



European Union European Regional Development Fund

# Workshop school Ribera Alta del Ebro III

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Escuela Taller Ribera Alta del Ebro III

arquitecturarialebro.com

11 November 2020

## ESCUELA TALLER RIBERA ALTA DEL EBRO III

FORMACIÓN DIGITAL PARA EL PATRIMONIO





DIGITALIZACIÓN DE PATRIMONIO ARQUITECTURA REHABILITACIÓN

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Three educational areas / Two common objectives

1.- Innovative aplication of digital technology to boost new ways of economic development in the region, throught Heritage preservation and disclosure, tourism and culture

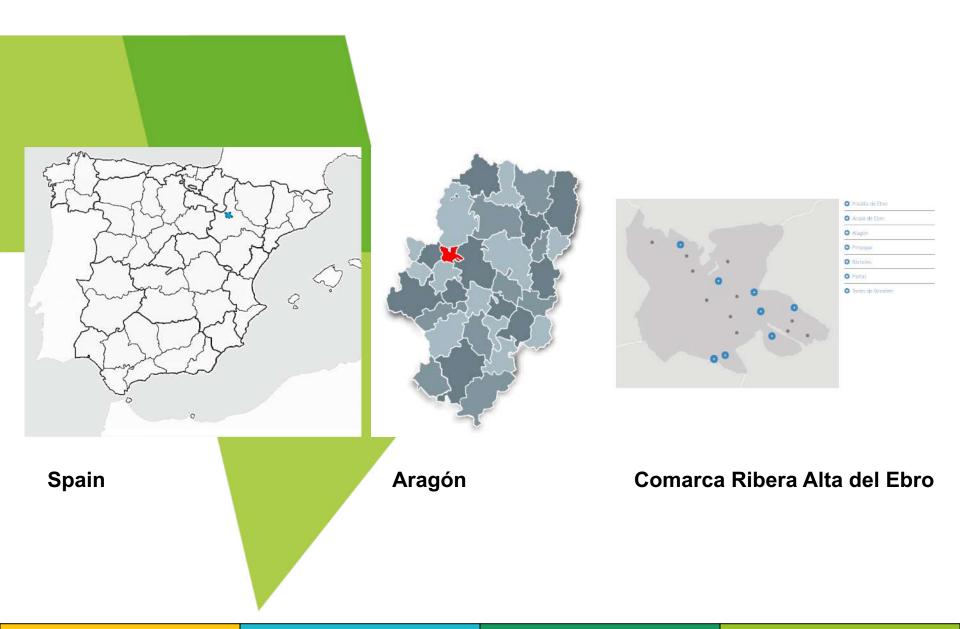
2.- Creating **Digital Humanists** in archives, library management, photography, art, tourism and architecture





Recursos puestos en valor de anteriores Escuelas Taller de la comarca

## LOCATION



#### PROMOTERS

Instituto Aragonés de Empleo (INAEM)

Public Employment Service It is in charge of the employment market in Aragón

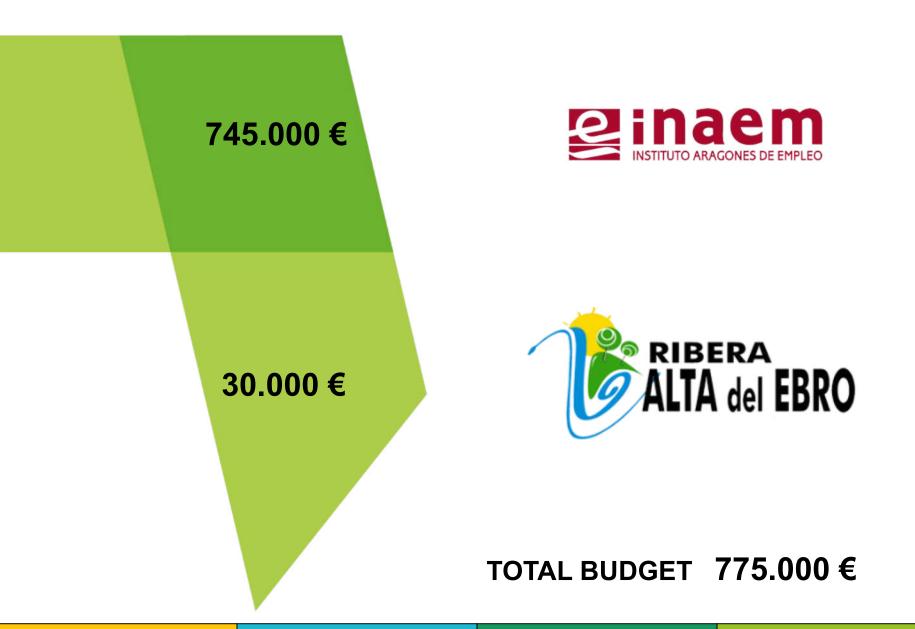


Comarca Ribera Alta del Ebro

Regional Public Administration



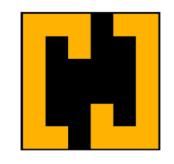
BUDGET



#### The three modules











#### ARCHITECTURE



TOURISM







Module Digital tools for construction, restoration and architectural rehabilitation Module

Digital tools for construction, restoration and architectural rehabilitation

#### **GENERAL OBJECTIVES**

**1.- Setting new technologies in construction and Heritage** 

2.- Learning digital skills to improve professional careers

3.- Learning tools to improve construction control & management

Module

Digital tools for construction, restoration and architectural rehabilitation

#### **SPECIFIC OBJECTIVES**

**1.- Creating a group** of 10 young unemployed students during a year and a half

2.- Adcquiring skills, technical and practical knowledge to make 3D models about *Mudéjar* churches in the region (UNESCO Heritage)

#### Module

Digital tools for construction, restoration and architectural rehabilitation

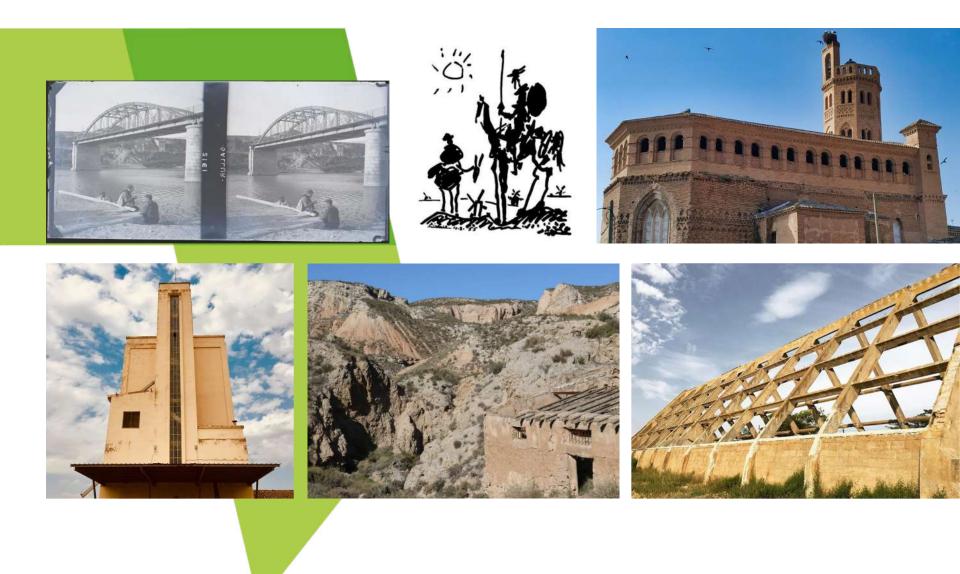
Features of the learning process

- 1.- Project based learning
- **2.- Cooperative learning**
- 3.- Learning contract
- 4.- Problem based learning
- 5.- Student masterclass: Student as teacher
- 6.- Learning about success in case studies
- 7.- Learning throught Gamification





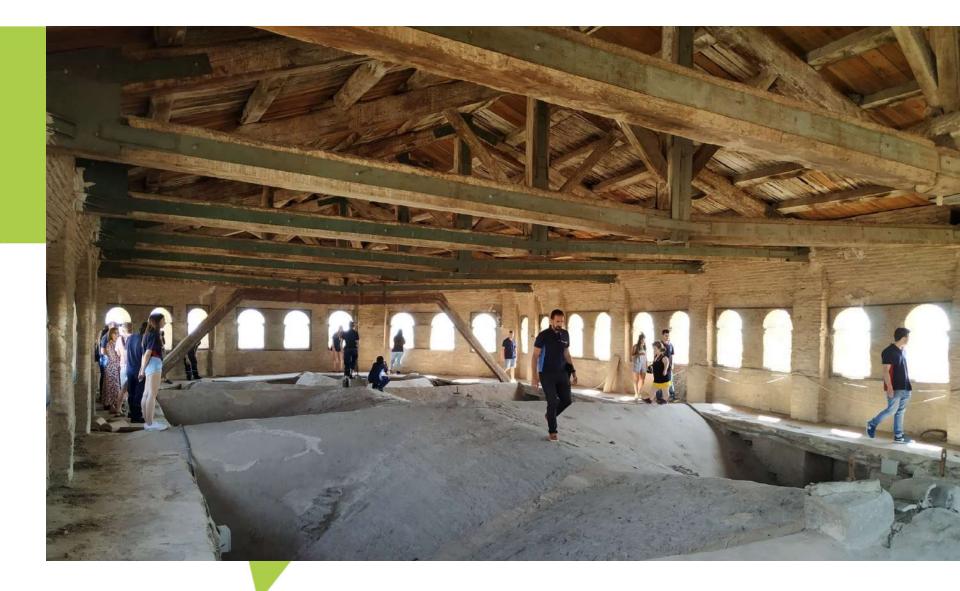
## The region



The group



## Inside Heritage



#### **Cognitive process**



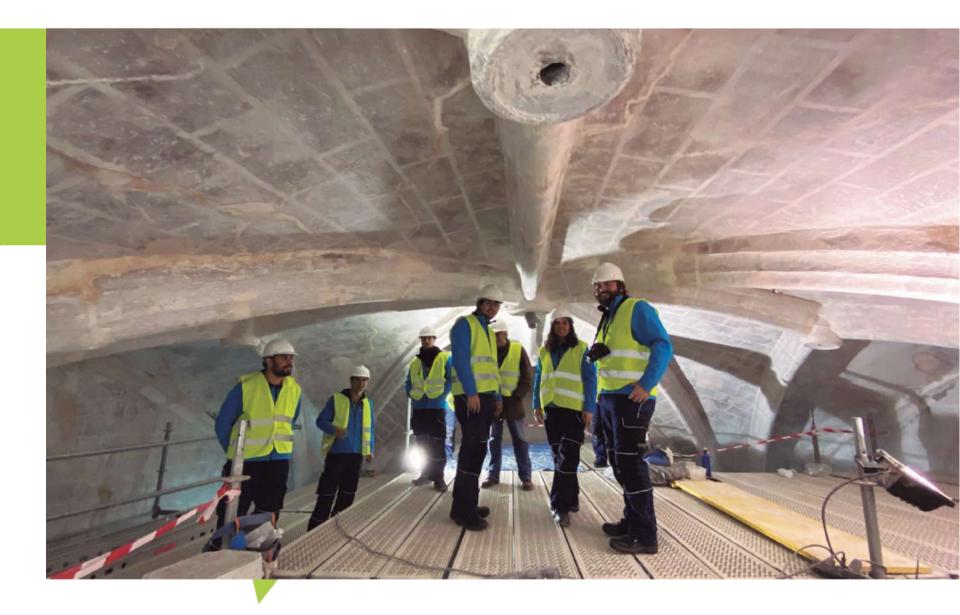
## **Study Programme**



- Sketch drawing by hand
- 2D Plannimetry
- 3D models
- Drones
- Topography
- Budget / Gantt / Lean

... and how to treat Heritage

## Helmet on



## **Touching Heritage**

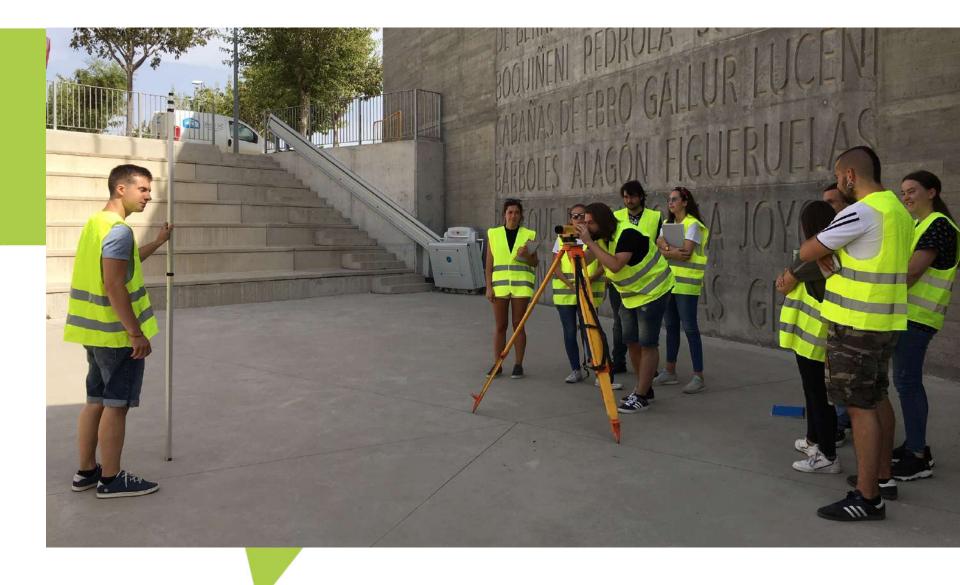


## **Collecting data**

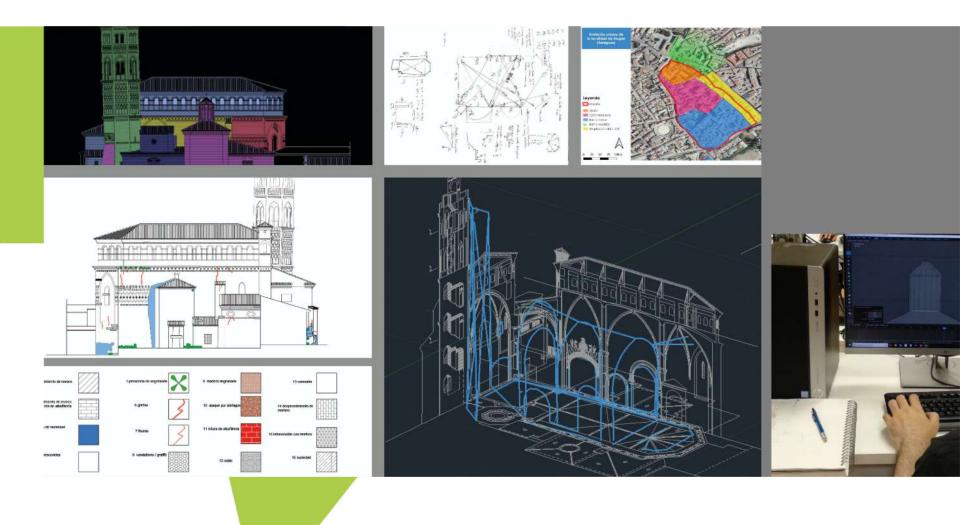




## Measuring it

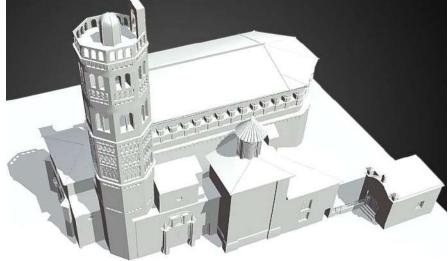


#### On site > Office work



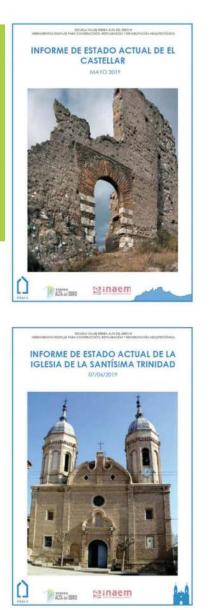
## Digital process







#### **Results**



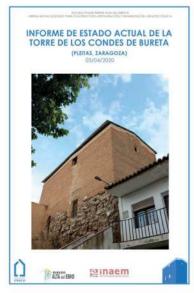


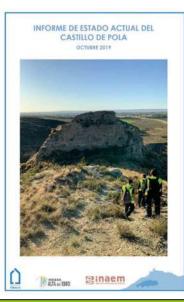


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ALTA OF EBRO

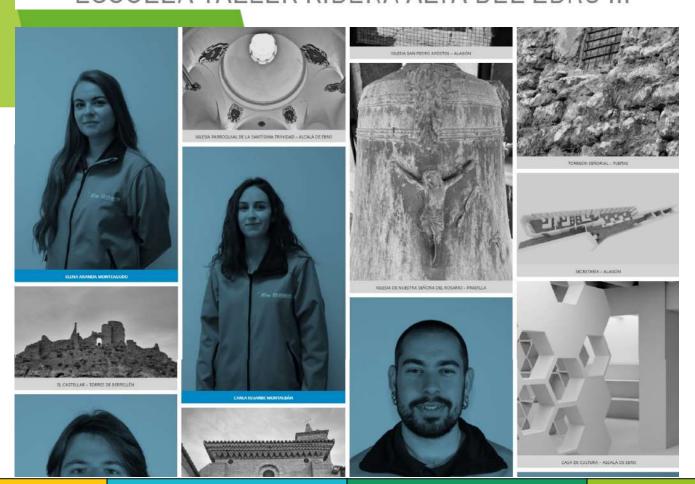






INICIO CONÓCENOS + PROYECTOS FORMACIÓN RECURSOS

## **ETRAE III** ESCUELA TALLER RIBERA ALTA DEL EBRO III









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# Thank you!