Within this hands-on workshop, we will be exploring the spatial, mental and also the emotional qualities of a room you have lived in. Intangible aspects, for example, memories and emotions, will be unfolded, mapped and made tangible in a spatial and physical setting. After that, we will implement the findings in an exterior space, in this case the town of Logroño.

Language:
- English

Materials required:
- Pictures of a room
- Model making tools
“Half finished”
//Melanie McClintock

By opening ourselves up to vulnerability in our failures, there’s an opportunity to turn our shortcomings into innovation. This willingness allows a shift from the design ego into a cooperative landscape where potential outcomes are outside our preconception. The workshop includes a platform to discuss perceptions of failure and how it affects the design process, followed by techniques to turn failed works into innovative material.

Language:
• English

Materials required:
• 3 unfinished projects
• Mechanical pencils
• Glue, tape, scissors
• Cutting mats and cutter
• Twine and rope
• Threads and needles
• Acrylic paint, brushes
"XXX: Explore, Express, Exhibit"
//Filippo Montana

The aim of the workshop is to produce a series of design pieces in response to any chosen problem related to a specific current issue. The students will also be required to organise a small exhibition based on what they will have produced during the experience, which will have the function to rise public awareness about a particular topic.

Language:
- English or Spanish

Materials required:
- Pencils
- Pens
- Markers
- A4 sheets
“Peu ou Prou”
//Aline Gheysens

The ambition of this workshop is to give ourselves time to dive into our ecosystem of objects, seen from a critical, anthropological, humorous, poetic... angle, and to look for, if not answers, at least some leads to these questions: Have we reached a point of no return?, How many objects would we need to live?, Should we live with more or less a lot? How are we positioned?, When our desire is to produce clothes, interiors, images, ideas.

Language:
• English, french, italian, or dutch

Materials required:
• Drawing paper
• Recording equipment and projector.
"Mutating place"
//Denis Deprez

This drawing workshop is a documentary research on a specific field using resources from an artistic practice. It’s about studying a peripheral site with the help of multidisciplinary tools and the topography from this particular line (paying attention to animals, population, vegetation) while observing, taking notes, shooting video, etc., and giving a report of the field, that students will conceive within their own artistic practice.

Language:
• English or french

Materials required:
• Paper sheets
• Pencil and scissors
• Camera and micro (smartphone at least)
• A PC with Premier, Audition, Indesign
“Workflow and postproduction”
//Jürgen Doom

This a workshop based on how to use Adobe Lightroom in a professional workflow: its catalog functions, how to manage different catalogs, file management, backup, simple layouts and book design, setting up website, the use of templates, advanced retouching and post-production, printing and soft-proofing, camera calibration, etc ...

Language:
• English

Materials required:
• A PC with Adobe Lightroom
“Experimental typography”
//Bilge Kınam

This workshop aims to understand the power of typography and to create a experimental typeface. There will be a presentation about experimental typography which will explain different typography examples. The use of digital software and non-traditional media will be explored as students will design a font from different materials.

Language:
• English

Materials required:
• Brushes
• Charcoals
• Markers
• Drawing pencils
• Paper sheets
• A computer
“Design Sketching”
// Jeremy Hugh Aston

Sketching with pens and paper is still the most effective way to express ideas and explore concepts for design purposes. It is a language that, without being spoken, can promote collaboration between creative people from around the globe working together on common design projects and themes. This workshop aims to demonstrate these techniques so students can understand their potential and apply them to their own work.

- Language:
  - English

- Materials required:
  - Sketch paper (120g)
  - Layout paper (70g)
  - Pencils, pens, crayons and/or markers [three greys (light, medium and dark), and three medium tone colors]
"Social Media Portrait"

// Marta Miaskowska

- The aim of this workshop is that, at the end of the week, each student could have created their own portrait or series of virtual portraits on a selected social channel, using various Adobe tools and programs available nowadays.

- Language:
  - English

- Materials required:
  - A PC with Adobe programs
"Mask, me and not me"
//Beata Kotecka

This workshop is focused on making masks for expressing feelings like “I - good”, “I - bad”, “I - and not me”, using the technique of glued fiber. Please prepare a bowl (diameter 25-40 cm), strings for hanging and drying the fiber, hair comb, hair dryer to speed drying of the fiber after dyeing.

Language:
- English

Materials required:
- Flax tow
- Flat brushes
- Plastic masks
- Fabric dyes
- Hair dryer and comb
- Wallpaper gluer
- Strings
“Exquisite cadaver”
//Neda Firfova

This game can be translated well into the visual realm that is graphic design. The first part of the process will be conducted in my studio at Nagoya City University. My students will produce works of graphic design that, later, students from ESDIR, will be asked to finish. The result will be a layered work that with the revealed work from both locations.

Language:
• English

Materials required:
• Drawing materials
• A PC / Laptop