urban games and bottom up practices

Games. The focus is on urban games, in which ICTs interweave with people interactions in the exploration of the real world. In addition to the scientific debate on software architectures, the focus will be on the kind of narratives that could be found in this kind of games.

Bottom up practices. Two projects, the "Palio del Grano" and "La Notte del lavoro narrato", allow us to broaden our vision towards techniques and tools that draw on visual arts, theater and games. Here is the community that acquires them to build actions aimed at changing perspectives

14.30-18.00

Ilaria Mariani, Davide Spallazzo, Maresa Bertolo (Politecnico, Milan, Italy) Urban Games e fictional worlds: definitions and contemporary reflections

Alberto Lusoli (ECLT, UniVE, Italy) e-deliberation at Cesena: a very serious game

Filippo Tantillo (ISFOL, Italy) Narration, participation and democracy

Comments and discussion Elisa Bertolotti (Politecnico, Milan, Italy), Ivan Ongari (City Councillor, Suzzara Mantova)

15' break

Benedetta Giudice (Palio del Grano, Italy) From the "Palio grain" - promoting sustainable communities in a rural area in Southern Italy - to the involvement of Mediterranean communities

Vincenzo Moretti (sociologist, Italy), *Le vie del lavoro*. Storytelling and participate survey

Comments and discussion with Filippo Tantillo (Isfol, Italy); Ivan Ongari (City Councillor, Suzzara Mantova), Anna Natali (Eco&Eco, Italy)

h. 21-23 Novemetis at Officina Emilia Fragile Orchestra, conduction performance

Luca Perciballi, conductor,
Mattia Scappini, live painting
Riccardo Marogna, bass clarinet
Stefano Borghi, clarinet
Ivan Valentini, soprano sax
Gianluca Chiarini, sax
Gabriele Fava, sax
Giovanni Benvenuti, sax
Michele Bonifati, guitar
Giulio Stermieri, electric piano
Simone Di Benedetto, double bass
Andrea Grossi, double bass
Riccardo La Foresta, drums

Organization and logistics

INSITE [<http://www.insiteproject.org>] is a Coordination Action, directed by David A. Lane, on "The innovation society, sustainability and ICT". It is sponsored by the European Union program Directorate General for Communications Networks, Content and Technology [DG CONNECT].

The Insite workshop "Narrations and communities: building communities for making citizenship" Modena 11th-15th Aprile 2014 is organized by Margherita Russo, with Valentina Anzoise, Alberto Lusoli, Giulia Piscitelli, Federica Rocchi and Stefania Sardo. Agnese Boscarol and Cristina Manente (ECLT) support organization and logistics.

Contacts: administration & logistics

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Venue in Modena

Officina Emilia, project of the University of Modena and Reggio Emilia, will host the workshop. Via Tito Livio 1, Modena.

How to reach Officina Emilia

<http://www.officinaemilia.unimore.it/site/home/contatti/come-arrivare-a-oe.html>

bus 9/9A toward Officina Emilia:

direction Cittanova/Marzaglia, stop "Emilia ovest Globo"

time schedule from Railway station:

every 20' at .01, .21 .41 each hour [6am to 7pm]

time schedule from bus station:

every 20' at .05, .25 .45 each hour [6am to 7pm]

bus 9/9A from Officina Emilia

direction autostazione/stazione ferroviaria

time schedule from via Emilia Ovest Globo:

every 20' at .13, .33, .53 each hour [6am to 7pm]

Official languages

Both English and Italian will be used in the workshop.

Wifi connection

Wifi connection will be available during the workshop. Participants should send Erminia Di Santo erminia@unimo.it a scanned copy of an identity card or passport to access the university wifi.

Hotels and Restaurant

Details on hotels reservation and restaurants will be given to the participants by ECLT

Special diet

Please inform Agnese eclt@unive.it of any need for your diet

Welcome cocktail and dinner on April 11th

Margherita Russo and Paolo Gurisatti will be pleased to meet at dinner the participants who arrive on April 11th.

Meeting point: Central Park Hotel, at 7.00-7.30 pm, for a cocktail at the hotel and dinner in a restaurant a walking distance.

Please, confirm with Agnese eclt@unive.it

List of participants

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