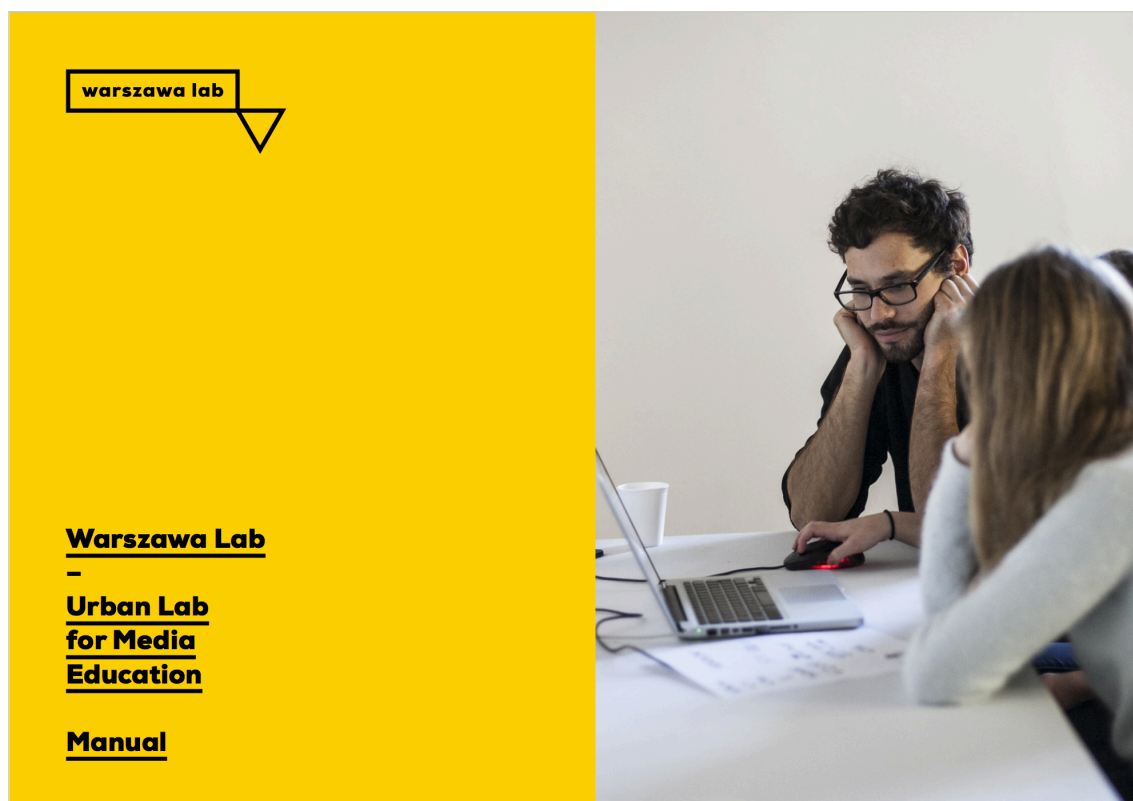


# Warszawa Lab. Urban Lab for Media Education. Manual



**The Association of Creative Initiatives „e”** has supported cultural animators, institutions and organisations working for social change in their local communities since 2002.

From the very beginning we have also collaborated with young creators – on the one hand we offer support in the development of their own projects, on the other, we stimulate interdisciplinary activities that use creative tools for the purpose of describing reality and understanding it better. Next to film and photography we use the tools of the new media and new technologies increasingly often. In conversational sense it is still opposed to the „analogue” reality: the digital world „steals” us away from real life and stops from participating in it in full. At the same time the digital reality favours mostly those who understand its rules organically – young people from privileged communities with access to good quality equipment and, seemingly, an easier life in contemporaneity.



Many people (not only those born in the 21st century) moved the most important space of building and sustaining their social identities to the web. Those who don't accept it can protest in private by not signing up with social networking websites or deleting their accounts and abstain from downloading new apps to their smart-phones. For us – just as for many other cultural organisations and institutions of culture – this is not a choice between zeros and ones. Warszawa Lab is a project in which we have attempted to stimulate the „analogue” reality by means of digital tools. We have used new media and new technologies in a way that doesn't cut away from reality but, to the contrary, brings it closer and lets us influence it. Thanks to the participation of many partners – from urban activists to NT experts – we were able to experiment for over a year and to turn Warsaw into an Urban Lab for Media Education.

Let us present a short manual to the program: its participants and audiences, ideas and the course of activities.



**The first part** of the manual describes the conducted actions – a series of intensive workshops for the youth of Warsaw. In this part we also present 3 workshop scenarios that use new media and new technologies to reflect upon the city. The scenarios are based on the formula of our publication [Ideas to be Realised](#), where we present almost 100 examples of various animation activities.

11/27  
PART 1



difficulty:



## What does the city remember?

How to learn the history of a town and tell about it in public space using new technologies.

### We need:



number of people:

animators: 2-6  
participants: 4-20



time:

preparations: 2 days  
realisation: 2 days



tools:

film and photo cameras, computers with internet connections and editing software (e.g. Windows Movie Maker), mobile devices with internet access (smartphones, tablets)



tags:

films, photo, history, city, public space, local identity

### The way we did it:

In the project Warszawa Lab a group of young people from Warsaw and cultural animators searched for ways to use new media and new technologies to influence the city.

During one of the workshops they focused on the history of Warsaw, namely on the district of Wola – a part of Warsaw in which different plots of Warsaw history intertwine.

In the Museum of Wola that turned into an open archive each of the groups of participants developed one topic related to the district: free election (that took place on Wolność Street (Freedom Street)), factories operating in Wola, the Second World War and the ghetto, the history of the Dom Słowa Polskiego and the history of the premises of the Museum of Wola. The participants went through documents, books, film and photo archives available at the museum. They planned scenarios and techniques for making their films – from stop motion animation to mini documentary to combining pieces of archival footage from the 20s and from the times of war.

On the second day each group focused on their own film, 2-4 minutes long.

When the films were edited they prepared the so-called markers – one photo for each film. The photos were printed and placed in the district of Wola – at the locations related to the films. Later the films were uploaded online with the use of the free app Aurasma. The people of Warsaw, as they meet the photos-markers in different places in the district of Wola, can use smartphones or tablets to „bring the images to life” and watch the stories hidden behind them.

Partner: Museum of Wola

**In the second part** we present a mini-report from the Warsaw Media EDUaction – a seminar for the Warsaw-based communities dealing with media education.

**The last text** of this manual is a sociological attempt of defining the target groups of animation activities in a big city and how those activities should be designed in order to avoid clear-cut labelling of their participants.

*How ?*

Each of the meetings had a separate subject - from history, to the citizens, to urban activists. All topics were connected by the fresh and personal point of view on Warsaw and by the search for places, stories and people who try to change their surroundings for the better, take responsibility and actively shape their space. Our goal was to interpret the topics related to Warsaw with the use of specific tools of the new media - from audio-visual tools, to simple software and apps, to the tools of new technologies. The results - short videos, podcasts, visual materials etc. were marked on a map on the project website. Producing this specific „hard” evidence of our workshops was one of our goals. Equally important (if not the most important) was familiarizing the participants with significant Warsaw-related current topics of social interest - with the ways the city changes and how active citizens contribute to that change.

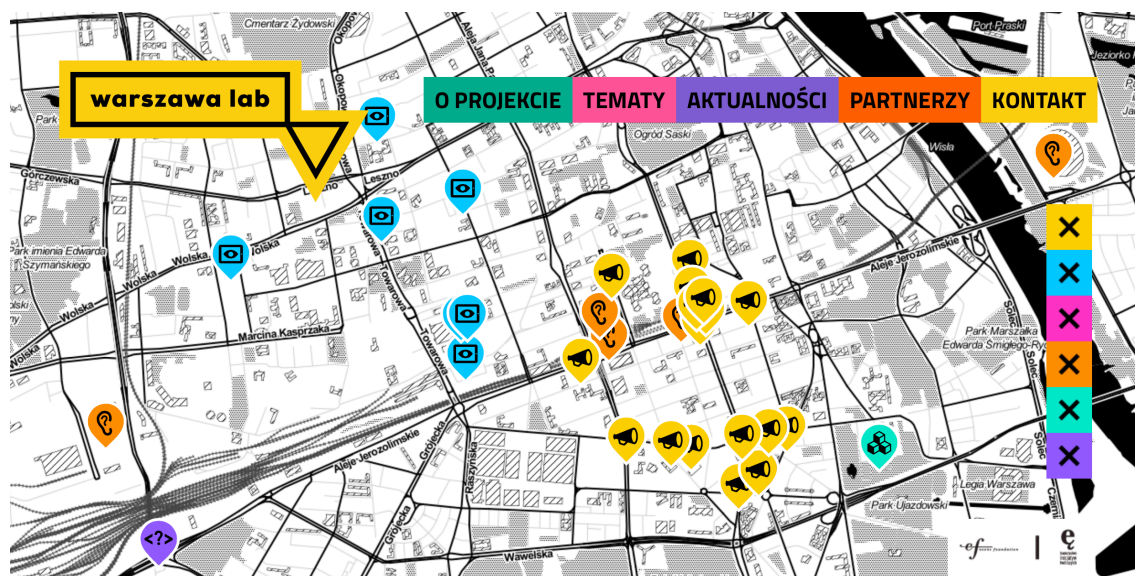
*With whom?*

We have invited institutions, organisations and personalities who are models and benchmarks in promoting grassroots civic thinking about the city to collaborate with us. They became guides for our participants. They presented the fields of their work and invited the participants to take part in civic activities for the city. Experts from the field of media and new technologies facilitated the meetings. Using digital tools in the frames of very specific topics and working with our participants proved an important experience for them. We hope they will draw from it in their future activities.

*Topics:*

Each workshop was dedicated to a specific topic related to the city. The effects of the work can be watched at [wawa-lab.e.org.pl](http://wawa-lab.e.org.pl) by click-ing pins on the map.

to know more visit [website](http://wawa-lab.e.org.pl)>>



## Information about the resource

Publisher: The Association of Creative Initiatives „ę”

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