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Action n. 2018-1-IT02-KA204 048011

realized in the framework of the project EU-ACT
developed in the program Erasmus Plus KA2 Strategic
Partnerships for Adult Education Innovation



EUROPE CITY TELLERS www.europecitytellers.org

Local seminars and multiplier events

From few days the partners of the project "Europe City Teller - cultural mediation and storytelling for tourism, between theatre, multimedia and narration" - acronym "EU-ACT" - approved, as action n.2018-1-IT02-KA204-048011, in the framework of the programme Erasmus Plus KA2 Strategic Partnerships for Adult Education by the Italian National Agency INDIRE, are developing the local training activities and planning those of multiplier events to be completed by next June. In Italy, for example, theatrical training activities, unfortunately developed only online due to the pandemic, are carried out in collaboration with the trainers of Teatrolab of Pisticci, while those of dissemination to the public, organized on specific zoom platforms, are realized thanks to the cooperation of the CSV. (Volunteer Service Centre) and ASNOR (National Association of Orientators).



(Image of the first online training seminar organized in Italy)

Last online meeting scheduled shortly

The partnership is currently defining the dates for the last project meeting, which was to be held in Budapest. Unfortunately, due to the persistence of the pandemic, it will almost certainly be developed entirely online in order to reduce the chances of contagion. During the meeting, partners will talk about how multiplier events have to be developed in the various countries and also about the final report. An important chapter of the discussion will be devoted to the control of the actions carried out and to the possible budget changes to be requested to the National Agency.

The outputs achieved

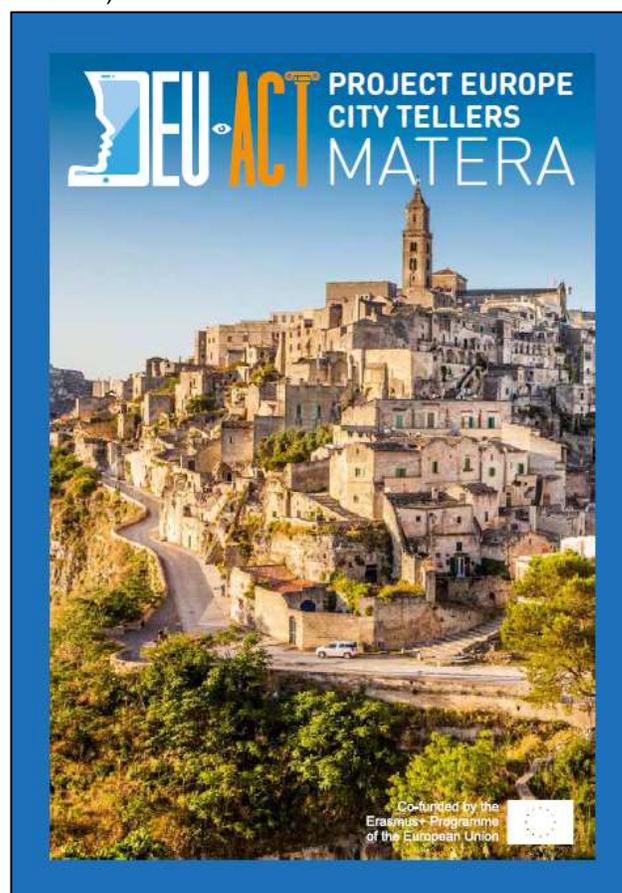
Despite the difficulties caused by the covid-19 pandemic which obviously caused delays in the development of activities, all the intellectual products envisaged within the project have been fully developed and the partners are particularly satisfied with the work done, also because the feedback received by those who have already had the opportunity to see them were decisively positive. We remind you that the expected products were the following 3:

O1 - Theatrical visits

O2 - Web platform and online tool-kit

O3 - Augmented reality app and printed guide

Below are some images of the printed guide of Matera, which thanks to a QR Code and the use of an App allows you to start animations in augmented reality of the Italian city (the same obviously happens for all the other guides of the additional 4 cities involved, so Budapest, Berlin, Krakow and Stockton-on-Tees).



The App

The App developed by the EURO-NET staff in concert with that of the various project partners is certainly one of the flagships of the project. It can be downloaded for free from both the Apple App Store and the Google Store for those who use Android and allows users to enjoy the content created in real time, guiding the public to discover the path imagined and developed through video animations.



The methodologies used in the project

The EU-ACT project, in its development, has based its work mainly on the theory of EXPERIENTIAL LEARNING, a learning model based on direct experience. Skills and knowledge have been built to be acquired outside the traditional context of the classroom and include activities of various kinds, such as practical workshops, analysis of examples and case studies, site visits and group work, which include a real experience. Experiential learning has spread thanks to the contribution of education theorist David A. Kolb, according to whom "learning is a process in which knowledge is created through the transformation of experience".

This process consists of 4 stages:

1. the phase of concrete experiences, in which learning takes place through perceptions and, therefore, as a personal interpretation of experiences;
2. the phase of reflective observation, in which learning derives, instead, from understanding the meanings through observation and listening;
3. the phase of abstract conceptualization, in which learning derives from the analysis and logical organization of information flows;

4. the phase of active experimentation, in which learning is the result of action, experimentation and verification of functioning for the purpose of evolution or possible changes.

The project's Work-Packages are developed, with the contribution of all partners, with the application of other specific methodologies such as::

- a) **LEARNING BY DOING** (where the key to learning is learning by learning, used above all for the development of theatrical visits of the intellectual output 1). With this methodology, the learning objectives were configured in the form of "knowing how to" rather than "knowing that", allowing participants to become aware of why it is necessary to know something and how a certain knowledge can be used through simulations in which the participants pursue a concrete professional goal by applying and using the knowledge and skills functional to achieving their goal;
- b) **GAMIFICATION OF LEARNING** (educational approach to motivate learning using game elements in learning environments). This methodology, used above all for the intellectual output 3, uses typical elements of the game in non-playful contexts to encourage participation and motivation. Its logics are applicable in many fields, including learning. In this sense, the intellectual product 3 has become a game-based learning, which is a game explicitly designed from an educational point of view aimed at achieving training purposes and developing skills and knowledge.



(above the "European" online electronic game to be completed before booking a tour in the various cities of the partnership chosen to promote the cultural heritage)

Below is the poster created for one of the multiplier events planned in Italy.

PROJECT EUROPE CITY TELLERS MATERA EU-ACT



EU-ACT **Europe City-Teller:** **Mediazione culturale & storytelling** **per il turismo tra teatro,** **multimedialità e narrazione**

*Programma Erasmus Plus KA2
Partenariati Strategici per l'Educazione degli Adulti
Azione n.2018-1-IT02-KA204-048011
CUP: F39F18000360006*

Evento Moltiplicatore Online
26/05/2021 - ore 18:00

Programma Evento

Saluti e benvenuto
GIANLEO IOSCA

Coordina
ANTONINO IMBESI
Il progetto EU-ACT: attività e prodotti intellettuali

Intervengono
LUIGI VITELLI
Il partenariato strategico come mezzo per dare voce al patrimonio culturale

RAFFAELE MESSINA
Il teatro come mezzo per sviluppare il turismo

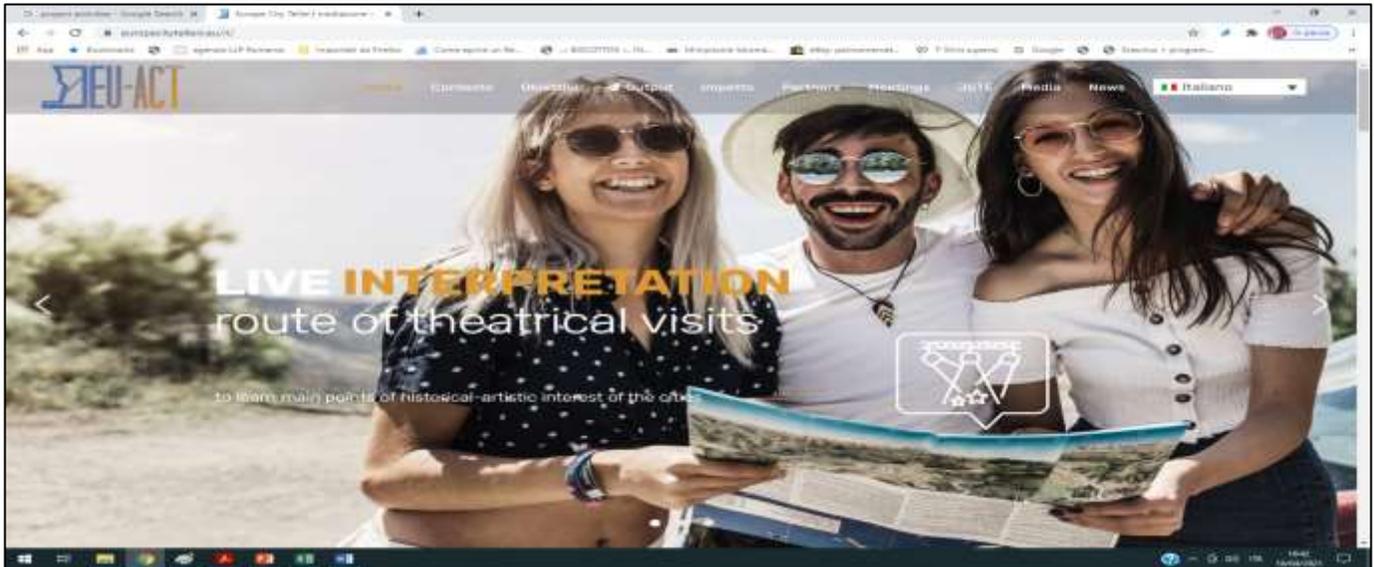
ANDREA D'ANDREA
Realtà aumentata per lo storytelling del turismo

realizzato in collaborazione con

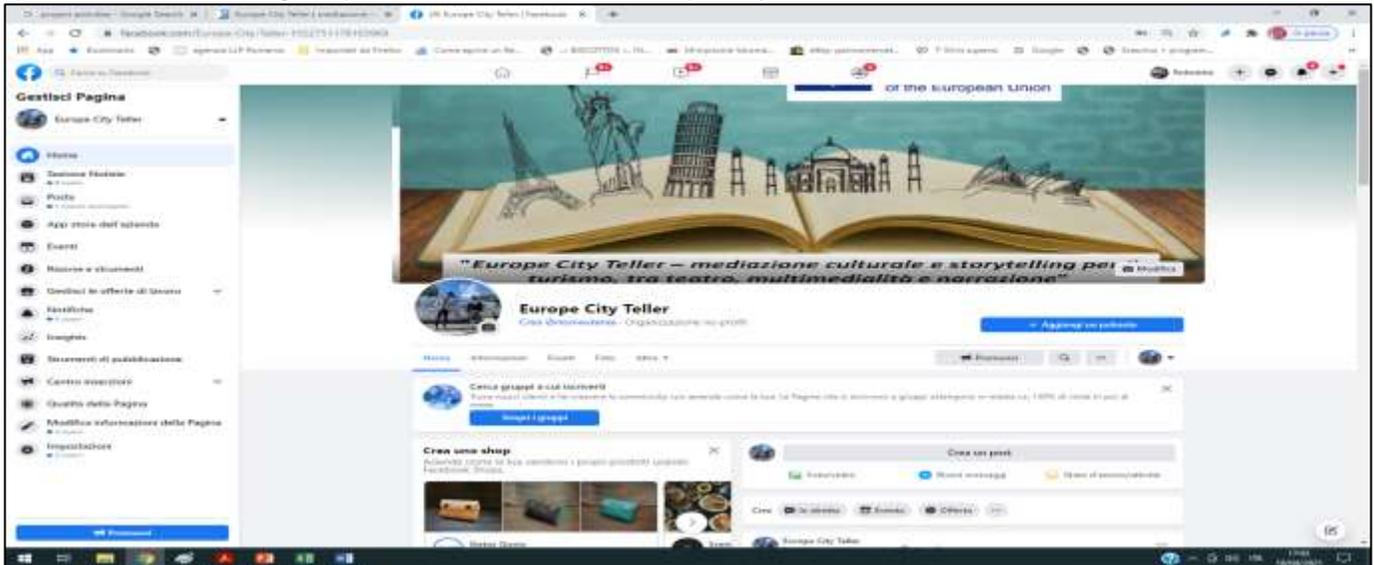


We remind you that you can find more information about our project:

1) on the website <https://www.europecitytellers.eu>



2) on the Facebook Page <https://www.facebook.com/Europe-City-Teller-1552751178163969>



3) on the Facebook Group <https://www.facebook.com/groups/916579528729710>

