

**Periferica
Festival 2018**

5th International
Summer School of
Architecture, Art &
Design

**27 Jul → 05 Aug
Mazara - Sicily**

Workshop

Lectures

Events

Exhibitions

WWW.PERIFERICAPROJECT.ORG

THE OPEN
MUSEUM

ancient heritages
for new users

Workshop Open Call
Deadline 30 May



→ an event that regenerates.

THE REGENERATION FESTIVAL

Reactivating a space that has been decommissioned for years in the city's first cultural park involving young creative talents, local realities and communities: with this objective, Periferica has so far involved hundreds of students who come to Mazara every year from different parts of Europe to contribute to the process regeneration and discover the city.

Every year we experiment temporary reactivation of specific area with co-creation methods. The program, built together with other realities of the territory, includes university **workshops**, creative **laboratories** and collateral **events**.

Periferica is a project that since 2013 has started in the outskirts of **Mazara** a process of investigation, design and construction participated by putting universities, **associations** and **businesses** together, and placing the citizen in a position to take positive action on their territory. Since 2015, thanks to the **Boom Urban Lungs** program, it has been promoting the reactivation of an abandoned area through training, artistic and cultural processes for the creation of the city's **first cultural park**. Periferica won the **Ri.U.So** award and was listed among the best Italian urban regeneration projects.

10 days of
workshop
laboratories,
and events
to reactivate
an abandoned area,
involving the
community





a heritage to be discovered.

THEME THE OPEN MUSEUM

Although representing a **quarter of the national cultural heritage**, Sicily manages to attract **only 10%** of visitors who fill sites and places of interest on the peninsula each year. The data show how much the origin of this phenomenon resides both in the lack of development and promotion **policies**, as in the poor **management** of the tourist-cultural facilities, which make these places more and more distant from the new needs of the users.

Yet, in the rest of the world, **cultural spaces** - museums, libraries, parks - keep pace with the times, **hybridize** new services and aim at **innovation** as a guarantee of success. **Around them** are born communities, projects, moving from the role of the promotion of culture to the promotion of **new synergies** for the territory, intercepting increasingly younger targets and becoming **new magnets** of development. Today's museums speak to an audience that has in the meantime **evolved** into languages, interactions and lifestyles. No longer passive containers of information, but museums open to their surroundings of territories, contexts and users.

From these considerations comes the **fifth edition of the festival** of Periferica, more than ever linked to the functional regeneration of a space. With the support of **Urban Lungs** and **Unipolis Foundation**, a part of the **Periferica** quarry will be converted into a **museum-exhibition space** able to bring out the aspects of the **hypogeal** Mazara: a system of over 100 thousand square meters divided into galleries, caverns, parks and gardens.

Through **co-creation** processes and training paths, we want to bring this heritage - made up of places and people - at the center of new development dynamics linked to a **vision of community**. Starting from a question: what should a museum open up to?

the quarries system: over 100 thousand square meters divided into tunnels, caverns, parks and gardens.

[look at the presentation of the project to the Ministry → →](#)

a call for take part.



UNIVERSITY WORKSHOPS

Periferica launches a call addressed to **university students** and **young professionals** who want to participate in **architecture, design and communication workshops** during the fifth edition of the **festival of urban regeneration**.

You can apply as a **Participant** or **Tutor**.

80 people can participate in the workshops and can apply by **May 30th** via an **official form**.

We suggest to the interested ones to submit to candidacy as soon as possible: the selection is almost immediate and subject to availability.

80 participants from all over
Europe in Mazara including
training, sea and events.
In the middle of summer.

A CO-CREATED PROGRAM

For the fifth edition, Periferica extends the call to **companies**, **associations** and **volunteers** who want to enrich the **program** of activities or support the **event**.

It is possible to propose new **training modules** for workshops and laboratories, or to apply as **volunteer** in full synergy with the Periferica team.

There is time until May 30 to participate as a partner or volunteer. **Let's work together!**

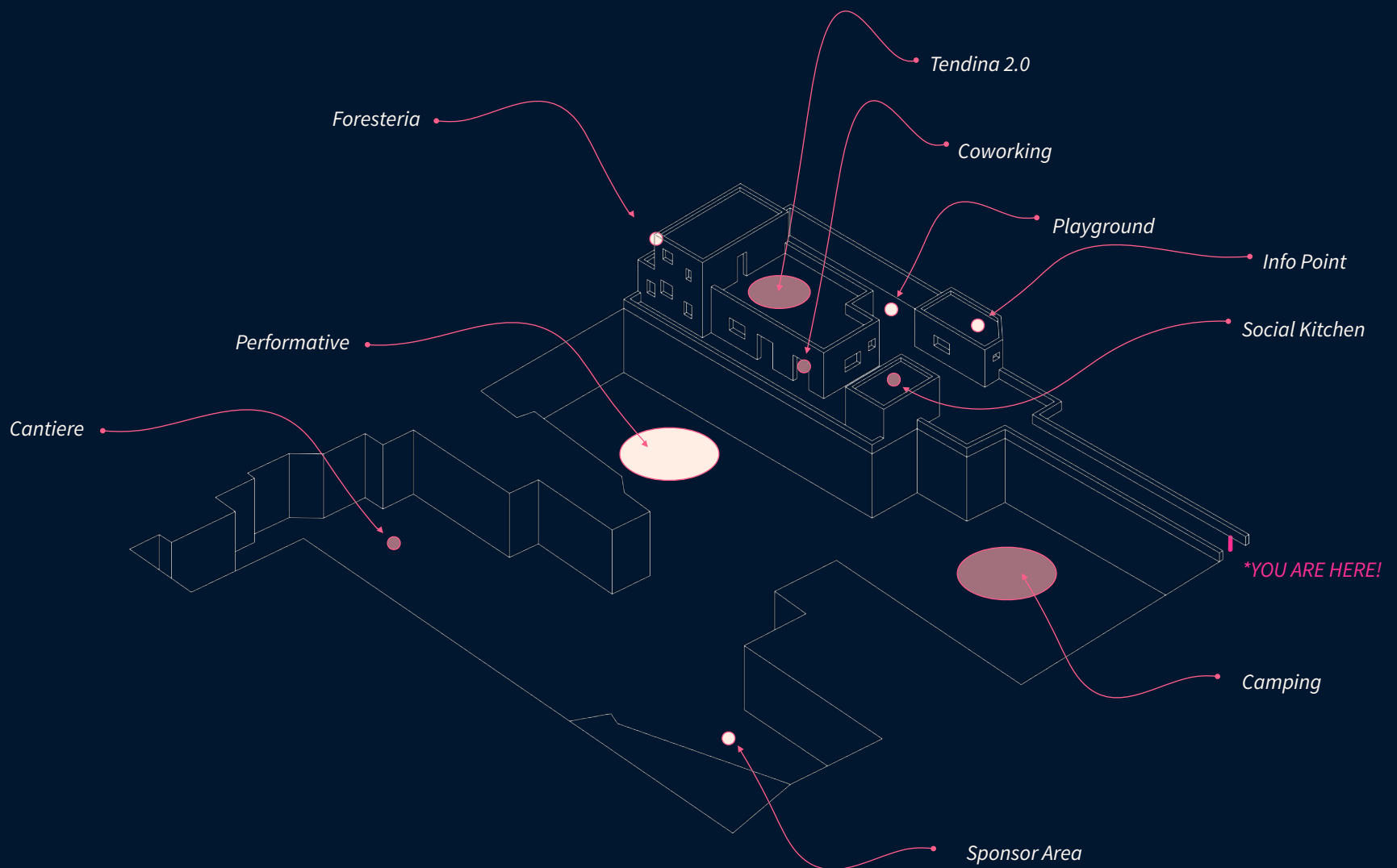
Apply





workshops

Micro-village festival services and areas



Share

live urban regeneration

during the festival, the area will become a self-sufficient micro-village, where you can plan, build, rest, make love. The complex, just 1.5 km from the city center, is formed by the Casa -ex-kindergarten reactivated in a guesthouse / coworking- and by the Cava, a future museum with a park. In addition to the workshops, in the area there will be various activities such as workshops and events, through which you can get in touch with the community.

Nourish

Awakening and social cooking

in the area there are two kitchens where you can, in turn and together with other participants, prepare breakfast and lunch for everyone, using the resources available and with the support of the organization. Nearby there are supermarkets, bakeries, bars, small businesses and artisans. Every morning, a muscle awakening will make us stretch our bones to prepare for the day, with yoga sessions and / or aerobic exercises.

Connect

collaborate in coworking and playground

Peripheral house is completely served by wi-fi. In the interior there is an air-conditioned and very bright 8-seat coworking, while outside the playground can accommodate about 40 people. In the coworking space the projects will be developed step by step, while outside we will host talks, workshops and small events.

Rest

Curtain 2.0 + Camping

here from Periferica hospitality is experience. Tendina is a collective and temporary shelter of 20 beds, this year located on the terrace, the highest and most panoramic point of the micro-village. On the first day, once arrived, participants must complete the shelter for future nights. With the solution Camping instead you can bring your tent, and take advantage of a space in the quarry, along with the other participants. On request, it is possible to find a tent upon arrival.

Move

Reach and explore

we are just 1.5 km from the historic center, which can be reached in just 15 minutes on foot. During the festival, guided tours and excursions to the sea are scheduled; the first are on foot around the neighborhood, including street arts and the cave system, while for the latter you will find an ad hoc shuttle. During the day, the work will be concentrated in the different project areas, but in the evening it will be possible to visit the city and enjoy the mazarese nightlife.

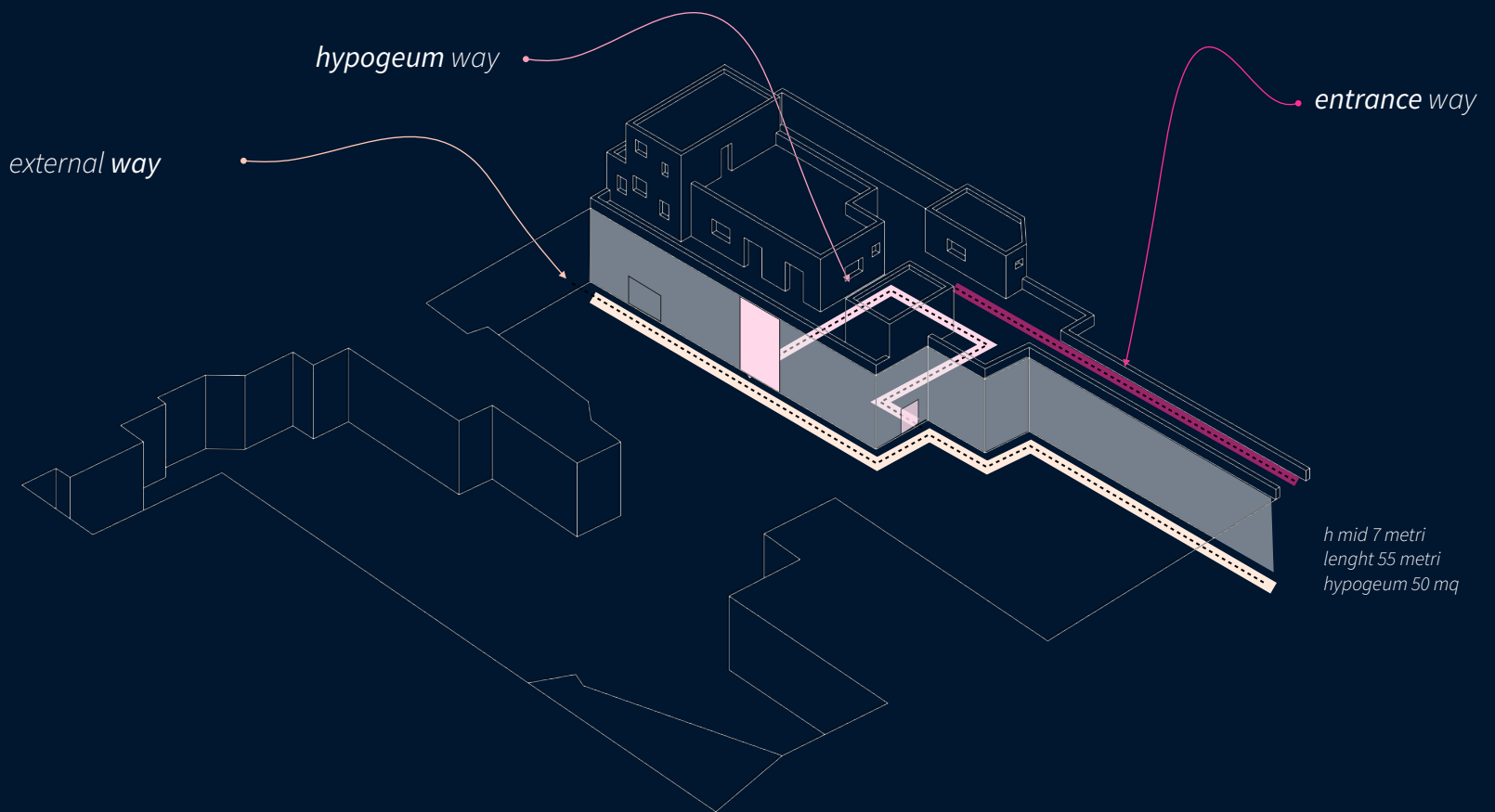
Make!

construction site and workshop area

The beating heart of the festival, the yard area is a space set up with tools suitable for cutting, assembling and treating wood and other materials. In the yard you will find the space suitable to produce prototypes, installations, ephemeral architectures, under the technical supervision of Marco Terranova, architect and wood craftsman. Participants will also be able to benefit from accident insurance coverage.

Evocava Project

museum as a journey



Vision

Mazara quarries define a system that extends for about one hundred thousand square meters: a marginal heritage that has escaped over the years to projects and resources capable of enhancing it. Through the active involvement of the communities, Periferica wants to bring these places at the center of new development dynamics, through a museum that describes the values and the inclusion of these places within tourist-cultural itineraries.

Area

the north face is about 9 meters high and 50 meters long. It has numerous natural and anthropological traces, more or less evident, from fossils to recesses towards hypogeal environments. The traces recall extraction methods, geological aspects, uses of the place, from the period of extraction to today: their value is both geological and anthropological. The cave system - articulated in caves, underground parts and open air parks - finds a perfect synthesis in the spaces of this quarry.

Process

The Museum will be the result of several moments of co-creation coordinated by Periferica and supervised by experts, aiming to integrate the production of creatives, inhabitants and artists with that of designers. Participants in workshops and laboratories will be able to contribute to analysis, research and production that will lead to the reactivation of the area, which will be made accessible during the final event. This will be the first step towards the creation of the Museum, which will be opened in 2019, after further additions.

Goals

Mazara quarries define a system that extends for about one hundred thousand square meters: a marginal heritage that has escaped over the years to projects and resources capable of enhancing it. After having reactivated the upper space (Casa Periferica) and having connected both levels, the goal is to intervene on the quarry gradually progressing towards the opposite side, starting from the north front, where the wall has numerous traces. The intervention strategy is based primarily on the ability to connect the different areas of the quarry through a system of access and information.

Project

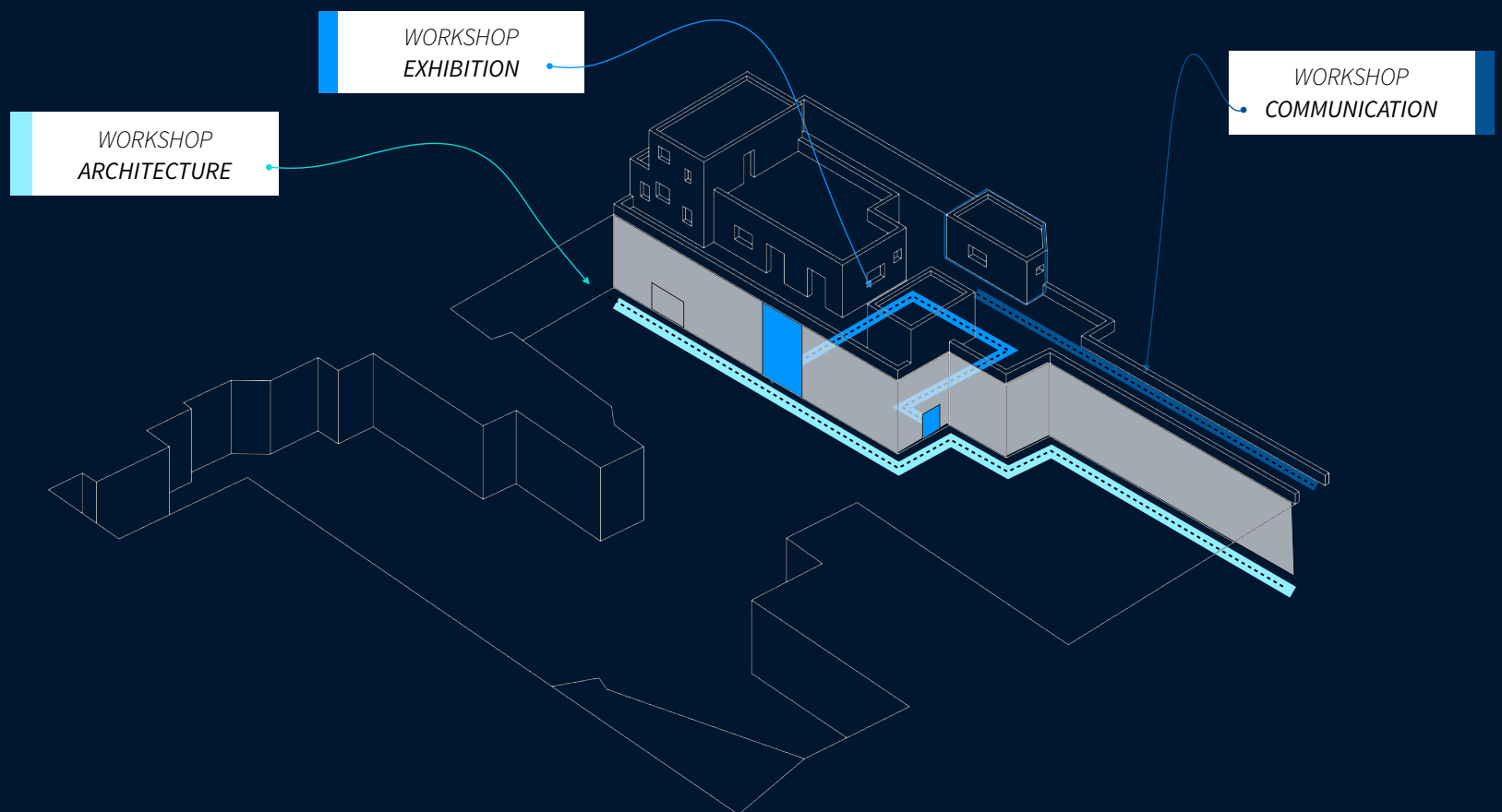
The number of traces, like the morphology of the area, invite us to consider the quarry itself as a container and as a content, offering numerous design stimuli. Climbing over the idea of a closed and self-referential space, the project will aim to bring out the pre-existing as evocative matrices, through viability systems (internal, external) facing the park or hypogeal areas.

Workshop

Starting from a common project basis, participants will be able to experiment with integrations, adaptations and developments in the various reference areas, addressing the themes of usability, experience and interaction within a museum itinerary. The architecture area will define the external feasibility system, the design area and the exposure area, the communication area will be dedicated to the interaction between user and content.

Workshop

to connect, show, transmit



Architecture

To connect: from the matrix to the masterplan
the workshop will be aimed at the design and self-construction of a horizontal connection system able to connect the north front of the museum to the rest of the quarry. With incremental optics, I propose to make a repeatable point serially and easily mountable. During the second phase the participants will move from design to self-construction, creating a small masterplan of about 50 meters, which will open to the public of new spaces of the future museum.

architecture / prototyping / self-construction

Director Francesco Lipari

hours
20 training
20 design
40 self-construction

Exhibition

To show: the hypogeal Mazara
Along the northern front, the wall opens into two gates that introduce a hypogeum route, divided into two rooms of different sizes, which together define a surface of about 50 square meters. The area will host various information elements able to transfer - even through multimedia solutions - information related to the heritage of the quarries. The first of these elements will be a model, which the participants will have to design and prototype with reference to the Peripheral quarry and its surroundings, providing for the use of local materials or the adoption of specific machinery.

exhibition / multimedia / self-construction

Director Gianni Di Matteo

hours
20 training
20 design
40 self-construction

Communication

To transmit: the museum as a brand
What is a museum? How does the user involve? How do you manage a communication from the detail to the whole? How to define a unified vision on complex projects? The course will have the objective of developing a Design System: a set of rules useful for maintaining harmony and uniformity in the ecosystem of a physical and digital service, helping the company to deliver to the customer an optimal brand experience on all platforms. Starting from an analysis of the context and users, the participants will have to design the entire customer experience of the museum, planning the communication and the products of the entire system.

design system / design thinking / game

Director HYPEBANG .IT

hours
10 training
30 design
40 self-construction

Apply

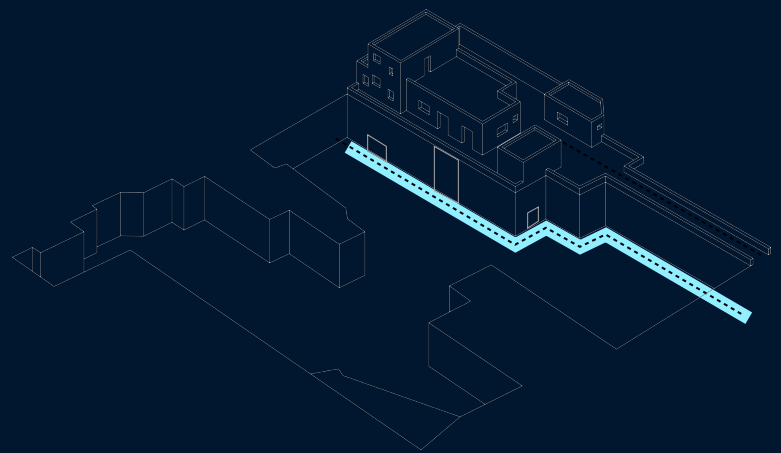
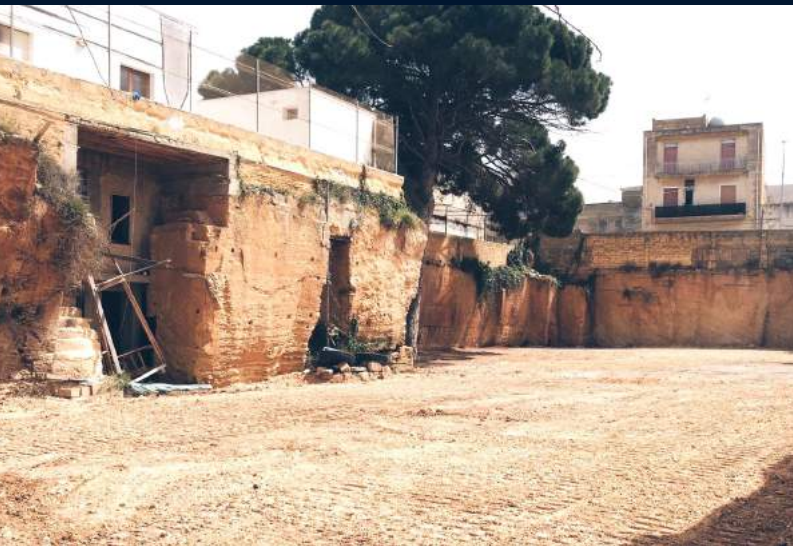
Apply

Apply

workshop

architecture

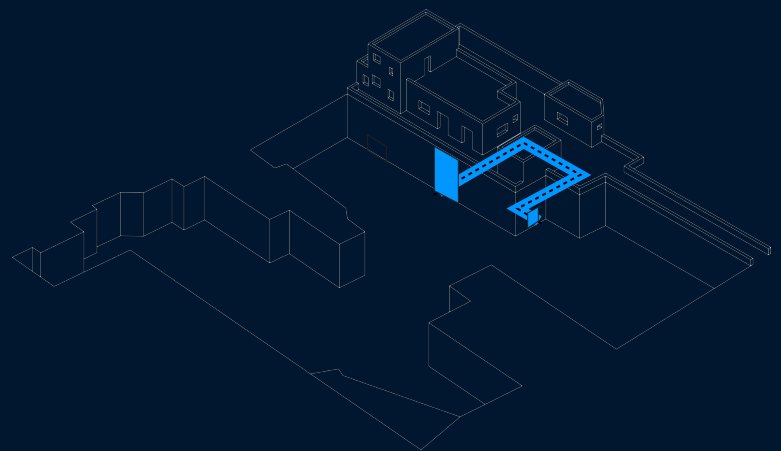
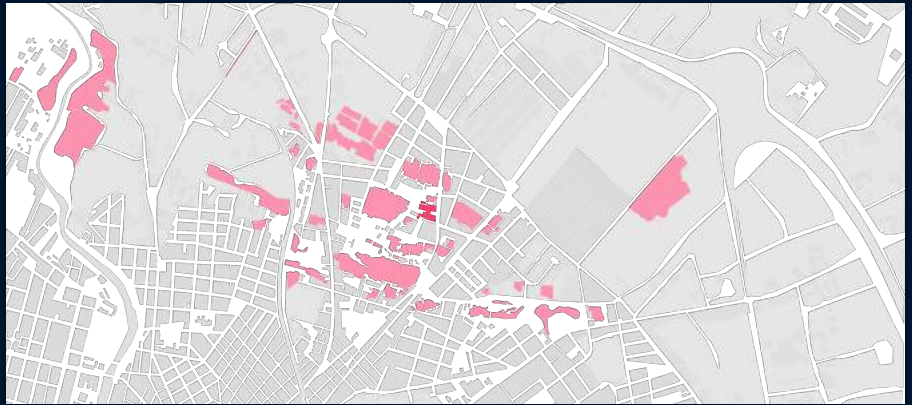
To connect:
from the matrix to
the masterplan



workshop

exhibition

to show the
hypogeal city

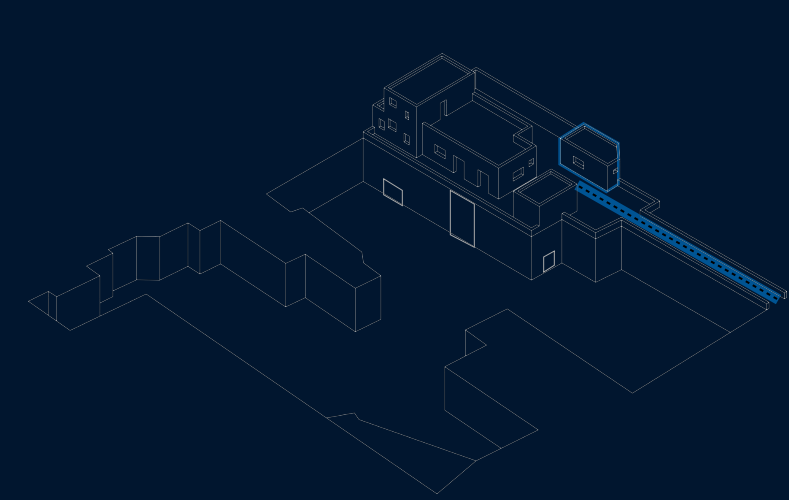
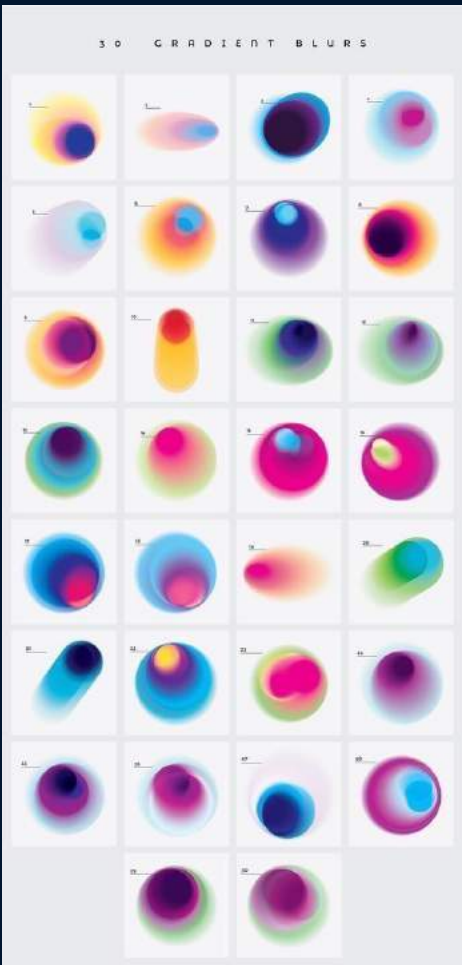
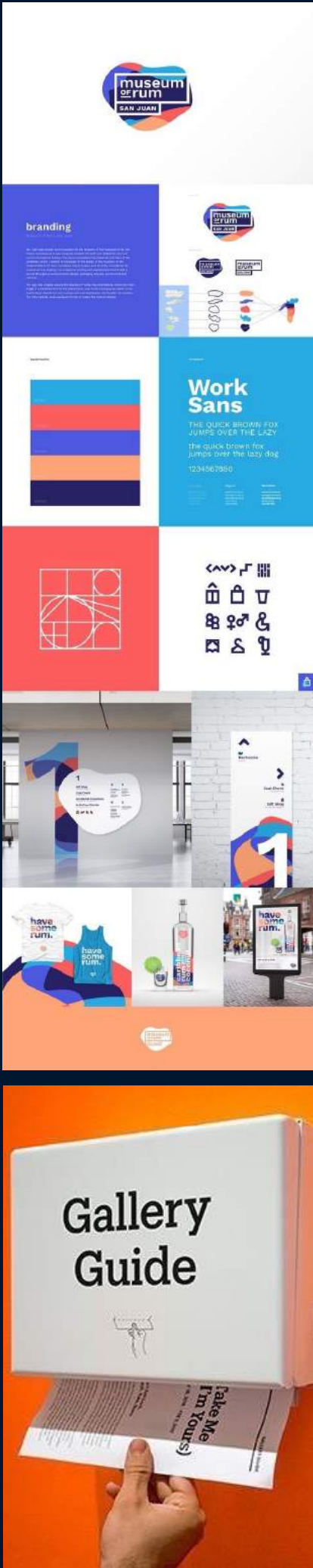


workshop

communication

transmit:

museum as a brand



How to take part deadline 30th May



Sign up

Are you a young professional or a student enrolled in a university course? Fill in the registration form: if your profile is considered suitable, the selection will be immediate. Up to 80 people can take part, and it will be possible to apply until May 30th or while seats last.



official form
free subscription
deadline 30th May



Workshop Pack

- 10 days education and networking
- 8 hours of workshop / day
- breakfast + 1 meal / day
- Periferica welcome bag
- insurance
- materials, tools, basic equipment
- certificate of participation [80 hours, 3 credits]
- excursions and guided tours



200_e
Early Bird
40 available



300_e
Normal
40 available



Sleep

Camping

- 5 sqm pitch + energy + light base
- tent: + € 50 / person (on request)
- chemical toilets + outdoor showers



50_e
Camping
20 available

Micro-Architecture

- bed in shared micro-architecture
- mattress + sleeping bag included
- 2 showers + 2 lav. with hot water for 20 people
- video-monitored area, private access



150_e
Micro-Architecture
20 available

fill out the application form



80
spots

3000
sq

project

take part

80 hours
education
- 3cf

reach

1 village

10 days in
Sicily

3
project
areas

know

1
worksite

explore

3
workshop

learn

1 exhibit

build

make

develop

Questions? write us on
workshop@perifericaproject.org