



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

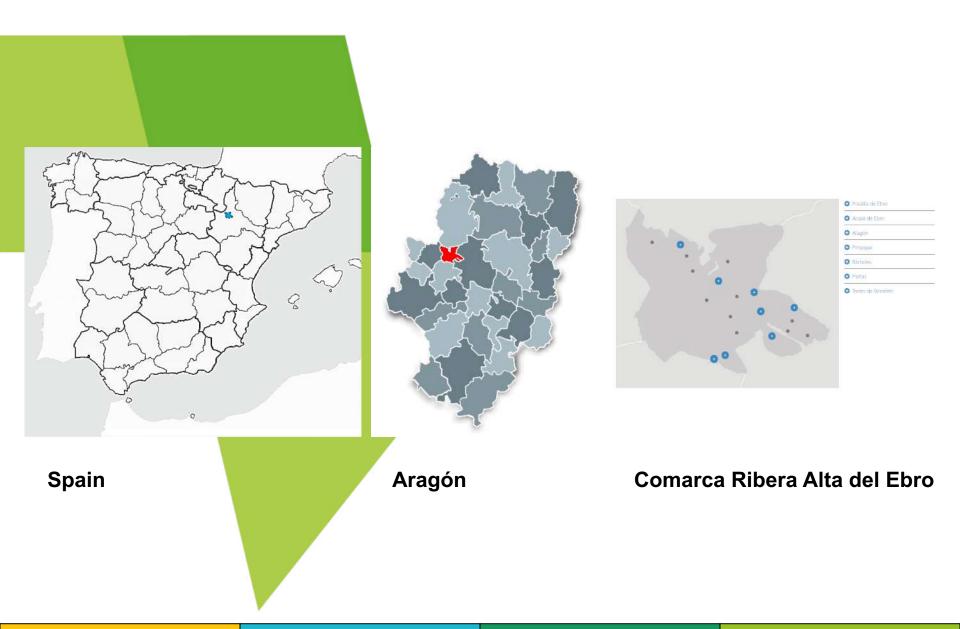
2.- Creating **Digital Humanists** in archives, library management, photography, art, tourism and architecture





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

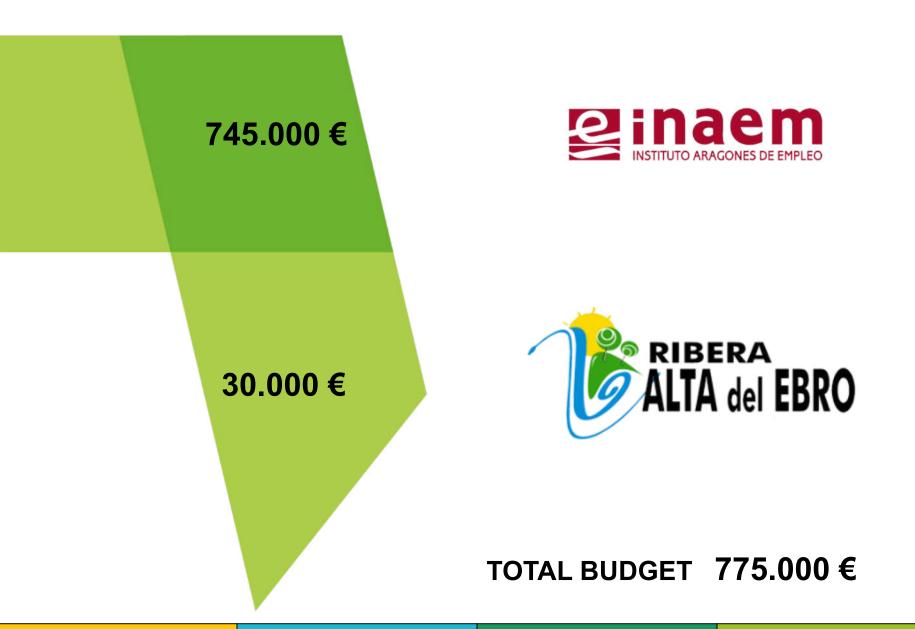


Comarca Ribera Alta del Ebro

Regional Public Administration



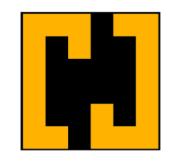
BUDGET



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

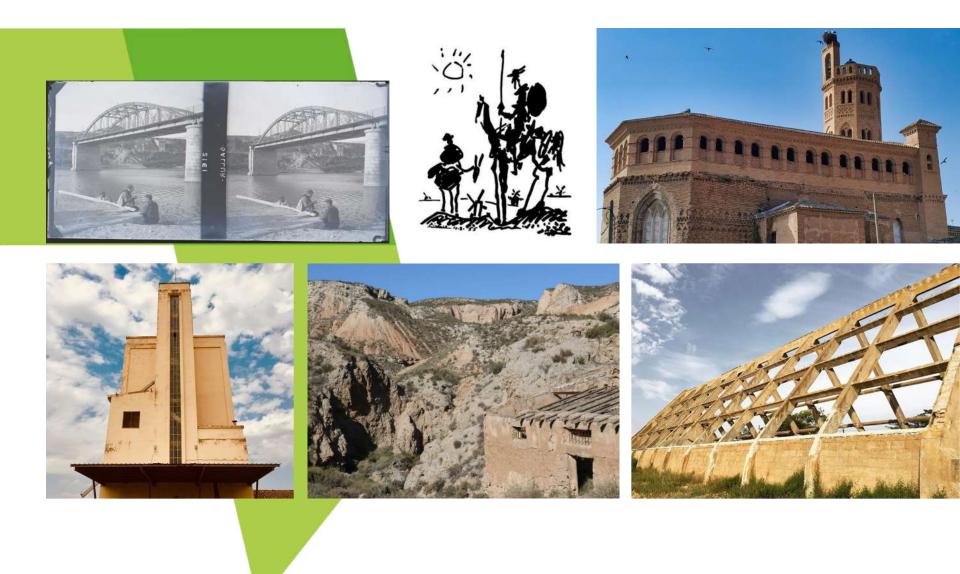
Features of the learning process

- 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





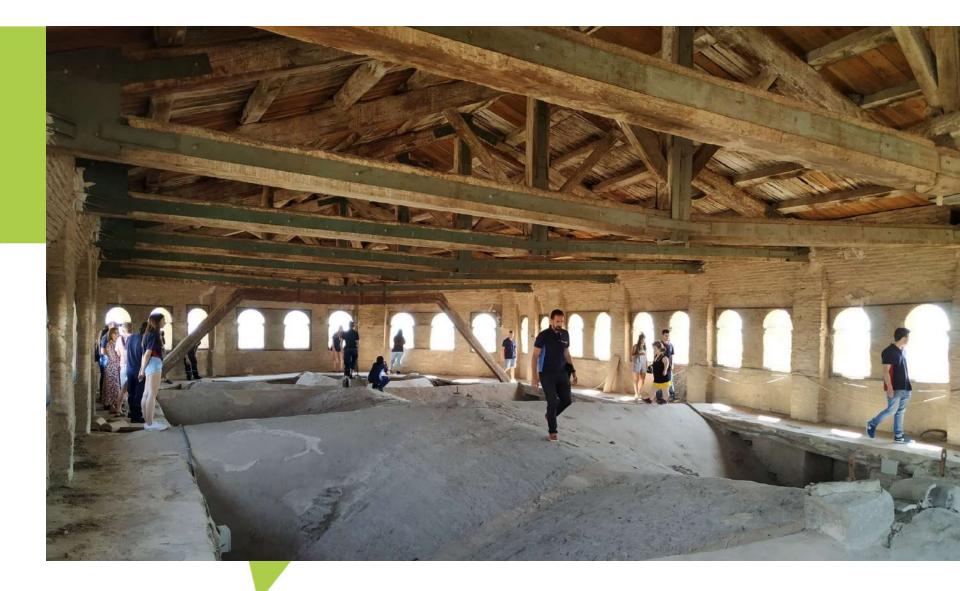
The region



The group



Inside Heritage



Cognitive process



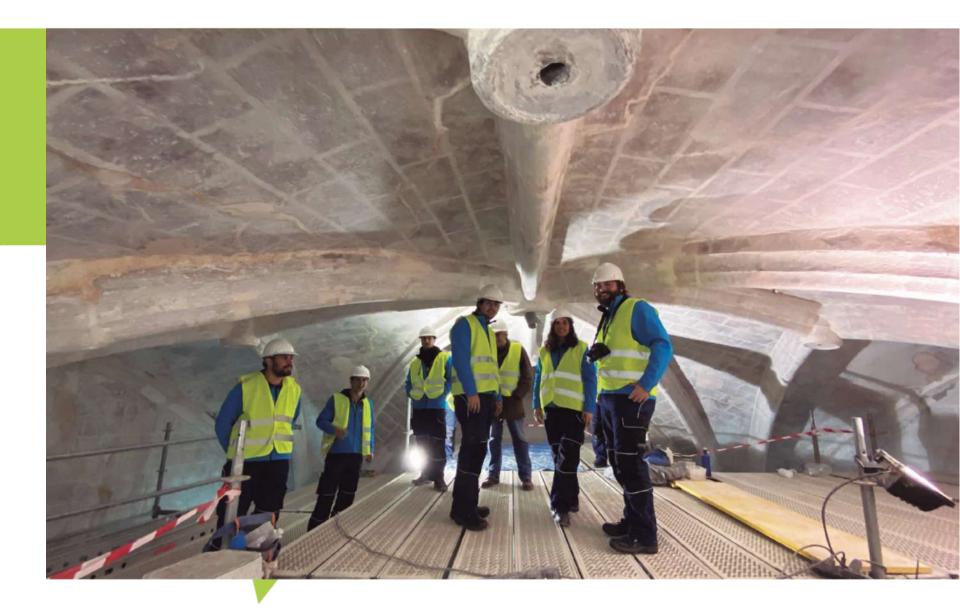
Study Programme



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

... and how to treat Heritage

Helmet on



Touching Heritage

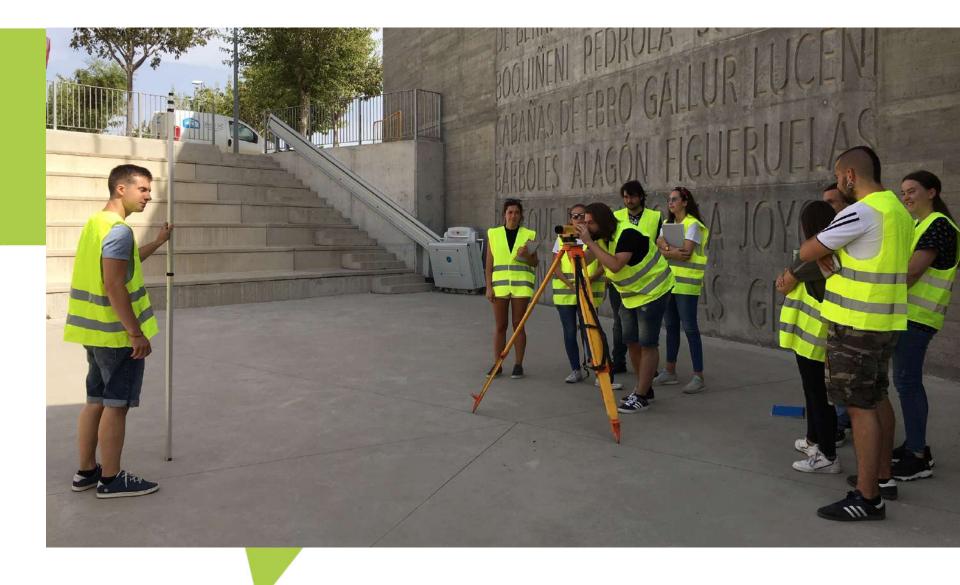


Collecting data

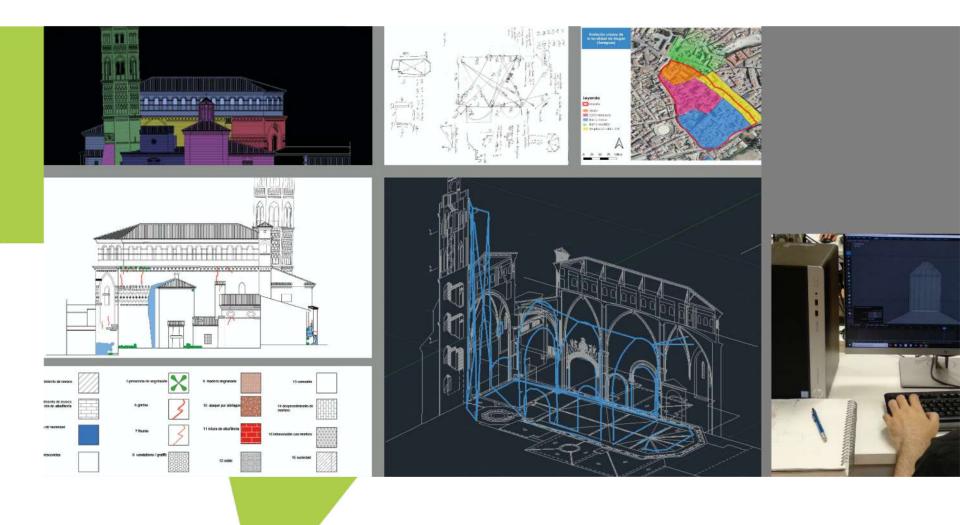




Measuring it

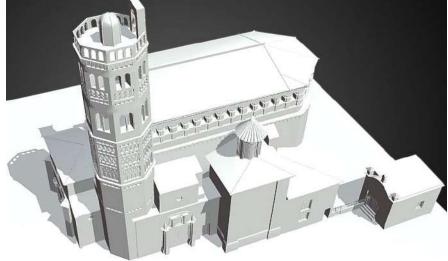


On site > Office work



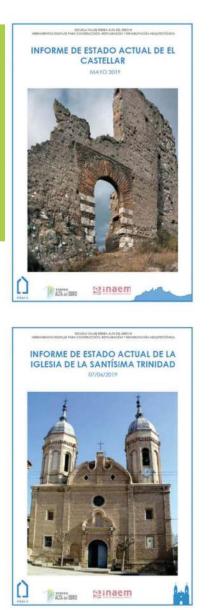
Digital process







Results



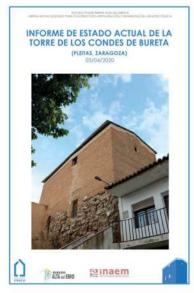


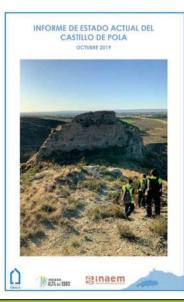


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ALTA OF EBRO







INICIO CONÓCENOS + PROYECTOS FORMACIÓN RECURSOS

ETRAE III ESCUELA TALLER RIBERA ALTA DEL EBRO III









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Thank you!