

Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461



Structuring of the ARTSKILLS e-learning course

Content, forms and assignment to partners

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Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461

Index

2

<i>Introduction</i>	3
<i>Module 1 – Digital storytelling and collaborative platforms (by Teleconsys)</i>	4
<i>Module 2 – Digital Museums and Cultural Citizenship (by Teleconsys)</i>	5
<i>Module 3 – Participatory Theatre and Conflict Resolution (by Centrul de Meditatii CONIL)</i>	7
<i>Module 4 – Digital Workshops and Collective Memory (by Centrul de Meditatii CONIL)</i>	8
<i>Module 5 – Design thinking and digital public art (by Hyper Island)</i>	9
<i>Module 6 – Emotions, art and intergenerationality (by Hyper Island)</i>	10

Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461

Introduction

The ARTSKILLS project proposes the creation of an e-learning course divided into six thematic modules, each of which explores in an experiential and interdisciplinary way the potential of art in promoting transversal and digital skills among adults.

Each module is designed to be accessible, inclusive, adaptable to different cultural contexts and usable even by adults with low digital literacy.

The modules will be assigned to the partners according to their respective skills, previous experience and documented contributions in the research and experimentation activities.

Form	Title	Objectives	Responsible partner
1	Digital storytelling and collaborative platforms	Develop narrative, digital and collaborative skills through the creation of digital stories	Teleconsys
2	Museums and digital inclusion	Using digital museum environments to develop active citizenship and digital skills	Teleconsys
3	Participatory Theatre and Conflict Resolution	Promoting inclusion and intercultural communication	Centrul de Meditatii CONIL
4	Digital laboratories and cultural heritage	Developing digital skills through the enhancement of local heritage	Centrul de Meditatii CONIL
5	Design thinking for art	Develop creativity and problem solving through the design method	Hyper Island
6	Art, emotions and intergenerationality	Stimulating dialogue between generations and emotional literacy	Hyper Island

Each module will be accompanied by:

- N. 3 teaching units per module, presented in the form of PowerPoint presentations and transformed by Teleconsys into traceable SCORM packages, available directly online within the platform;

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Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461

- N. 1 final quiz per module, consisting of 6 closed-ended questions (2 per unit) (only one correct option out of three);
- N. 1 associated practical activity per module, in PDF format. The aim of the activities is to translate the concepts learned in the teaching units into concrete activities to be carried out in the classroom, at home or outdoors (possibly to be documented with videos);
- N. 2-3 optional in-depth materials per module, at the discretion of the partners (e.g. infographics, videos, PDF sheets).
- Video testimonials from participants and trainers.

4

The host platform will be multilingual, accessible from mobile devices and designed to facilitate simple and intuitive navigation.

Pedagogical coherence between modules will be ensured by an inter-partner coordination team, which will supervise the didactic uniformity and evaluate the training effectiveness through structured feedback and post-course follow-up moments.

Module 1 – Digital storytelling and collaborative platforms (by Teleconsys)

Description:

This module will guide users to discover digital storytelling as a tool for telling personal and collective stories. Narrative, digital and collaborative skills will be developed using intuitive online platforms. This will provide the tools for Whether you want to share a life experience or a creative project.

Contents:

- What is digital storytelling and why is it important: Fundamentals, formats and genres.
- Structuring a digital narrative: Concept maps and storyboards.
- Search and selection of images, videos and sounds: Copyright and open sources.
- Using collaborative platforms: Creating and sharing stories with Canva and Padlet.

Teaching proposal:

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Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461

- **Unit 1: The basics of digital storytelling**
 - Learning concepts: The participant will discover what digital storytelling is, its importance in the modern world, and how it can be used to express ideas and emotions. It will delve into the different formats and genres of digital storytelling.
- **Unit 2: Structuring Your Digital Story**
 - Learning concepts: The participant will learn to organize their ideas through concept maps and storyboards. It will deepen the techniques for the search and selection of images, videos and sounds, with particular attention to copyright and open sources.
- **Unit 3: Create and share with collaborative platforms**
 - Learning concepts: The participant will explore the practical use of collaborative platforms such as Canva and Padlet for creating, editing and sharing their own digital stories. The main features and best practices will be illustrated.
- **Final Quiz:**
 - Create a questionnaire with 6 questions (2 for each unit), 3 of which are multiple-choice (indicating the correct answer) and 3 open-ended questions to probe how much users have understood the concepts provided in the module.
- **Final exercise:**
 - For example, the creation of a short digital story (maximum 3 minutes) about a significant experience in the user's life, using images, text and, if possible, audio. We recommend using one of the illustrated collaborative platforms (Canva) to organize and present the narrative.

5

Module 2 – Digital Museums and Cultural Citizenship (by Teleconsys)

Description:

This module takes participants on a fascinating journey through virtual museums, exploring them as dynamic environments of digital learning and the exercise of active citizenship. You will learn to interact with art and culture in innovative ways, building your own personal interpretation.

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Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461

Contents:

- Use of the Artsteps and ArtCentrica platforms: Navigation and functionality.
- Guided tours for the analysis of works of art and digital storytelling: Interpretation techniques.
- Activity: construction of an online autobiographical thematic exhibition: Curation and presentation.

6

Teaching proposal:

- **Unit 1: Navigating Virtual Museums**
 - Learning concepts: The participant will be introduced to the concept of the digital museum and its role in promoting cultural citizenship. He will discover the potential of platforms such as Artsteps and ArtCentrica to explore art collections from all over the world.
- **Unit 2: Analysis of works of art and digital storytelling**
 - Learning concepts: The participant will learn techniques for the guided analysis of works of art within virtual environments. It will explore how digital storytelling can be used to create engaging narratives around specific works or themes.
- **Unit 3: Creating Your Thematic Online Exhibition**
 - Learning concepts: The participant will delve into the functionalities of the platforms to curate and build their own thematic exhibition online. He will learn to select works, arrange them and add descriptions and contextualizations.
- **Final Quiz:**
 - Create a questionnaire with 6 questions (2 for each unit), 3 of which are multiple-choice (indicating the correct answer) and 3 open-ended questions to probe how much users have understood the concepts provided in the module.
- **Final exercise:**
 - For example, the creation of a personal gallery using one of the digital platforms explored (e.g. Artsteps or ArtCentrica). The user will select at least 3 works of art that represent him or that have particularly impressed him and will write a short

Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461

narrative (minimum 30 words per work) for each image, explaining his choice and its meaning for himself.

7

Module 3 – Participatory Theatre and Conflict Resolution (by Centrul de Meditatii CONIL)

Description:

This module immerses participants in the powerful world of Forum Theatre, a participatory theatre method designed to develop listening, collaboration and conflict management skills. Through simulation and reflection, you will learn to explore complex dynamics and find collective solutions.

Contents:

- Introduction to the Theatre of the Oppressed: Principles and Key Figures.
- Construction of conflictual scenes: Based on real experiences.
- Activities: theatrical performance and collective discussion: Dynamics and facilitation.

Teaching proposal:

- **Unit 1: Introduction to the Theatre of the Oppressed**
 - Learning concepts: The participant will discover the origins and fundamental principles of Augusto Boal's Theatre of the Oppressed. He will understand the role of the "Joker" and the importance of interaction with the audience in the Forum Theatre.
- **Unit 2: Construction of conflict scenes**
 - Learning concepts: The participant will learn to identify and structure scenes based on real experiences that represent situations of conflict. Techniques for creating effective characters and dialogues will be illustrated.
- **Unit 3: Theatrical performance and collective discussion**
 - Learning concepts: The participant will delve into the dynamics of theatrical performance in Forum Theatre and the importance of post-performance debate. You will discover how to facilitate a constructive discussion to explore alternative solutions to conflicts.

Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461

- **Final Quiz:**
 - Create a questionnaire with 6 questions (2 for each unit), 3 of which are multiple-choice (indicating the correct answer) and 3 open-ended questions to probe how much users have understood the concepts provided in the module.
- **Final exercise:**
 - For example, the user will be asked to think of a conflict situation that he has experienced or witnessed in his daily life (personal or professional), to describe the conflict scene (characters, context, key dialogue) and to propose at least two possible alternative actions that could have led to a more positive resolution, as if he were preparing a scene for the Forum Theatre.

8

Module 4 – Digital Workshops and Collective Memory (by Centrul de Meditatii CONIL)

Description:

This module proposes digital storytelling activities aimed at enhancing intangible heritage and building collective identities. Participants will learn how to give voice to memories, traditions and shared stories, transforming them into immersive multimedia experiences.

Contents:

- Introduction to Visual Storytelling: Techniques and Impact.
- Using open source software for video creation: Basic tools and features.
- Activities: production of short video stories and multimedia exhibitions: Realization and presentation.

Teaching proposal:

- **Unit 1: Introduction to Visual Storytelling**

Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461

- Learning concepts: The participant will explore visual storytelling techniques and how images can convey powerful narratives. It will delve into the use of visuals to evoke emotions and convey messages.
- **Unit 2: Using Open Source Software for Video Creation**
 - Learning concepts: The participant will familiarize themselves with open source video editing software (e.g. DaVinci Resolve, Kdenlive, Shotcut) for creating short video stories. We'll cover the basics of importing, cutting, editing, and adding audio and text.
- **Unit 3: Production of video stories and multimedia exhibitions**
 - Learning concepts: The participant will learn to combine visual and audio elements to produce short video stories about collective memory. You will discover how to organize and present your works in online multimedia exhibitions.
- **Final Quiz:**
 - Create a questionnaire with 6 questions (2 for each unit), 3 of which are multiple-choice (indicating the correct answer) and 3 open-ended questions to probe how much users have understood the concepts provided in the module.
- **Final exercise:**
 - For example, making a short video story (maximum 2 minutes) about a meaningful memory of your family or community. It is recommended to use images (historical photos, current photos, drawings) and, if possible, a short audio or text to tell the story. You can use open-source video editing software or a free online tool.

Module 5 – Design thinking and digital public art (by Hyper Island)

Description:

This module introduces participants to Design Thinking, a creative and practical approach to problem-solving, applying it to the world of art and technology. You will learn to co-design digital installations that address social issues, transforming your ideas into tangible projects.

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Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461

- Phases of design thinking: Empathize, Define, Ideate, Prototype, Test.
- Co-design of digital installations: Social issues and technological integration.
- Activity: Elaboration of a collective art project: Planning, collaboration and presentation.

10

Teaching proposal:

- **Unit 1: The phases of design thinking**
 - Learning Concepts: The participant will explore the five stages of Design Thinking: Empathize, Define, Ideate, Prototype, and Test. You will understand the importance of each step in the creative and problem-solving process.
- **Unit 2: Co-design of digital installations**
 - Learning concepts: The participant will learn how to apply Design Thinking to the co-design of digital installations. It will delve into the choice of social issues and the integration of technology to create interactive and meaningful works of art.
- **Unit 3: Elaboration of a Collective Art Project**
 - Learning concepts: The participant will apply the knowledge acquired to develop a collective art project. The practicalities of planning, collaborating, and presenting a prototype will be discussed.
- **Final Quiz:**
 - Create a questionnaire with 6 questions (2 for each unit), 3 of which are multiple-choice (indicating the correct answer) and 3 open-ended questions to probe how much users have understood the concepts provided in the module.
- **Final exercise:**
 - For example, the user will choose a social issue that is close to his heart (e.g. pollution, social isolation, lack of green spaces). By applying the first three phases of Design Thinking (Empathize, Define, Ideate), he will sketch an idea for a digital installation that can raise awareness or propose a solution for that problem. It will describe the idea, target audience, and technologies you might use.

Module 6 – Emotions, art and intergenerationality (by Hyper Island)

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Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461

The last module proposes emotional education and intergenerational dialogue through the visual and audiovisual arts. Participants will explore how artistic expression can foster an understanding of emotions and strengthen bonds between different generations.

11

Contents:

- Introduction to Social-Emotional Education: Meaning and Importance.
- Production of visual testimonials, podcasts and "diaries of emotions": Formats and techniques.
- Activity: collective creation of a "digital wall of emotions": Collaboration and sharing.

Teaching proposal:

- **Unit 1: Introduction to Social-Emotional Education**
 - Learning concepts: The participant will discover what social-emotional education is and its importance for individual and collective well-being. It will explore how art can be a vehicle for the expression and understanding of emotions.
- **Unit 2: Production of visual testimonials and podcasts**
 - Learning concepts: The participant will learn how to create visual testimonials (e.g., digital collages, short videos) and podcasts that explore the world of emotions. Techniques for recording and editing interviews or personal reflections will be illustrated.
- **Unit 3: Collective creation of a "Digital Wall of Emotions"**
 - Learning concepts: The participant will discover how to create a "digital wall of emotions", a collaborative platform where different generations can share their emotional experiences through images, texts and audio, promoting dialogue and empathy.
- **Final Quiz:**
 - Create a questionnaire with 6 questions (2 for each unit), 3 of which are multiple-choice (indicating the correct answer) and 3 open-ended questions to probe how much users have understood the concepts provided in the module.
- **Final exercise:**

Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461

- For example, the creation of a digital "diary of emotions" (even a single page or a short video of up to 1 minute). The user will choose an emotion they have recently experienced (e.g. joy, frustration, calmness) and represent it visually or through a short audio, briefly explaining what triggered it and how they experienced it. You can use images, colors, sounds, or a combination of these.

12

Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461