


Partner Presentation Form


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Type of organisation:

SME School University Public Authority
 Training No Profit NGO

Other (Specify)

Fields of action:

SMEs Youth Universities Public Authorities
 Equal opportunities Schools Unemployed

Other (Specify)

Description of the organisation

Brera Academy of Fine Arts was founded in the 1776 by Maria Teresa of Austria in a harmonic encyclopaedic contest of sciences, letters and arts with the Palatine Schools, the Braidense Library, the Astronomic Observatory, the Botanical Garden, the Chemistry Laboratory, the Patriotic Society of Agriculture.

Remains constant along the twentieth century, the attraction practiced by the Academy, alternating important personalities that studied and/or taught in Brera: such as Carlo Carrà, Andrea Cascella, Alik Cavaliere, Luciano Fabro, Dario Fo, Lucio Fontana, Achille Funi, Alberto Garutti, Giacomo Manzù, Marino Marini, Fausto Melotti, Francesco Messina, Luciano Minguzzi, Ennio Morlotti, Mauro Reggiani, Paolo Rosa, Antonio Sant'Elia and among the theoretical teachers Guido Ballo, Antonio Caronia, Jole De Sanna, Zeno Birolli, and many others.

Brera Academy is a public institution of Higher Education, the greatest Academy of Fine Arts in Italy and one of the greatest in Europe with the more than 4,500 students. It is an institution with an international profile with over 1,500 enrolled students coming from 65 countries from all around the world, and the numerous Erasmus students coming from the 135 partners institutions, European and non-European.

Brera Academy has three Departments: Visual Arts, Design and Applied Arts and Communication and Art Education, and 10 Schools with 10 I Level Degree Courses and 22 II Level Degree Courses among which New media art, Photography, Design and Fashion, Visual Cultures and curatorial practices, Disciplines of cultural contemporary heritage, Restoration, Artistic therapeutics, in addition to the traditional Courses of Painting, Sculpture, Decoration, Graphic art, Set design and Costume for Cinema, Television and Theater.

Each year the Academy organizes hundreds of artistic events, exhibitions, conferences and seminars open to the public through which the Academy keeps a keen and active dialogue with the city.

Experience of the organization in previous European projects

European Projects in the field of Restoration of Art

Horizon programme: "NANORESTART - Nanomaterial for Restoration of Art"

The NANORESTART project will focus on the synthesis of novel poly-functional nanomaterials and on the development of highly innovative restoration techniques to address the conservation of a wide variety of materials mainly used by modern and contemporary artists.

In NANORESTART, enterprises and academic centers of excellence in the field of synthesis and characterization of nano and advanced materials have joined forces with complementary conservation institutions and freelance restorers. This multidisciplinary approach will cover the development of different materials in response to real conservation needs, the testing of such materials, the assessment of their environmental impact, and their industrial scalability.

The Brera Academy, through the teachers and technicians, experts in the field of restoration of art, contributes to the project with verification activities of the effectiveness of the materials and application methodologies developed by the project, and with a comparison activity with the materials and techniques already in use.

<http://www.nanorestart.eu/>

European Projects in the field of Art and Education

Brera has participated in some previous European Projects concerning IT in the field of education listed below. In this project Brera Academy was deeply involved as expert partner and as responsible for the planning and completion of pilot courses (educational videogames) and related templates and tutorials, dealing with the designing and software programming, both in terms of technological and of artistic skills. Moreover Brera Academy designed and produced training modules for future trainers, and it administered the teachings so defined.

"MultimediArt", project funded by the European Commission (DG Education and Culture) within the European Socrates Minerva Programme. The project aims to promote the use of multimedia and new technologies in the art creation process. 40 art schools from 9 European countries are involved.

www.multimediart.net

“Art-Net”, project funded by the European Commission (DG Education and Culture) within the European eLearning Programme. The project aims to develop a multimedia platform for the exchange of didactic material for the teaching and learning of artistic subjects. There are 11 project partners from 8 European countries.

<http://www.elearning-art.net/>

“Michelangelo”, project funded by the European Commission (DG Education and Culture) within the European Life Long Learning Programme - Comenius Sub Programme. The project aims to develop a better knowledge of the European Artistic Heritage involving the schools in a research activity.

<http://michelangelo.pixel-online.org/index.php>

“Learning Game”, project funded by the European Commission (DG Education and Culture) within the Socrates Comenius Programme. The aim of the project is to implement e-learning solutions and methods in a teaching and learning context that make full use of the interactive and multimedia solutions, therefore including videogames.

<http://learninggame.pixel-online.org/>

European Projects in the field of international mobility

Since 1995, the Brera Academy joined the European mobility programs for students and teachers. From the first Socrates Erasmus Project to the LLP Erasmus Program, till the last Erasmus +.

From year to year, Brera Academy increased the number of Bilateral Agreements with Institutions from all over Europe, to the now existing 141 Partnerships.

Experience and Expertise of the organization in the project's subject area

The BRERA Academy of Fine Arts of Milan has a II Level degree in Multimedia education (Didattica Multimediale, www.didatticamultimediale.net) in which every technical and conceptual aspect concerning the topic of didactical and cultural activities carried out using multimedia technologies is studied and practiced (i.e. the field of “gamification” etc.) to develop, through the languages and the artistic procedures, educational and communicational innovative methodologies for the design and production of learning and self-learning pathways through the innovative digital languages.

These are some of the subjects taught within the Course:

Technology of Education, Sociology of New Media, Education of Multimediality, Multimedia Languages, Design Methodology of Visual Communication, Interaction design, Computer games, Digital Applications for Arts, Literature and Illustration for Childhood, History and Theory of New Media, Aesthetics of the Interfaces, Digital video, Digital Photography, Computer graphic, Multimedia Tools for Cultural Heritage, Multimedia Tools for Cultural Heritage, Didactic for the Museum, Didactic Methodologies of Audiovisual Languages, Extramedial Techniques

Contributions that can be provided to the project

Brera Academy makes available to the project the skills and intelligences of its teachers and technical experts in new technologies for the design, development and management, the skills of teachers expert curators, historians and critics of art, the excellence in contemporary art, which will contribute to the full development of the project.

Contact Person's Experience and Expertise

Antonio Cioffi - Teaches Education of Art at Brera Academy, and Design for multimedia within the Master Course in Publishing and Journalism at the University of Verona. He was a Visiting Scholar at Brown University in Rhode Island (USA), and coordinator of several projects funded by the EC on the relationship art-education-new technologies. Among his publications, the volume *La cinepresa di Arianna* (1988), on the relationship between myth, imagination and mass culture; with Antonio Ciocca, Service of Informatic

Automation and Technological Innovation of the Education Ministry, and Stefano Gorla, expert in Information Communication Technology at the Education Ministry, the essay *Tecnologie: arte, didattica e nuova creatività* within the volume *Manuale di didattica Museale Online* (2003), AA.VV.

Roberto Carraro – His activities as a multimedia author was reflected in the vast production of multimedia works for publishing and web, which have achieved significant international recognition. It can be considered one of the most prolific Italian multimedia authors. He has collaborated with leading publishers and Italian cultural institutions, from the Venice Biennale to the Fair of Milan, from the Vatican to the Rai. Together with his brother Gualtiero has produced works and digital projects, both off line and online, for De Agostini, Telecom Italy, Seat Pagine Gialle, Rizzoli, Il Sole 24 Ore, IBM, La Repubblica, Famiglia Cristiana, E. Biscom, Utet, Focus, Ministry for Tourism.

<http://www.carraro-lab.com/home-2/>

Andrea Bossola - To his credit he has hundreds of video animations for various content and target, support and development of 3D models for virtual worlds and simulators, consultancy for the development and design of 3D realtime engine for environmental simulation, design and creation of new and interactive communication and advertising systems. He worked among others for De Agostini Multimedia, La Repubblica, Rizzoli New Media, Corriere della Sera, NeoExpo / Seat Pagine Gialle, UTET, e-Biscom / Famiglia Cristiana, Art'è, Ikea, RAIUNO, Luxvide. Since 2006 he founded and directed for "Wave group" the 3d & Multimedia division.

Damiano Colacito – He is involved in art, multimedia, and teach Multimedia at the Academy of Fine Arts, Italy. He is an Italian artist whose production deals with the contemporary mediascape and the intersections between technology, media, and society. His latest series of artworks, Wolfenstein's Halftrack is a recreation of game objects into real spaces. Colacito recently presented his works at the "Imagined Landscapes Symposium" (Centre for Landscape & Environmental Arts Research, Cumbria Institute of the Arts, Carlise, UK, Oct 26-27). He creates epistemological short circuits by introducing game elements, objects, and structure into real-life environments, as demonstrated by his series on id's Wolfenstein.

Antonia Iurlaro – She start collaborating with the Brera Academy on 2006, working with the Erasmus Office; within the technical coordination of institutional projects, events, exhibitions and catalogs; and in particular, since 2008, she works with the designing and accounting of the projects for the Regional, National and European funding.