



The “Hypertopia” Model: Educational Multimedia Expression and Innovative Teaching Methods

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Abstract

Hypertopia is an international association of artists, researchers and professionals with skills and expertise able to promote and develop interdisciplinary research and artistic production on issues /social problems according to the place and object of investigation. Hypertopia is also able to use pre-research step to create opportunities to meet, encounter and dialogue between different socio-cultural contexts (school, firm, library, private house, an association of disability support) belonging to the same territorial reality. The organization and coordination of activities is based on a model of reflection and empowerment (Hypertopia Model; Zitoun, Loro, Sica 2001-2010) which uses structured tools and scientific and artistic methods of research testing both traditional and innovative tools in order to respond to complex problems. Since 2001, the method has been applied and tested on various topics in different socio-cultural contexts (schools, housing, cultural institutions, libraries, businesses) to fit different needs. In this paper, we describe some intervention projects applied with educational and training purposes in different contexts: project 1. the intergenerational laboratory about safety in the workplace of young people ("White dead?"; Turin 2009-2010); project 2. the study about integration strategies of citizens and immigrants (Salerno, 2010); project 3. The path of artistic and socio-economic perceptions in the work context (district of South Mirafiori, Turin, 2010-2011). The results of interventions emphasize that the 'Hypertopia' method allows to produce an in-depth qualitative analysis that in turn handles various kind of information and points of view. It's also able to create a strong link between individuals of different generations and cultures, using creativity, technology and game to address and resolve complex issues.