METROPOLIS

This project has been funded with support from the European Commission. The author is solely responsible for this publication (communication) and the Commission accepts no responsibility for any use may be made of the information contained therein.











Introduction

Metropolis "the learning city" is the site of a virtual city containing the main places of informal and non-formal learning of the **European** "**Citylearn - The City is my learning space**" project partner cities.

The project aims to increase creativity in the non formal learning process, i.e. looking for new ways to use the city as a place of learning and improve the quality of informal, educational activities, using new spaces, methods and tools.



- Discuss and learn from each other, using different places as learning environments;
- Find out how to turn "places of leisure" into "places of learning" and how to use them for "intuitive learning";
- Improve active citizenship among participants, providing a European dimension;
- Improve the quality of activities, encouraging mobility among students, to establish new partnerships for future projects;
- Discover the different partners through their cultures and their social system (NGOs, political system, educational system, etc.





CULTURAMA

Culturama is a company founded in February 1995 in the city of Mislata. Its activity is aimed at the management and programming of socio-cultural activities, mainly in the area of Valencia, although a significant portion of its services are performed in Mislata. Today the team of professionals working in the company consists of 25 to 35 people, depending on the projects that are being carried out.



PRISM CONSULTING S.R.L.

PRISM Consulting is a limited liability company formed by a group of experienced trainers and organizational and management consulting experts. It aims to manufacture products or provide services that, increase the efficiency and competitiveness of organizations, stimulate economic and employment growth, support innovation, internationalization and transnational cooperation, promote skills development and ensure easy access to communication and information tools.







SCIENCE CENTER AND TECHNOLOGY MUSEUM "NOESIS"

The Science Center and Technology Museum "NOESIS" is a welfare, non-profit cultural and educational organization. It operates in a privately-owned, brand-new 15,000 sq.m building, located at Thermi area, whose design refers to the lever of Archimedes. The brand name of the Center intends to emphasize the connection between its operation and human intellect (noesis), as the intention of its founders was to make scientific knowledge available to everybody.



AYDIN GOVERNERSHIP EU AND FOREIGN RELATIONS COORDINATION CENTER

In the process of our country's accession to the E.U., Aydın Governership E.U AND Foreign Relations Coordination Center has the responsibility of running on the basis of cooperation, communication and coordination in Aydın Region in the process of Accession to EU and put it into effect throughout Aydın.





HIGH OAK YOUTH AND COMMUNITY CENTRE

Empowering Young people and the local community to make informed choices for their future and the future of others. High Oak Youth Group was established September 2003 as an unincorporated group. It was set up in 2012 as a company limited by

guarantee to incorporate the new work we were carrying out. The group was set up to provide a safe and friendly environment for young people to go.



HOSPITALITY TRAINING INSTITUTE

Hospitality Training Institute was founded in 2002 as a response to permanently unsatisfactory level of customer orientation, hospitality and guest care in Czech hotel and tourism industry. From the very beginning it has realized its activities through targeted training and advisory services for SMEs and through partnership in national and international educational projects and networks.







FOXPOPULI

iei iei

FOXPOPULI is a non-governmental organization and foundation supporting social and intercultural dialogue, social inclusion, cultural exchange among young people and adults. The target groups are: children, youth, students, adults and especially groups of social risk – early school leavers, migrants and unemployed. The organization is located in Sweden and our aim is to focus on enhancing learning through continuous innovative research and development and contribute to the social development of people within the EU and other countries.





Page 1



Metropolis

Visitors can access the site of the virtual city from the link **www.citylearn.prismsrl.it** From the home screen they can choose the navigation language.

After they have chosen the language they can access all sections of the virtual environment and see the contents in the national reference language. The whole environment and all of its contents are available in English.



Visitors can move through a subway that has seven lines. Each one is of a different colour and is specific route that shows the different aspects of a city: religion, art, culture, historical monuments, nature, entrepreneurship, gastronomy and science.

The environment opens with a 2D animation where Anna and Giulia, the virtual tourists, introduce the lines and relative stops/stages providing a short and comprehensive presentation of what you can see when accessing the environment.







Metropolis

After watching the video, users can choose the line they want to visit.



11 iii





Metropolis

Each line has seven stops, one for each partner city.

Here, for example, you can see the Art line, showing each of the scheduled stops, with places of excellence to visit.



ART

Valencia - Urban Street Walk

Thessaloniki – Open House

Aydin - Pottery Making

Mikulov - Castle

Avellino – Teatro Carlo Gesualdo

Dudley – Art Space Dudley

Lund – Kulturfestivalen





Metropolis

After selecting the line, just click on one of the city signs to visit individual cities (stops) and access contents (texts, videos, games ...)

Once users have chosen the city, they can access the individual stops which represent the partner cities, where there are events, seminars, workshops of **informal** and **non formal learning** initiatives as specified also by the characters in the introductory scene.

The stop provides information exclusively about the opportunities for **non-formal learning** offered in this place throughout the year.



The bottom menu has icons that provide access to new areas to consult photographs, videos, games, interviews and fact sheets, as described in detail below.





P.C.



Photogallery

This section includes the activation of a photo slideshow of events, seminars, workshops that have been held at that stop, as examples of **non-formal and informal learning** initiatives.



Videos

This section provides one or more online videos that show the events, seminars, workshops that were held at the stop, as examples of non-formal and informal learning initiatives.

Games

In this section, visitors can find a game, with 3 questions on the matters in the various stops in the line. The game allows those who have used the online product to interact with the environment and thus benefit from a further learning opportunity, assessing what they have learnt.







Interviews

This section contains interviews given by people holding institutional positions, participants and organizers of events, seminars, workshops held at the stop, as examples of non-formal and informal learning initiatives.



In this section you can download a pdf. file that summarizes all the content of that stop.



- Section 1
- "Carlo Gesualdo" Theatre Piazza Castello - Avellino 0825771620 www.teatrogesualdo.it

The <u>Comunal</u> Theatre in Avellino, that opened in 2002, is dedicated to Carlo Gesualdo, The Prince of Musicians. The building, each part of which has a specific function, was designed by architects Carlo Aymonino and Gianmichele Aurigemma and inaugurated by the President of the Republic of the time, Carlo Azeglio Clampi. The theatre complex, due to the time location explanes the bitation centre of the central its strategic location, enhances the historic centre of the capital of Irpinia. In fact, it can be used in many ways, as a place for entertainment, as a convention center, an infellectual meeting place, for artistic workshops and as a production centre. The Theatre is the capital of Irpinia and a learning place that is continually on the move. Monthly meetings are held in the foyer with regional and national artists through the "Art on the scene" project.

The goal of the project is to transform the lobby of the theatre from a waiting place into an informal learning space. The public, in fact, is entertained in the foyer before the show, and can meet the artist and learn about his/her style, studying his/her works in detail.

Today, in this way you can diffuse the new frontiers of the concept of "being an artist" to the public. The Municipal Theatre is also very attentive to children.



· · · · · · · · ·



圭氘

Information Table (Italian version)

In the **Italian version** of Metropolis, the table is available in multimedia format as well as in pdf format.







17 I I I I





Metropolis Infopoint

To complete the learning environment, also in the light of active citizenship, there is a point of interest in the section dedicated to the city map (stops) of each line (in the example: Citta di Avellino, Line: History) called: **Metropolis Infopoint**.



In this virtual library you can consult all the information of historical, artistic nature etc. regarding the stops in that line.

In short, this is where all the material (pdf, websites, photographs, press clippings) not related to informal or non-formal learning initiatives (events, seminars, workshops already described in the individual stops of the line), but considered of considerable interest in the city is contained.







Ħ

Metropolis Infopoint

Each document in the virtual library can be consulted online and downloaded.









15

Metropolis

Metropolis is an alternative way of showing what a city has and to pool aspects that are fundamental elements of learning.

Metropolis itself is a form of non-formal learning that uses Edutainment, an approach that helps you to learn while having fun. METROPOLIS

At the center of the product, as well as the project, remains the intention to highlight the initiatives and opportunities for non-formal learning that take place in the partner cities, promoting not only the activities, but the sites in which they take place and that offer opportunities to learn more about their historical, cultural, artistic, economic and scientific significance etc...

















