

**European Heritage Puzzle
Report LTA 1 Italy
8-14 Feb 2019**

8th Feb 18:00 - 20:30

TPM

Introduction of participants - knowing each other

Presentation and discussion about the week program, workshop, activities, visits.

Presentation of web site from and Google Drive Platform from Italian Partner

Dinner all together at Cantina Restaurant

9th Feb 2019

09:00 - 13:00

Workshop on Storytelling a ICT powered by Alessandro Manzini, expert of theatre and use of ICT for training and learning activities.

Ice-breaking games, theatre technics for body movement and coordination.

The workshop was based on the use of a software that will allow us to write a common scenario "Kitscenaarist".

Discovering of tools and technics for storytelling. Use of interactive tools, pad, projections, radio.

Workshop developed by Gosia Lorenz on Creative Consciousness Workshop

Explore how to use your awareness to create everything you'd like to create. In this workshop, we do exercises that help us to clear the energetic blocks that stop us from achieving our goals and realizing our true selves; we explore how to engage and work with the energies around us rather than become the effect of them.

Lunch

15:00-19:00

Workshop Session 2

Storytelling and Chemistry, an example of how storytelling can be developed using different technics and subjects. Recording of videos of each participants who act as chemical element.

10th Feb 2019

10:00 - 13:30

Presentation of the historical comic "Il duello del Secolo" by Luca Petrucci, local artist. Workshop on the creation of a comics, technics, research, dialogues, history, detail of character. "Il duello del secolo" as good practice of a comic to learn history and local heritage. The comic talks about the history of Ascanio della Corgna Dike of Castiglione del Lago during the 16-17 century.

Visit and tour of della Corgna Palace and Medieval fortress.

The comic will be for us the tool to be used to explain to the participants the game/enigma, not a common guideline book or paper with rules but a real comic it will be online and/or printed.

Lunch at 6divino

15:00 - 19:00

Presentation and workshop on Augmented reality by Andrea Marchi, collaborator of Laboratorio del Cittadino expert in the developing of mobile app, augmented reality software and holograms. First introduction about augmented reality, the use for heritage and museum. Explanation of the opportunities offered by this apps. Focus on the use of the app and realization on live of a AR "reaction". We surf the use of this tool with video, images, text, a use focused for our enigma games and also for the museums.

We have to decide if want to go further with that in order to improve and develop an App to be used by the partners. It could be a good idea of product, for dissemination of the project also after the project life.

Classic Music Concert at Scuola di Musica del Trasimeno offered by the coordinator.

11th Feb 09:00-14:00

Simulation of Enigma game

Divided in 3 groups the partners worked on a simulation of escape game, with a basic history that was then developed, inspired by the reality of what was happening (group that is working during an international meeting). 1 group worked on the history, another one worked on the scenography and technical supports, lights, music, tools, the 3rd group worked on the enigmas. After 1 hour the 3 groups met in plenary session and started to share their works.

After that we decided to film the playing of the game.

We also had the occasion to be part of the presentation of the restoring of a piece of frescoes in Palazzo della Corgna. Meeting with the master responsible for the restoring works. Focus on the frescoes of the palace, the myths depicted in the frescoes and the technics used for the restoration.

Lunch

15:00 - 18:00

After the simulation, we compare the different scenarios presented by every partner developed before the LTA1. Brain storming, mind mapping.

We decided the common element to develop our scenarios:

- Comics as guide/rules of the game. Same comic for all the partner.
- At least 4 places per partner to be in touch with the other countries, museum, houses, boat, etc.
- IMP link with water at the center of the history (lake, canals, river, sea).
- IMP the presence of the boat in each partner place.
- Period 16 century in all the countries.
- Character from that period
- Element to use: chest, basket, fantastic object with special power, swords, blood with plagues, poisoning the water.

12th Feb 2019 09:00 - 13:00

After the setting of the new common elements for the scenarios, we started (divided per countries) to create the new scenarios taking in consideration all the steps and element decided the previous day.

All the new scenarios will be collected in the google drive, folder LTA1.

At 12:00 we had a workshop with Andrea Marchi on the developing of holograms to be use in museums. How to build and design holograms tools. Creation of a Hologram box, (self-made).

Lunch

15:00-19:00

Visit of National Etruscan Museum of Chiusi - "'Porsenna's Escape Game"

Meeting with the director of the Museum Maria Angela Turchetti, Deputy Mayor in charge for Culture, Heritage and Museum, Chiara Lanari and the staff of the Etruscan Museum, the civic Museum of Chiusi and the Porsenna's Labirint.

The game "Porsenna's Escape", realized by the City of Chiusi thanks to the collaboration and the contribution of the Fondazione Musei Senesi and the Tuscany Region, developed in the first edition by Coop Clanis and in the second by Coop A.R.A. in collaboration with the National Etruscan Museum of Chiusi - Polo Museale della Toscana and the Lay Opera of the Cathedral, it was chosen as a study model for the training week of participants in the Erasmus + KA2 European Heritage Puzzle project.

Porsenna's Escape game in the first edition of 2017 included a series of tests and enigmas to overcome in order to escape from the hypogean environments of the Civic Museum 'The Underground City' of Chiusi Among the protagonists of the game "ATI", the testimonial of the Experience Etruria project, but also, of course, King Porsenna and other characters and elements related to the Etruscan civilization. In the second edition, which took place in 2018/2019, the Municipality, thanks to the collaboration between the various subjects, decided to extend the game to all the Museums and the undergrounds of the City of Chiusi, including the project in the calendar of events of the Etruscan Celebrations 2018, day of the Etruscans, established by the Regional Council of Tuscany.

During the visit and the training meeting in Chiusi, the partners of the European project were welcomed by the Deputy Mayor with responsibility for Culture and Tourism Chiara Lanari, the director of the MneC, Maria Angela Turchetti, the scientific director of the Fondazione Musei Senesi Elisa Bruttini, the offices and by the partners, guides and developers, who told about the game and its design, which were followed by demonstrations and visits to the Museums. The European partners, on this occasion, also visited the theatrical laboratory of the Orizzonti d'Arte Foundation held at the Teatro Comunale Pietro Mascagni by the director Alessandro Manzini, for an all-round cultural and artistic-performative experience in the City of Porsenna.

"It is a satisfaction - says the Deputy Mayor of the City of Chiusi Chiara Lanari" - that our city and our experiences have been chosen as a reference model for this project and we thank the Laboratorio del cittadino - Municipality of Castiglione del Lago, for the opportunity as well as all those who have given their availability and have worked more for work on the realization of the game: a commitment that has seen the three Museums of the City of Chiusi - put on the network since 2018 thanks to the single ticketing - even more united for the enhancement and cultural promotion of our city, in an innovative way. We hope to be able to increase territorial and European constructive synergies for the enhancement, diffusion and cultural and artistic-performative promotion of our city and territory".

The group after a presentation of the idea of the game (how was born, who developed, researches made and tools used), took part in a demonstration of the game, visiting the museums involved in the developing of "Porsenna's Escape"

13th Feb 09:00 - 13:00 TPM

Agreements and contract among beneficiary and partners.

Budget - final redistribution of the budget

Lunch

15:00 - 19:00

New calendar mobility: Crete 18-24 May 2020

Dead line for developing the new scenario.

14th Feb 2019 08:30 - 12:00

Preparation of next VTM VIRTUAL TRANSNATIONAL MEETING.

Preparation of next mobility in Belgium.

Work on the increasing of local nets for dissemination of activities. New possible stakeholders.

Evaluation of the meeting, SWOT analysis and comment on organization, program, activities, workshops, visits.

Actors involved in the activities:

Mariella Morbidelli - Laboratorio Europa Comune di Castiglione del Lago

Riccardo Capecchi - Laboratorio Europa Comune di Castiglione del Lago

Simone Petrucci - Laboratorio Europa Comune di Castiglione del Lago

Andrea Marchi - Laboratorio Europa Comune di Castiglione del Lago

Alessandro Manzini - Laboratorio Europa Comune di Castiglione del Lago

Maria Vittoria Rosenbleck - Laboratorio Europa Comune di Castiglione del Lago

Luca Petrucci - Artist, author of the comic "Il duello del Secolo"

Luciano Festuccia - Publisher of the comic "Il duello del Secolo"

Valeria Poggi - Regione Umbria dipartimento Musei e Archeologia

Ivana Bricca - Deputy mayor of Castiglione del Lago in charge for Culture, Heritage and Museum

Paolo Magionami - Comune di Castiglione del Lago

Mauro Masci - Resp for restoration of frescos in Palazzo della Corgna

Bruno Mathelart - DCG

Anne-Lise de Longueville - MPMM

Romain Mathelart - DCF

Francoise Lebfevre - MPMM

Anna Agoglossaki- HMK

Fani Kampani- HMK

Bryan Reynolds - Transversal Theatre

Gosia Lorenz - Transversal Theatre

Coop. Lagodarte - Museo Palazzo della Corgna

Maria Angela Turchetti, Director of the National Etruscan Museum

Chiara Lanari, Deputy Mayor of Chiusi for Culture, Heritage and Museum

Elisa Bruttini, Scientific Director of the Fondazione Musei Senesi

Università degli studi di Perugia - Scuola di specializzazione in beni demo-etno-antropologici

Fondazione Orizzonti - Theatre workshop in Chiusi Teatro Mascagni