



## **LABLEARNING PROJECT LABS IN POLIARTE - ANCONA December 2012 - January 2013**

During December 2012 and January 2013 YPs (a group of 10/13 people between 15 and 19 years old - 70% of them are immigrants from Tunisia, Morocco, China, Ukraine and Rumania - 15% drop outs and unemployed, 15% students), after a period of analyzing and fiddling around with different tools, started to work on their projects in order to create a final product.



Image 1: YPs in action during the LAB.

The following activities have been conducted:

The "PHOTOGRAPHY GROUP", after a study of the basic photographic techniques during the month of November, the group decided to create: a stop motion, a video and a photographic exhibition.

In order to proceed, YPs started to take their first snapshots and created a blog ([www.makeashotlablearning.blogspot.com](http://www.makeashotlablearning.blogspot.com)) finalized to share photos.



The group, furthermore, has created a short story to make a stop-motion (also known as stop frame), an animation technique to make a physically manipulated object appear to move on its own (the object/person is moved in small increments between individual photographed frames, creating the illusion of movement when the series of frames is played as a continuous sequence).

You can access the stop-motion produced here:

<http://vimeo.com/58017851>

At present, the group is working on videos and photography and in the organization of an exhibition to be held in Ancona during March/April 2013.

A second group is the "VIDEO-GAMES GROUP", 4 YPs focused their attention on the creation of their own first game through the online application "Gamestar mechanic", a programming language for everyone that allows to create interactive video-games and share them online. The YPs through "Gamestar mechanic" created and shared their projects, learnt important mathematical and computational ideas and, at the same time, learnt to think creatively, reason systematically and work collaboratively.

Click in the following link to play and see an example of video-game:

<http://gamestarmechanic.com/game/shared/87805/f1ce3b132e4bb9fd04a776fd117e5f52>

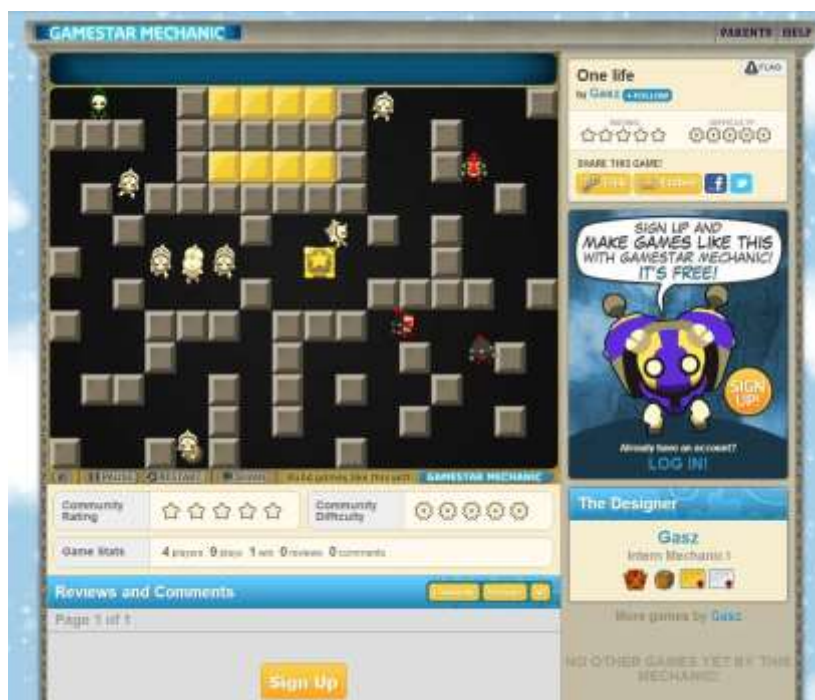


Image 2: a video-game made with Gamestar mechanic.



After the sharing of video-games on the facebook group "Games Group - LABlearning Italia" (<http://www.facebook.com/groups/435594209829822/>), YPs decided, jointly with the mentors, to start a new project: a creation of a new video-game using the online application "3d Rad", a freeware development tool used to create 3D games, interactive 3D applications and physics-based simulations.

A third group of the Lab the "IMAGE EDITING GROUP" worked on a project with the aim of creating a photo album of the most beautiful places of Ancona, Marche Region, Italy.

The photos, taken from the network, are modified with special software based on the HDR technique, a set of methods used in imaging and photography to allow a greater dynamic range between the lightest and darkest areas of an image than current standard digital imaging methods.

The results of their activities have been published on the LABlearning Italia facebook group (<http://www.facebook.com/groups/432893870092301/>).



Image 3: example of photos modified with software based on the HDR technique.

We are half way through our process and almost ready to organize our first Lablearning exhibition!!!