CREATIVE LEARNING FESTIVAL

Friday 10 and Saturday 11 October 2025

creative learning festival

NEW

When?

FRIDAY 10 AND SATURDAY 11 OCTOBER 2025

Read the biographies of those who will be leading the activities.

Contributors

Roberto Agostini (Italy)

Secondary school music teacher and trainer, he combines teaching, creativity and innovation in his everyday practice. Roberto collaborates with the Marconi TSI Service of the Emilia-Romagna Regional School Office, where he accompanies teachers in discovering new ways to bring technology and experimentation into the classroom. He holds courses at conservatories and universities on music education, history and analysis of music, and is among the active voices of Musicheria learning lab exploring ideas that can help enrich music education.
https://sites.google.com/ic7bo.istruzioneer.it/agostini/chi-sono

Andrew Amondson (Germany)

Andrew Amondson is an American artist and filmmaker based in Berlin who creates immersive installations exploring our connections to nature and one another. His interdisciplinary practice spans film collaborations with Wim Wenders and Netflix, play-based art installations through his co-founded Playful Nature, and as a member of Studio Olafur Eliasson since 2017. As a lead artist with Forest of Imagination, his Living Tree Forest installation won the Inspire Future Generations Award in 2022. Andrew is a fellow of the Royal Society of Arts.
https://www.andrewamondson.com/

Meg Amsden (United Kingdom)

Puppeteer, performer and author, she brings worlds made of paper, shadows and poetry to the stage. From educational theatre to stories that weave ecology and creativity, she has been exploring the transformative power of puppet theatre for over 40 years, including performances, workshops and publications.
https://meg-amsden.co.uk/

Luigi Anzivino (United States)

FESTIVAL PARTNER

Luigi Anzivino envisions a world in which we learn through a continuous process of creation, exploration, iteration, and through inventive, unusual, sometimes even somewhat messy ways, without fear of failure. He is Professional Development Lead at the Tinkering Studio, Exploratorium San Francisco where he designs Making experiences that transform uncertainty into discovery, and builds spaces where ideas take shape and questions matter more than answers.
https://www.exploratorium.edu/tinkering

Bestiario Immaginario with Damatrà Onlus (Italy)

Damatrà Onlus is an organisation founded in Friuli north Italy in 1987, which believes in the transformative power of culture, creativity and beauty. Through books, stories, art and play, it gives life to projects that focus on young people, their right to time, expression... and sometimes even boredom!
http://www.damatra.com

Amos Blanton (Denmark)

Educator, researcher and designer, he was for years part of the Lifelong Kindergarten group at the MIT Media Lab, where he was responsible for the global Scratch community. He designs experiences that combine play, art and creative exploration, collaborating with organisations such as the Tinkering Studio at the Exploratorium, Reggio Children Foundation, LEGO House and the public libraries in Denmark. He holds a PhD on collective creativity and is now part of a research project merging art and learning of the Olafur Eliasson Studio with Aarhus University in Denmark.
https://www.amosamos.net/

Pino Boero (Italy)

Pino Boero is a passionate voice of children's literature, igniting imagination for decades in universities, schools, libraries and literary awards. Through his expertise of Gianni Rodari's work and philosophy, he continues to sow wonder and thought wherever books and children are discussed. He taught for years at the University of Genoa, is one of the leading experts on Gianni Rodari, and is now vice-president of the Parco della Fantasia in Omegna.
https://www.pinoboero.com/

Maurizio Capone & Bungt-Bangt (Italy)

Maurizio Capone is a musician, performer and musical innovator who transforms waste into instruments, combining creativity, social commitment and ecology. With his group Capone & Bungt-Bangt he brings the rhythm of recycling from the big stages to schools, involving audiences of all ages.
http://www.caponebungtbangt.com

Castello di Rivoli Museo di Arte Contemporanea (Italy)

Il Castello di Rivoli è uno dei cuori pulsanti dell'arte contemporanea in Italia. Il suo Dipartimento Educazione è un vero e proprio laboratorio creativo, noto per l'approccio innovativo e sperimentale, che realizza attività educative usando i linguaggi dell'arte performativa, dove la partecipazione è al centro e ogni incontro diventa un atto di creazione condivisa.
https://www.castellodirivoli.org/en/

Anna Maria Contini (Italy)

Professor of Aesthetics at the University of Modena and Reggio Emilia, where she directs the Department of Education and Human Sciences and the Research Centre 'Metaphors and Narratives in Science'. She participates at the Board of the PhD Programme in Reggio Childhood Studies, is a member of the Steering Committee of the Inter-departmental Laboratory 'EduCare' and of the Scientific Committee of CIRM - Inter-University Centre for Research on Metaphors. She was Project Manager of the Erasmus+ project "STORIES - Fostering Early Childhood Media Literacy Competencies", dedicated to the development of digital competences in pre-school education.
https://www.frchildren.org/it/chi-siamo/persone/annamaria-contini

Sofia Florio (Italy)

Sofia Florio, Education Curator at the Museo Nazionale Scienza e Tecnologia Leonardo da Vinci, is responsible for designing and delivering educational activities, teacher and researcher training programs, and learning resources within the museum's Life Sciences labs. With a PhD in Biology, she is fascinated by the world of plants, which she uses in her educational work to spark imagination and creativity. Her approach plays with the beauty of natural forms and the complexity of living organisms.

Claudia Giudici (Italy)

Psychologist and pedagogista, she has the role of coordinating the Area of Research for Reggio Children. President of Reggio Children from 2016 to 2022, she held the same role in the Istituzione of Preschool and Infant-toddler Centres of the Municipality of Reggio Emilia from 2009 to 2016.
Professor of Psycho-Pedagogy at the University of Modena and Reggio Emilia, she is the Guarantor for Childhood and Adolescence for the Emilia-Romagna Region.

Teresa Grange (Italy)

Professor of Experimental Pedagogy at the University of Valle d'Aosta, where she explores how to make education more inclusive. Her research and publications focus on early childhood education and intercultural education. With a curious and forward-looking approach, she investigates what makes the educational experience truly effective and meaningful, both for those who educate and for those who

grow up.
https://www.univda.it/docenti/grange-teresa/

Penny Hay (UK)

Penny Hay is Professor of Imagination at Bath Spa University, as well as Founder of the House of Imagination. Her projects - School Without Walls and Forest of Imagination - break the mould of traditional schooling and invite children to explore the world with curious eyes and moving hands. Through her research into the artistic identity of young children and her ongoing commitment to creative pedagogy, she interweaves art, nature and community to create new ways of growing up together.
https://www.bathspa.ac.uk/projects/forest-of-imagination/

Tim Hunkin (UK)

Atypical engineer who has been explaining technology for decades... by making us laugh! Cartoonist, TV author, museum designer and genius inventor, he has built over 40 satirical funfair machines, exhibited in his two iconic spaces in the UK. His creations come to life through prototypes and playful experimentation, where failure is not a failure, but an invitation to discovery.
http://www.timhunkin.com

International Centre Loris Malaguzzi - Reggio Children Foundation (Italy)

The International Centre Loris Malaguzzi is the beating heart of the Reggio Emilia Approach: a place for research, training and educational experimentation born from the experience of the municipal preschools of Reggio Emilia. Open to teachers, educators and researchers from all over the world, it promotes a vision of education as a participatory, creative and inclusive process that enhances the potential of children and adults from 0 to 99 years of age.
http://www.frchildren.org/

Institut de Recherche et Coordination Acoustique/Musique - IRCAM (France)

IRCAM is one of the world's most important centres dedicated to scientific research and musical creation, a unique place where art and technological innovation meet, contaminate and transform. Associated with the Centre Pompidou and supported by the French Ministry of Culture, IRCAM also hosts the STMS laboratory (Sciences et Technologies de la Musique et du Son), in collaboration with CNRS and Sorbonne University.
https://www.ircam.fr

Toshio Iwai (Japan)

Toshio Iwai is a Japanese artist who combines sound, image and storytelling in interactive experiences. With his book The House of 100 Stories, translated into many languages, he brings his enchanting universe to the theatre and to activities where everyone can build their own house of stories. Toshio leads workshops where people bring miniature worlds to life. Piece by piece, a large house is born, fruit of imagination and collective play.
https://en.wikipedia.org/wiki/Toshio_Iwai

Leo Izzo (Italy)

Leo Izzo is a secondary school teacher living between school, jazz, electroacoustic sounds and popular cultures. After a PhD in musicology at the University of Bologna, today he brings his passion to schools through live coding: using programming to make music, explore by making mistakes and wonder at every line of code. Expect a mix of sound, discovery and creativity that will overturn the rules of learning!
https://aulodies.wordpress.com/

Olivia Jack (Germany)

Olivia Jack is an artist and programmer who transforms code into a collective play space. With Hydra, her live video synthesiser, she combines generative art, performance and informal learning. Between pixels and glitches, she brings imagination and experimentation to festivals, universities and independent spaces around the world.
https://ojack.xyz

Ryan Jenkins (Germany)

Ryan Jenkins develops environments and resources that combine art, science and technology through Tinkering. With Wonderful Idea Co., he collaborates with schools, museums, libraries and other learning settings to bring new creative experiments to life. He lives in Freiburg, Germany, where he founded the “Museum of Tinkering gGMBH”, a pop-up space dedicated to creative learning. He is the author of The Tinkering Workshop, a guide book to exploring and building practical projects from everyday materials.
https://wonderfulidea.co

Heather King (UK)

Professor of Science Education and co-chair of the Science and Technology Education Research Group at King’s College London, Vice President for Education at the British Science Association. She teaches in STEM education leadership, STEM Making and Creating, and Education in Arts and Cultural Settings. Her research examines the ways in which educators foster learner engagement with science across many contexts including schools, museums, the natural environment and non-formal spaces such as Maker spaces.
https://www.kcl.ac.uk/people/dr-heather-king

Libri Finti Clandestini (Italy)

LibriFintiClandestini is a cosmopolitan art collective that creates artist's books made entirely from recycled paper, transforming forgotten materials into living, tactile and rebellious works. Each page is a unique piece, and each book a manifesto of sustainability, ingenuity and creative freedom. From the streets to international fairs, their works have travelled as far as the 15th Venice Architecture Biennale and the Tokyo Art Book Fair, bringing the scent of recycled paper everywhere.

https://librifinticlandestini.com/

Sebastian Martin (Germany)

Sebastian Martin is a scientist, exhibit designer, and passionate advocate for hands-on learning. A key contributor to the global tinkering movement, he helped shape the Tinkering Studio at the Exploratorium in San Francisco, where he designed highly interactive exhibits from playing with balance to stop-motion stories to light and color over more than 20-years.

He closely collaborates with the Scratch team at MIT Media Lab Boston, experimenting with new approaches to digital-physical tinkering. Now based in Europe, Sebastian consults with institutions and practitioners worldwide, with recent EU projects at Dokk1 in Denmark and Cosmo Caixa in Spain.

https://www.exploratorium.edu/about/staff/scientists/sebastian-martin

Giuseppe Menegoz Virgilio Pierini (Italy)

Giuseppe Menegoz is a physicist, developer and designer of education activities and museum exhibitions. Virgilio Pierini is a STEAM animator, adult trainer and digital developer. Together they combine science, technology and play to ignite creativity. Between coding, webcams and everyday objects, they transform the screen into an interactive world where every gesture becomes magic.

Pietro Milici (Italy)

Pietro Milici is Assistant professor at the University of Messina with a PhD in the History and Didactics of Mathematics and in the Philosophy of Science. His research focuses on geometric constructions and their foundational role in both historical development and educational practice. He is the founder of www.machines4math.com and designs innovative, hands-on math activities that bridge theory and practice integrating mathematics, history and immersive technologies.

Enrico Miotto (Italy)

Enrico Miotto, an astrophysicist and Education Curator at the Museo Nazionale Scienza e Tecnologia Leonardo da Vinci, has worked at the museum for about thirty years. Over the decades, he has developed numerous scientific activities for educational labs and experimental projects. He sees these activities as both opportunities to explore scientific perspectives and as “machines for thinking.” Enrico often leads teacher training workshops and usually has a great time during these sessions, where he says he learns just as much as he teaches.

Montessori Italia Foundation (Italy)

The Montessori Italia Foundation was established to spread awareness of Maria Montessori's work and philosophy, the learning practices inspired by it, and to study the psycho-pedagogical theories and practice of the Montessori school. It collaborates with universities, school authorities, schools, teachers, pedagogists and educators throughout Italy, offering training and support to those who wish to implement or adopt the Montessori method.

https://www.fondazionemontessori.it/

Mike Petrich (United States)

FESTIVAL PARTNER

Mike Petrich is one of the strongest advocates of creative learning internationally. For more than twenty years Director of the Informal Learning Cluster at the Exploratorium in San Francisco, with a background in education design and technology and a career in visual arts, film and photography, he has brought his vision to a wide range of contexts: from primary schools to museums, prisons to research labs and Tibetan monasteries. Together with Karen Wilkinson, he devised Tinkering, an internationally referenced pedagogical approach. Today, he leads a truly global movement dedicated to creative learning together with the Lifelong Kindergarten leaders at MIT in Boston.

Pirelli HangarBicocca (Italy)

Pirelli HangarBicocca is one of the most iconic venues for contemporary art in Milan: a former industrial plant transformed into a monumental exhibition space, where large-scale installations and international exhibitions find a home. Here, art is displayed among high walls and post-industrial atmospheres, in a continuous dialogue between the productive past and the creative present. A landmark for those seeking immersive experiences and out-of-the-ordinary visions.

https://pirellihangarbicocca.org/

Playtronica & Sasha Pas (Germany)

Sasha Pas is an artist, educator and co-founder of Playtronica, the collective that transforms everyday objects into interactive musical instruments with installations presented in iconic spaces such as the Centre Pompidou, the Palais de Tokyo, the Exploratorium and the Philharmonie de Paris. Passionate about experiential learning, he is a guest lecturer at Berklee College of Music, New York University, the Royal College of Art, and international universities where he brings his sensory and interactive approach to creativity.

https://www.instagram.com/playtronica

Carmelo Presicce (United States)

FESTIVAL PARTNER

Researcher at the Lifelong Kindergarten Group of the MIT Media Lab, he works with the team that developed Scratch and OctoStudio, bringing creative learning experiences to the world building lively and connected educational communities. Before flying from Italy to the United States, he spread coding, computational thinking and the desire to experiment among schools, universities and laboratories.

https://octostudio.org/

Marcela Rapallo (Argentina)

Marcela Rapallo is an Argentinian artist, educator, and researcher who combines art, technology, and education in collective, interdisciplinary projects. With the Trazos Team, she develops open-source technologies and coordinates training, mediation, and research initiatives in several institutions. At the Universidad Nacional de las Artes, she leads the Diploma in Cultural Mediation and the research projects 'Open Drawing' and 'Open Water'.
https://marcelarapallo.com.ar/en/

Reggio Children (Italy)

Reggio Children is the reality that preserves, promotes, and grows in the world the Reggio Emilia Approach, an educational philosophy that focuses on the intelligence of young children, the power of context, and the beauty of learning together. Through research, training and consultancy, Reggio Children builds bridges between schools, cities and cultures, for an education that is always creative, participatory and profoundly human.
http://www.reggiochildren.it

Beba Restelli (Italy)

Beba Restelli, pupil and collaborator of Bruno Munari, has always pursued her playful and revolutionary vision of education. She is one of the most authoritative voices of the Munari Method and founded the first private workshop dedicated to its method; she works with schools, museums and libraries, transforming every experience into design wonder.
https://www.laboratoriobebarestelli.it/

Carolina Rodeghiero (United States)

FESTIVAL PARTNER

Researcher at the Lifelong Kindergarten Group at the MIT Media Lab, where she explores creative learning with technologies that can spark creativity in children around the world. At MIT, she organizes educational resources and the global community of educators as part of OctoStudio, the new free mobile and Chromebook app that allows children and teens to create purposeful animations, stories, and video games. She is also a journalist and has coordinated the education area of the Brazilian Creative Learning Network.
https://octostudio.org/

Segni Mossi (Italy)

An international project where the body draws, the sign dances and each participant is the protagonist. Created in 2014 by Alessandro Lumare and Simona Lobefaro, it combines movement, space and graphic sign in participatory workshops. Chosen by HundrED among the 100 most innovative educational projects in the world, it works every day in Rome's public schools to enhance differences through art.
https://www.segnimossi.net/it/

Gever Tulley (United States)

American writer, educator, entrepreneur and computer scientist, founder of the Brightworks School, the Tinkering School, the non-profit organisation Institute for Applied Tinkering and Tinkering Labs, he has been dedicated for years to revolutionising education through 'learning by building': learning by doing, making mistakes, designing. He has collected his ideas in the book 50 Dangerous Things (You Should Let Your Children Do), a manifesto for a bold, creative and confident education for children. His projects are spaces where curiosity and ingenuity become the tools for building the world.
https://www.gevertulley.com/

UdiGitalEdu (Spain)

UdiGitalEdu is a research group at the University of Girona that combines art, technology and social engagement to shape creative and inclusive educational experiences. Active in projects with schools and NGOs, it develops learning paths that focus on computational thinking, Tinkering and creativity, especially in fragile contexts.
http://udigital.udg.edu

Machiel Veltkamp (The Netherlands)

Machiel Veltkamp is a Dutch Creative Technologist with a long experience between academia and industry. A researcher and developer at Hogeschool voor de Kunsten Utrecht for the Creative Technology Innovation Program, he also teaches on the Design for Change and Innovation course at the School for Creative Transformation. An expert in creative coding, interactive systems and data visualisation, he loves to unveil the hidden beauty in everyday systems (not surprisingly, someone occasionally calls him a 'professional nerd'!).
https://knitterschutz.com/

Karen Wilkinson (United States)

FESTIVAL PARTNER

Karen Wilkinson, director of the Tinkering Studio at the Exploratorium in San Francisco for over 20 years, works to shape educational experiences that combine creativity, play and technology. With a background in education and technology, she helped define the pedagogical approach of Tinkering. Today, together with Mike Petrich, he works with schools, museums and educational institutions around the world - from Brazil to Europe, China to Japan and Korea - bringing the Tinkering philosophy into new and exciting contexts.

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Cofinanziato dall'Unione europea

MUSEO
NAZIONALE
SCIENZA
E TECNOLOGIA
LEONARDO
DA VINCI

Museo Nazionale Scienza e Tecnologia Leonardo da Vinci

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