
EDDES – Octopus

Educating Through/With Design: Enhancing Creative Learning in Museum and School Settings

Team

PI: Giorgio Camuffo, Roberto Gigliotti
CI: Jonathan Pierini, Simone Simonelli, Annemarie Augschöll Blasbichler, Gerwald Wallnöfer, Beate Weyland
Collaborator: Maddalena Dalla Mura
Partners: Fondazione Querini Stampalia (Venice), Mart (Rovereto), Museion (Bolzano), Palazzo Grassi (Venice), Triennale Design Museum (Milan), Istituto Comprensivo Merano, Merano, Istituto Comprensivo in lingua tedesca Bressanone/Milland

More information: design-art@unibz.it

In recent years, the educational system dominant in the North-Western part of the world has undergone close scrutiny and examination, being regarded as responsible of suppressing human natural capacities for creativity and innovation and of failing to meet the challenges of the new millennium. Reports and studies have called for the need to re-structure education to include much greater focus on developing creative, imaginative and thinking skills and to transform schools in a meeting place of co-construction where individual perspectives and languages are recognized and sustained.
Furthermore, calls have also been made for developing a closer relationship between schools and other, more informal, learning contexts and organizations, such as museums, which are themselves engaged in enriching provision for learning and cultural education.

In the framework of the challenges and changes that education is facing nowadays, it can be argued that design could be crucial for enhancing creative learning and experience, at different levels and scales. This is a direction and territory that remains open for investigation and which requires specific research, experimentation, assessment and training through multidisciplinary collaborations.

The research project “Educating Through/With Design: Enhancing Creative Learning in Museum and School Settings” (EDDES) aimed to develop a theoretical and operational framework for interdisciplinary collaboration between designers, pedagogues and educators, with the primary objective to experiment, document, evaluate and eventually implement design’s contribution – as designed objects, spaces and activities, but also as language, process and approach – to enhance creative learning and imagination in formal and informal multilingual education contexts (including both museum and school settings), with a particular focus on children’s learning experience.

The EDDES research project drew on a number of experiences and studies already carried out at the Faculty of Design and Art and at the Faculty of Education of the Free University of Bozen-Bolzano, and relied on the collaboration of a significant group of external partners (international museums in Northern Italy and local schools in South Tyrol).
Octopus

Roberto Gigliotti with Brita Köhler and Jonathan Pierini

The project was born as part of the collaboration between the research group EDDES and the visitor services of Museion. The two partners of the project shared the following question: Can the expertise of experts in mediation, combined with the design skills of designers, increase the effectiveness of mediation processes in the museum environment? In detail: What is the role of space, its perception and its design in all this? Museion offers to its public an articulated program of activities for children, therefore it represented the ideal case study to explore through the practice of design possible answers to these questions. The project was articulated into a series of workshops and meetings between the EDDES research group, Museion visitor service collaborators and students of the Interior and Exhibit Design course of the unibz Faculty of Design and Arts. These activities served to define the framework as well as the conceptual and pragmatic requirements of the project. Following a shared design process with the museum, the students were guided in the elaboration of a series of project hypotheses, among which a first proposal was finally chosen, realized and finally presented to the public in November 2015.
EDDES. Octopus – Museion, Installation view (2015)
Publications related to the results of the project
