



PROJECT PROMOTED BY



BERGAMO

IN PARTNERSHIP WITH



Luigi Micheletti Foundation
BRESCIA

con il patrocinio di



Progetto partecipante a



www.giovanidee.it

info@giovanidee.it

CULTURE LEADING THREAD OF THE PROJECT

2023 will be a fundamental year for Bergamo and Brescia, which will have the honor of jointly playing the role of Capital of Culture. The design area most similar to and in line with the path that Giovani Idee traced in the three-year period 2020-2023 and focused on the theme of youth fragility, is that of "culture as care", since art and culture are connected in the first place to the meaning of life, to the answers that must be provided to the fundamental questions and to the processes of social aggregation. In this sense, therefore, art and culture are understood as prevention and socialization tools that influence health and well-being in all forms of fragility.

The International Highschool Competition 17th edition - School year 2022/2023

The Giovani Idee project is included in the school curriculum of young people and aims to activate profitable synergies between culture and education, according to the principle of "common responsibility", to seek forms of systematic and sustainable cooperation between the world of school and that of culture, promote new collaborations and projects in order to develop intercultural dialogues capable of producing positive results in human, artistic and cultural terms.

One of the key principles that our Association has pursued in over 17 years of activity is youthful creativity. With education in the use of the media which can prove to be very important in stimulating the creativity of future citizens and their participation in the cultural life of society. Today the media are essential tools for disseminating cultural content and innovative vectors of European cultural identities, offering European citizens the possibility to make informed and differentiated choices.

The strategy adopted places the emphasis on ART, understood as an opportunity and experience of CARE, lived or possible. It is an operational proposal aimed at high school students to engage in dialogue with this theme and embark on a path of research, conception and production of "objects" suitable for communicating their point of view, their experiences, their vision of the future, placing ARTISTIC/PERFORMATIVE languages and methodologies at the center of their action, freely interpreted, also giving space to "contaminations" between different languages and techniques. For all the details on the Competition: www.giovanidee.it

The "Creative Residence"

The schools that will provide the projects deemed most interesting from an aesthetic point of view and for relevance to thematic urgency will be rewarded with the opportunity to participate in a **CREATIVE RESIDENCE** in the spring period in the Brescia and Bergamo area in which they will be able to shape and refine their works, also with a view to dialogue and interconnection with the works of others, in order to then be exhibited and performed live in a traveling kermesse between the territories of the two provinces capitals of European culture in the month of May.

Art as an overall laboratory offers the opportunity to give form to discomfort, share it, soothe it and in some cases even resolve it in a dynamic of reciprocity that brings us closer to others, unites us and makes us reflect in fragility and fears, in drives and desires. In addition to private matters, the idea of a "CREATIVE RESIDENCE" that would bring together young people from various European countries and would constitute the natural continuation of the Association's vocation to give experiential foundations to the ideal of European citizenship.

In the promotion/stimulation phase of the Competition: an original preparatory audiovisual contribution

The introductory short film "The absolute threshold" will be distributed to the schools that have expressed an expression of interest in participating in the competition - and to all interested parties - specially produced by the Association, with strong artistic contents, as an incentive to get involved, to integration of all the materials prepared for the presentation of the project and the proposed itinerary, available on the official website www.giovanidee.it.

THE ABSOLUTE THRESHOLD

Production: Young Ideas Association of Bergamo

Written and directed by Michele Marinini

Executive production: Multimagine

The film "La Soglia Assoluta" speaks about the activities aimed at the reasoned promotion of "Bergamo Brescia Italian Capital of Culture 2023" and is aimed above all at the young audience of upper secondary schools.

The thematic idea from which the screenplay was inspired is twofold: the theme of "Culture as a cure" and the emotional, psychic and relational discomfort linked to the abuse of the use of new technologies.

The idea has scientific origins: the absolute threshold is the physical value, minimum or maximum, to stimulate a sensation. This maximum threshold, as the singular ophthalmologist states in the short film, allows the human eye to see a candle flame on a moonless night at a distance of 45 km. It is also true that the eye of contemporary man is adapting to a new perceptive model characterized by frequent and close contact with various devices: smartphones, tablets, PCs and the like.

The ophthalmologist's warning is equally objective and does not only concern the "sick" protagonist of the short story: each of us, every ten minutes of close-up work with a screen, should go to the window and look into the distance to help restore the correct eye physiology.

The game of the narrative machine dilates this purely perceptive deficit to a deficit linked to the perception of the Self, of the Other and, consequently, of the whole world.

The spectator looks through the eyes of the protagonist at paintings, sculptures and filmic passages of the artistic tradition of Bergamo and Brescia and, like the protagonist himself, does not distinguish them, does not have the ability to place them as a personal and collective heritage. He looks but does not see.

Here then is that the frequentation of art, its ability to stimulate on several levels, re-educates the protagonist to see, to recognize not so much and not only the works of art, but the world around him: he regains an ecological perception of his own mind, of his relational life and, consequently, an ecological look on his wonderful territory.

Thanks for their collaboration and permission to shoot:

BRESCIA MUSEUM FOUNDATION, MUNICIPALITY OF PISOGLNE (BS)

Collaboration on the overall project and technical sponsors



*International Piano Festival
of Brescia and Bergamo*



*Association of Young Ideas of the Mediterranean
Victoria (Ragusa)*



"Andrea Fantoni" School of Art - Bergamo Polska

Fundacja im. Roberta Schumana

Warsaw (Poland)

SCHUMAN.PL



*School of Infant Education "SANSUEÑA"
Talamanca De Jarama (Madrid, Spain)*



Murialdo Social Qendra, Fier (Albania)

The collaborations put in place will make it possible to generate multiplier effects within the individual areas of operation of the project, taking note that each subject has its own sectoral specificity and is able to make a significant contribution to the dissemination and dissemination of activities and events in programme, favoring the birth and development of new actions.

The presence, among these bodies, of recognized and appreciated professionals in the artistic disciplines in which they operate, will facilitate the involvement of artists in the territories, as required by the Competition Regulations, and the artists themselves will be the curators of the laboratories during the students' stay at the creative residence.



YOUNG IDEAS COMPETITION 2021-22

**1st CLASSIFIED
Prize: Euros 3,000**

VIRTUAL JOURNEY INTO THE DARK FOREST

**IISS "Don Giovanni Colletto"
Class III A, Scientific address, Applied Sciences option
CORLEONE, PA – ITALY**

Motivation:

The short film focuses on bullying and sites that offer illegal viewings. In both cases, one boy overcomes his own fragility with the help of friends while the other withdraws into himself, refusing to use the "medium". Original, fresh... and fun work, able to effectively combine Dante's narrative topos of the Divine Comedy in a re-contextualization in a RAP key, to seek inspiration and synthesis of the message contained in the film. In this regard, the work of setting a narrative text to music with a self-produced piece, perhaps naive, but also effective for this reason, is remarkable.

Overall, the originality of the video production should be underlined, with beautiful shooting and rhythmic and engaging editing, and the captivating graphics that reflect the world of young authors.

Synopsis

Social networks often disorient students making them get lost in the "dark forest": there are many risks that young people run into today as "children of the digital age".

Thus the protagonists of the video revisited Dante's journey into Hell and highlighted how the "three beasts", which hindered the path of the great poet, can still today obstruct the virtual journey that every boy makes every day.

Tempted by many dangers such as cyberbullying, the "children of the digital age" must learn to find healthy human languages in order to emerge from the dark forest with the light of reason and transform the risks of virtual language into opportunities. Thus the trap net that causes the other to "get lost" becomes a channel for finding the "right path" of salvation.