

The sound of Models: The Orchestra of Nature Case Study

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Introduction



- Art is the bearer of a story that goes beyond its manifest content: it is a sort of meta-narration that refers to the pedagogical models transmitted from generation to generation from a personal, social and cultural point of view
- The work presented here therefore aims not only to grasp the models of thought that emerge from artistic experience, but also to understand the way in which this experience transforms them.
- The case presented concerns, in particular, the world of natural sounds, an integral part of the individual's life, although, perhaps for this very reason, little listened to

Research Question



- What does an artistic production today tell about the socio-cultural environment of those who create and act on it?
- What pedagogical models emerge and what educational and training needs do they refer to?

Sample

- 135 subjects divided into:
 - 3 groups between 6 and 11 years
 - 3 groups between 12 and 14 years
 - 3 groups of 18 years and above



Methodology

- Methodology: Qualitative
- Integrated approach (Mortari, 2011):
 - Hermeneutic - phenomenological approach
 - *Narrative Inquiry*
- Strategy: Case Study

L'Orchestra della Natura

- Sound expression workshop organized by the musical animator and music therapist Daniele Delfino
- Instrumental Case Study

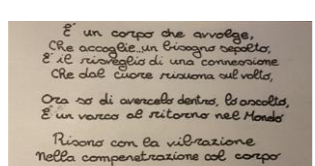
Preliminary results



- Meeting between a meta-narration, which refers to thought models typical of an ancient society, of a vertical nature, and today's socio-cultural contexts characterized by liquid life. (Bauman, 1995)
- Detection of the need, on the part of the subjects involved in the experience, for reflection spaces that allow a sort of parenthesis from the overabundance of stimuli, typical of today's socio-cultural contexts
- Confirmation of the hypothesis according to which art not only favors the staging of one's own representations of the world, but becomes an important tool for promoting its transformation, especially regarding:
 - The model of the adolescent as a "rebel who doesn't pay attention"
 - The representation of fun as a prerogative of childhood

Techniques

- Participatory Observation by the researcher
- Semi-structured interviews
- Focus Groups
- Analysis of materials written by the participants
- Analysis of audio-visual products



Focus

- The models inherent in the initial artistic proposal
- Today's models of the participants
- The transformations generated by the meeting of different models
- Educational and training needs to which these models refer, from a social and cultural point of view

Future steps



- Conclusion, detection, interpretation and analysis of data emerging from the «Orchestra della Natura» case study
- Comparison between the «Orchestra della Natura» case study and the «Per Ermanno Olmi» project, focused on experimenting with cinematographic language modules in schools
- Design and organisation of *ad hoc* pedagogical interventions, based on the needs revealed

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