**Workshop on peer and media education**

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***WORKSHOP AIMS AND INTENDED LEARNING OUTCOMES***

The workshop offers students the opportunity to investigate and experiment in an operational way the potential of Peer&Media Education as an interdisciplinary approach, which merges the Peer Education methodologies with the theoretical framework of Media Education. An experiential and operational approach will be favoured to seize the many opportunities of using Peer&Media Education in the didactic, training, socio-cultural, health and business fields.

The objective of the workshop is the development of design, methodological and operational skills that favour the use of media and digital technologies not only as tools and environments, but as a connective tissue that allows the promotion of communication exchange and the relational climate in groups, facilitating the prevention of problematic or inappropriate behaviours in everyday life contexts.

The intended learning outcomes regarding the ability to apply knowledge and understanding are:

* ability to identify the potential of Peer&Media Education in the different operational and training areas;
* ability to design and implement training courses and communication productions that are consistent with Peer&Media Education and that facilitate communication and relationships in groups, both in a formal and informal dimension.

***DESCRIPTION OF THE ACTIVITIES***

The workshop is structured in blended mode and includes five classroom meetings and two group e-activities (started in the classroom and continued between one meeting and the next), which will focus on:

* definition and theoretical references of Peer&Media Education
* methods of action, contexts of use and design needs;
* case study and participatory analysis of emblematic experiences;
* the design and implementation of communication products and training courses;
* the dimension of peer-media dissemination and development of social engagement;
* the progressive creation of an executive project work.

The last meeting will be dedicated to the project work showdown, peer evaluation and debriefing.

***TEACHING METHOD***

The workshop favours active and experiential learning: it intends to encourage participants to perform collaborative production activities, which will be followed by reflection and debriefing led by the teacher.

The Blackboard platform will make available the teaching materials, all notices and information on the course and will also be a favourable space for discussion on the topics covered and the performance of the activities. Students are invited to promptly register for the course on Blackboard (<https://ilab.unicatt.it/ilab-ilab-iscrizione-corsi>) and to constantly monitor their iCatt email account.

***ASSESSMENT METHOD AND CRITERIA***

The workshop is characterised by a blended system with a duration of 25 hours, 15 of which will be face-to-face and the remaining 10 hours online work between one meeting and the next, scheduled in 5 modules of 3 hours each. The workshop can be validated after verifying the student's attendance at classroom activities (75%) and the performance of the activities (delivery of the two planned activities).

***NOTES AND PREREQUISITES***

Further information can be found on the lecturer's webpage at http://docenti.unicatt.it/web/searchByName.do?language=ENG or on the Faculty notice board.