

CULTURAL HERITAGE STUDIES FOR CHILDREN (0-18) WORKSHOP V: DIGITAL PRACTICES

- * The workshops will be held simultaneously on November 7 and 8, in-person and with registered attendees. Participants may attend only one workshop.
- * Workshops are limited to 15 participants.
- * Participants will use their own electronic devices (laptop, tablet, phone) during the workshops.
- * Participants who have been accepted for the workshops but are unable or unwilling to attend are requested to notify akirci@ku.edu.tr no later than Tuesday, **November 5, 2024**, in order to provide an opportunity for other participants.

7 NOVEMBER 2024, THURSDAY

Workshop Title:	Shapes of History
Workshop Facilitator	Silvia Fabris, M9 – Museum of the 20th Century, Education Manager
Workshop Duration:	1,5 hour
Workshop Number of Participants:	15 person
Workshop Language	İtalian (translation will be available)
Workshop Venue:	ABE Main Hall
Workshop Scope :	<p>Working with shapes allows to stimulate user's creative confidence, in order to develop narratives through the use of just a few simple elements. Shapes hide infinite interpretative solutions: depending on the composition that is created, characters and settings come to light, and become narrative elements that go beyond the figurative stereotype.</p> <p>The shape that arises from the casual movement of the hand is turned around, flipped, and analyzed from every perspective. It becomes interesting to show teachers the starting point where the intuition began, to point out the idea that</p>

	<p>gave birth to the story. Digital palettes will be the tools to graphically develop the workshop.</p>
<p>Notes to Participants and Workshop Requirements</p>	<p>Participants should download the following application on their tablets, laptops or smartphones: Oh The Magic! Drawing App.</p> <div data-bbox="490 443 912 1562" data-label="Image">A vertical rectangular graphic with a light beige background. At the top, the text "Disponibile per" is written in a simple sans-serif font, followed by "IOS" in a larger, bold, black sans-serif font. Below this is a large black and white QR code. Further down, the word "Android" is written in a bold, black sans-serif font, followed by another large black and white QR code.</div> <p>For participants who cannot download the app, the workshop will also be held in analog</p>



7 NOVEMBER 2024, THURSDAY

Workshop Title:	Exploring Cultural Heritage in the Digital World
Workshop Facilitator	Alev Ayaokur Koç University VEKAM, Research and Education Programs Senior Specialist
Workshop Duration:	1,5 hrs.
Workshop Number of Participants:	15 person
Workshop Language	Turkish
Workshop Venue:	VEKAM Research Hall
Scope:	<p>In the first part of the workshop, the topic of “why we have to digitize” cultural heritage artifacts will be discussed with the participants.</p> <p>In the second part; the identification and accessibility of cultural heritage artifacts and collections with digital content management systems will be experienced practically on OMEKA digital content management system with the workshop participants.</p>
Notes to Participants and Workshop Requirements	<p>Participants are expected to bring their own laptops.</p> <p>Participants should come to the workshop with 5 artworks they would like to collect and their photographs uploaded to their personal computers,</p> <p>Each photo to be used must be under 1 MB in size.</p>



8 NOVEMBER 2024, FRIDAY

Workshop Title:	Extended Reality Applications for Cultural Heritage-Focused Learning
Workshop Facilitator:	Assoc. Prof. Asım Evren Yantaç, Koç University, Department of Media and Visual Arts
Workshop Duration:	1,5 hrs
Workshop Number of Participants:	15 person
Workshop Language	Turkish
Workshop Venue:	ABE Main Hall
Scope	In this workshop, the participants will discuss the current and near-future applications of extended reality (augmented, mixed, and immersive virtual reality) in the context of learning through tangible and intangible cultural heritage. In the second part of the workshop, participants will gain hands-on experience developing content through the "Medeniyetlerin Hafıza Kapısı" project, a collaboration between KARMA Lab, Meta, and UNDP.
Notes to Participants and Workshop Requirements	Participants are expected to bring their own laptops.



8 NOVEMBER 2024, FRIDAY

Workshop Title:	Experiencing 3D Imaging “Anaglyph” Technique Workshop
Workshop Facilitator:	Assoc. Prof. Evren Sertalp Hacettepe University , Department of Radio, Television and Cinema
Workshop Duration:	1,5 hrs.
Workshop Number of Participants:	15 person
Workshop Language	Turkish
Workshop Venue:	VEKAM Vehbi Koç Hall
Scope:	Participants will discuss the processes of scanning cultural heritage artifacts and their 3-dimensionalization (digitization). Then, the anaglyph technique, a 3D imaging method, will be explained and this technique will be experienced by applying it.
Notes to Participants and Workshop Requirements	Participants are expected to bring their own laptops.



8 NOVEMBER 2024, FRIDAY

Workshop Title:	Digital Writing and Digital Book Design Workshop
Workshop Facilitator:	Damla Balçık, DenizTemiz Derneği/TURMEPA, Education Projects Coordinator
Workshop Duration:	1,5 hrs
Workshop Number of Participants:	15 person
Workshop Language	Turkish
Workshop Venue:	VEKAM Research Hall
Scope:	Participants will experience digital writing and digital book creation with the program developed by DenizTemiz Derneği / TURMEPA and Yapı Kredi within the scope of My Dream, My Story education project to protect the seas and increase environmental awareness.
Notes to Participants and Workshop Requirements	Participants are expected to bring their own laptops.