



Empower Youth through Entrepreneurial and Digital Skills

Webinars Agenda

WP2.4 Basic Artistic skills and Digital Skills Webinars (16 th of February - 11 th of May 2023)		
Webinar Number	Content	Studying hours
All Webinars will take place on Thursdays at 17:30 – 19:00 CET (https://time.is/CET), <u>at the specified dates</u> , as mentioned in this table.		
1 st Webinar 16 th of February 2023 by SAN & IRIS	<p>ART instead of a pill - a therapeutic aspect of art. Collage</p> <p>“Before children speak, they sing. Before they write, they paint. As soon as they start walking, they dance. Art is a basic form of human expression.” Phyllicia Rashad</p> <p>The lecture will address:</p> <ul style="list-style-type: none"> • human natural need for artistic creation, • a therapeutic function of art, • the work of non-professional artists, as an example of democratic nature of the whole creative process, • collage, as an accessible and easily available artistic technique. <p>1. Presentation of selected artists whose work exemplifies the therapeutic role of art: Francisco Goya, Vincent van Gogh, Frida Kahlo, Yayoi Kusama.</p> <p>2. Presentation of naive artists’ works: Henri Rousseau, Nikiifor, Erwin Sowka, and artists exploring and inspired by naive art: Jean Dubuffet.</p> <p>3. A brief history of collage as a technique that can be used both digitally and traditionally and is easy to capture. Demonstration of works made by Polish artists: Jan Dziaczkowski.</p> <p>4. Presentation of a simple exercise based on the collage technique as a take-home task.</p> <p>Learning outcomes</p> <p>After the webinar participants:</p> <ul style="list-style-type: none"> • will learn that art can be a self-therapeutic method, • will understand that it is possible to create artwork without special preparation or learning, • will make sure that collage is the technique they can easily use, • will be able to make collage-based artwork. 	Webinar duration: 1 ½ hours Studying hours: 2 hours Quiz: 30 minutes max

<p>2nd Webinar 2nd of March 2023 by MyArtist</p>	<p>Disability in Art History The ableist considers able bodies as the norm in society, indicating that people who have a disability must struggle to become normal. Disability is therefore defined as a mistake or a fault, rather than a human diversity; disability is seen as a “bad” thing that must be overcome or eradicated.</p> <p>Learning Outcomes: After the completion of the webinar, participants will:</p> <ul style="list-style-type: none"> ● learn what it means to be human; ● understand how the body is represented in visual culture; ● find out how formations of disability are expressed in relation to ideas of normality, hybridity, and/or anomaly. 	<p>Webinar duration: 1 ½ hours Studying hours: 2 hours Quiz: 30 minutes max</p>
<p>3rd Webinar 16th of March 2023 by Ergon</p>	<p>Visual Vernacular Visual Vernacular is a form of visual art which combines Sign Language, mime and poetry. Is a visual art technique that belongs to the deaf community and is a more theatrical way of storytelling.</p> <p>Learning Outcomes: After the completion of the webinar, participants will:</p> <ul style="list-style-type: none"> ● learn a new technique of art; ● understand how to use the body in order to create a visual art; ● learn the characteristics of the Visual Vernacular 	<p>Webinar duration: 1 ½ hours Studying hours: 2 hours Quiz: 30 minutes max</p>

<p>4th Webinar 30th of March 2023 by Open Europe & SocHub</p>	<p>Text-to-Image AI / AI Art Generator and successful VR art practises</p> <p>An AI (Artificial Intelligence) system that can create hyper-realistic images/graphics and artwork from any text input. In other words, a description (prompt) in natural language (as opposed to artificial language or computer code) becomes a piece of art in about 10 seconds. Tools used: Hotpot (AI art generator), Stable Diffusion. Dall.E and Lensa.</p> <p>Learning outcomes:</p> <p>Upon completion of the webinar, participants will</p> <ul style="list-style-type: none"> • be able to describe what text-to-image AI is and give examples of AI tools for art creation; • be able to effectively engage with the technology; • be able to use the tool(s) properly by following some basic steps of prompt formulation (prompt engineering); • be able to abide by the terms of use and a code of conduct for the tool(s) that expects respectful behavior. <p>Why VR and AR are so successful? VR entrepreneurship practices</p> <p>Virtual Reality (VR) has immense potential and is increasingly being recognized as a significant technological breakthrough in various fields. VR technology creates a simulated environment that immerses users in a three-dimensional, computer-generated world. This immersive experience has many potential benefits and applications, including:</p> <p>Education: VR can be used to create interactive and engaging learning experiences that help students understand complex concepts. It can also simulate realistic training scenarios for professionals.</p> <p>Entertainment: VR can provide a new level of immersion in gaming and entertainment experiences.</p> <p>Healthcare: VR can be used to treat and manage conditions like anxiety, post-traumatic stress disorder (PTSD), and pain management. It can also simulate surgeries to help train medical professionals.</p> <p>Real estate: VR can provide a virtual tour of properties, giving potential buyers a realistic sense of the space before they visit.</p> <p>Tourism: VR can provide virtual tours of tourist destinations, providing a preview of what to expect.</p> <p>Architecture and design: VR can be used to create virtual prototypes and design models, allowing architects and designers to get a better sense of what their creations will look like in the real world.</p> <p>Art: VR can provide new opportunities for artists to create, express themselves, and connect with viewers in innovative ways that were previously impossible.</p> <p>Learning outcomes:</p> <p>Upon completion of the webinar, participants will:</p> <p>Be able to describe the potential of VR in the field of art;</p> <p>Be able to recognize psychological background of the experiences of VR;</p> <p>Be able to identify the possibilities how to use their art in creating VR;</p> <p>Be aware how the VR art and technology can become a successful business.</p>	<p>Webinar duration: 1 ½ hours Studying hours: 2 hours Quiz: 30 minutes max</p>
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5 th Webinar 27th of April 2023 by e-Nable Greece	3D Printing basics Basic principles, Materials (PLA, ABS, Carbon, PETG, Nylon, Flexible and more), methods (Material extrusion, photo Polymerization, Powder Bed Fusion, Material Jetting, Binder Jetting), general applications and applications for Arts. Learning outcomes: After the completion of the webinar, participants should be able to: 1. Describe the basic principles of the 3DP technology 2. Recognize the different 3DP technologies and identify the materials used for FDM printing 3. Describe existing 3DP applications and artistic activities that use the 3DP technology	Webinar duration: 1 ½ hours Studying hours: 2 hours Quiz: 30 minutes max
6 th Webinar 11th of May 2023 by e-Nable Greece	3D Printing Hardware and Software 3D Printing hardware and types of 3D Printers for Material extrusion (FDM). Components of a typical FDM printer (Extruder, Hotend, nozzle, steppers, fans, bed, leveling sensor, other sensors etc.). Slicing software: Basic Settings for slicing. Add & manage printers, add stl files & edit (move, scale, rotate, mirror), layer height & walls, bed & nozzle temperatures Slicing software: Ultimaker Cura Learning outcomes: After the completion of the webinar, participants should be able to: 1. Describe the basic parts of an FDM 3D Printer and identify the characteristics that are significant for a quality final print. 2. Describe how to fine tune an FDM printer (feed the filament properly, level the printer's bed, etc.) in order to achieve better printing quality and avoid printing failures 3. Import, manipulate and slice a 3D model in a slicing program 4. Understand how the printing quality of a 3D model is affected by important slicing parameters.	Webinar duration: 1 ½ 2 hours Studying hours: 1 hour Quiz: 30 minutes max
WP2.4 evaluation report	Trainers of the Webinars will fill an evaluation report for the progress of the participants.	
Webinar Platform	Zoom	

Important Information

- For each session a Webinar Educational Package will be delivered to participants containing: the Webinar Script, the educational material (presentations, pdfs', videos, etc.) and quizzes for assessment.
- Each webinar will be video recorded and uploaded in the MOVE & ACT website (moveandact-project.com), after each session.
- At the end of each Webinar, the participants will complete an online evaluation form for the assessment of the implementation of the Webinar.
- In order to receive a Certification of Attendance the following criteria should be met:
 - o **Attending at least 3 of 6 in total webinars** and completing all the assignments during them.
 - o Completion of **Evaluation form** at the end of each webinar (the evaluation concerns the implementation of the webinar and not your progress).
 - o Completion of any **tasks or tests/quizzes** for each webinar session that you attended.

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