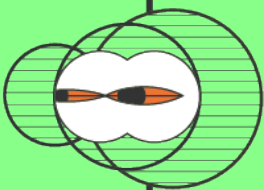


Zhejiang
International
Youth Art Festival
之江国际青年艺术周



玩吧
PLAYSHOP



国际联合 设计教学 工作坊

International
Collaborative
Curriculum

2019.6.03

2019.6.30

YOUNG yOUNG



中国美术学院
China Academy of Art
创新设计学院
SCHOOL OF DESIGN&INNOVATION

SCHOOL of
DESIGN &
INNOVATION

Department Introduction

The School of Design and Innovation is a new growth point of the design discipline expansion of China Academy of Art. It is an important progress for China Academy of Art in constructing "Double First-Class". At the same time, the School of Design and Innovation is exploring new system for talents development, management, educating, and cultivating, and becoming one of top runner in the reform and improvement of the whole school mechanism. **Parallel to "Bauhaus" in the era of big data and intelligent media, the School of Design and Innovation will become an experimental laboratory for the reform of China's design education.** In the background of new platform of network technology and digital culture, the school is cultivating vanguards of art and science integration, activating the forefront of design education, and building an innovative education hub for the interactive integration of art and design, media and thought, innovation and industry.

Teaching Ideology

Life is education. University is community.

Education is communication. Learning is producing.

Constructing the education field which connotes "Life is education. University is community."

Cultivating Purpose

Focusing on the integration of arts and sciences,

Promoting cross-border teaching,

Creating innovative community and rebuild design humanities.

Teaching thoughts based on methods of integrating art and science, starting with sociological speculations, while regarding observing and sensing humanities as the core.

“PLAYSHOP”

“Man only plays when he is in the fullest sense of the word a human being, and he is only fully a human being when he plays”

“只有当人是完全意义上的人，他才游戏；只有当人游戏时，他才完全是人”。

Homo Ludens is another essential definition of man after Homo Sapiens and Homo Faber.

“游戏之人”，也就是Homo Ludens，是“理性之人”（Homo Sapiens）和“制造之人”（Homo Faber）之后对人的又一个本质性界定。

Vitality 活力激荡
Vision 新锐视野
Collective 创作集体
Linkage 联动教学
Guidance 精神引领

YOUNG to young

2019 中国美术学院创新设计学院
夏季小学期国际青年导师招募计划

2019 CAA School of Design & Innovation
Summer Quarter
International Recruitment Program

16 ²⁰¹⁹ × 16

全球招募青年导师

16位

International Opencall

16 Foreign Young Tutors

校区青年导师

16位

16 Young Tutors

From the Campus

“YOUNG to young” is an international collaborative curriculum brand established by the School of Design and Innovation of CAA. The course aims to become one of the core course brands of the international collaborative teaching platform for undergraduate teaching with the support of the School of Design and Innovation of CAA.

The first session of “YOUNG to young” was successfully host between June 3rd and June 30th, 2019. The theme of the program is “PLAYSHOP”. The collaborating education program of this session was an important section of the “Zhijiang International Youth Art Festival”, and the theme was also support the core activity structure of the entire festival “Game Theater”. We utilized 16 honeycomb rooms of Xiangshan Art Commune as classrooms and bases, and our courses also become the “game group” for inventing “collective games”.



萨隆·科拉莉
Coralie Salauin

作者, 摄影师
Author, Photographer



罗永进
Yongjin Luo

教师, 摄影师
Teacher, Photographer



士木
Luis Cantillo

艺术家, 跨媒体艺术博士
Artist, PhD in Intermedia Art



谭彬
Bin Tan

教师, 艺术家
Teacher and artist



拉普尔·玛央
Marjan Laaper

视觉艺术家
Visual artist



张婷
Ting Zhang

教师, 独立策展人
Teacher and independent curator



山本爱子
Aiko Yamamoto

东京艺术大学媒介艺术专业硕士
日本文化局驻京常驻艺术家
MA, Department of Inter-Media Art
from the Tokyo University of the Arts,
The resident artist of Rumanh Kijang
Mizuma



杨可
Ke Yang

教师, 设计师, 东京造型大学硕士
Teacher, Designer, Graduated from
TAMA University(MA)



麦克唐纳·布拉德
Brad Macdonal

帕森斯设计学院设计与技术专业兼职教授
视觉设计, 艺术家, 教师, 音乐家和故事讲述者
Adjunct professor of Parsons School
of design and technology program.
Visual designer, artist, teacher, musician
and story teller



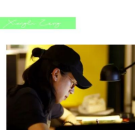
黎春妮
Katherine Wu

教师, 角色, 插画设计师, 美术指导
Teacher, Character and environment
designer, Art Director



西尔斯·迪伦
Dylan Giles

剑桥艺术学院高级研究生, 插画师, 平面设计
设计师, 书籍设计
Masters of the Cambridge School of
Art, Illustrator, Graphic designer, Book
designer



曾翔立
Xiangli Zeng

教师, 插画师, 媒体设计
毕业于中国美术学院, 伦敦艺术大学
Teacher, Illustrator, Media designer
Graduated from CAA & UAL, Arts (BA)
designer



阿卡特·阿拉提
Aarati Akkapeddi

跨学科艺术家, 教育者及程序创新者
American cross-disciplinary artist, Ed-
ucator, Creative programmer



舒怀
Huai Shu

教师, 数字建筑设计师 毕业于英国 AA 建
筑学院硕士
Teacher, Senior Architect Graduate
from AA(MA)



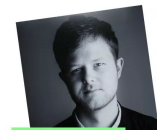
勒珀蒂·让
Jean Lepetit

教师, 建筑师, Lille National Superior
School 建筑与景观设计硕士
Teacher, Architect, master of the Lille
National Superior School of Archite-
cture and Landscape



苏雅婷
Yating Su

教师, 米兰理工大学建筑学硕士
Teacher, Master of architecture from
Politecnico di Milano



利波尔·塞缪尔
Samuel Lepoil

导演, 法国戈布兰图像学院博士
Director, PhD in Interactive Design at
Les Gobelins



俞同舟
Tongzhou Yu

跨媒体叙事和数字图形设计师
Transmedia Storyteller & Digital Director



석대희 (石岱熹)
Deahee Hee

荷兰贝尔拉格学院建筑硕士
荷兰 SBA 注册建筑师
Master of Berlage Institute
SBA Dutch licensed architect



郑超
Chao Zheng

教师, 建筑师
意大利米兰理工大学建筑学硕士
Teacher, Architect
Graduate from Politecnico di Milano (MA)



布雷斯拉夫·埃米尔
Emilie Breslavetz

游戏设计师
Game designer



黄晓望
Xiaowang Huang

教师, 珠宝设计师
英国中央英格兰大学珠宝学院教师, 首饰
专业硕士
Teacher, Jewellery Designer
MA of Jewellery, Silvermithing and Re-
lated Products, School of Jewellery, UCE



哈特·亚当
Adam Hart

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兼教师
Researcher and teacher based at the
University of Salford, UK



向逸
Rebecca Xiang

教师, 中国美术学院服装设计与应用专业硕士
Teacher, Master of Fashion Design and
Application, China Academy of Art



内斯科夫·本
Ben Norskov

游戏交互策略师, 帕森斯设计学院教师
Play and interaction strategist, Faculty
member of Parsons School of Design



范敏
Min Fan

教师, 交互设计研究者, 设计师
Teacher, Researcher, Interaction
designer



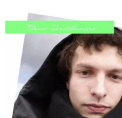
科恩
Ziv Ze'ev
Cohen

视觉艺术家, 加哥艺术学院教师
Visual artist, Faculty member of The
School of Art Institute of Chicago.



马川
Chuan Ma

教师, 设计师 英国皇家艺术学院硕士
Teacher, Designer Master of Royal Col-
lege of Art



法比安·海茨豪森
Fabian Heitzhausen

青年艺术家, 摄影师
Artist, Photographer



张斌斌
Binbin Zhang

教师, 电影人
中国美术学院, 德国汉堡美术学院硕士
Teacher, Filmmaker, Creative Planner

16 ²⁰¹⁹ × 16

全球招募青年导师

16位

International Opencall

16 Foreign Young Tutors

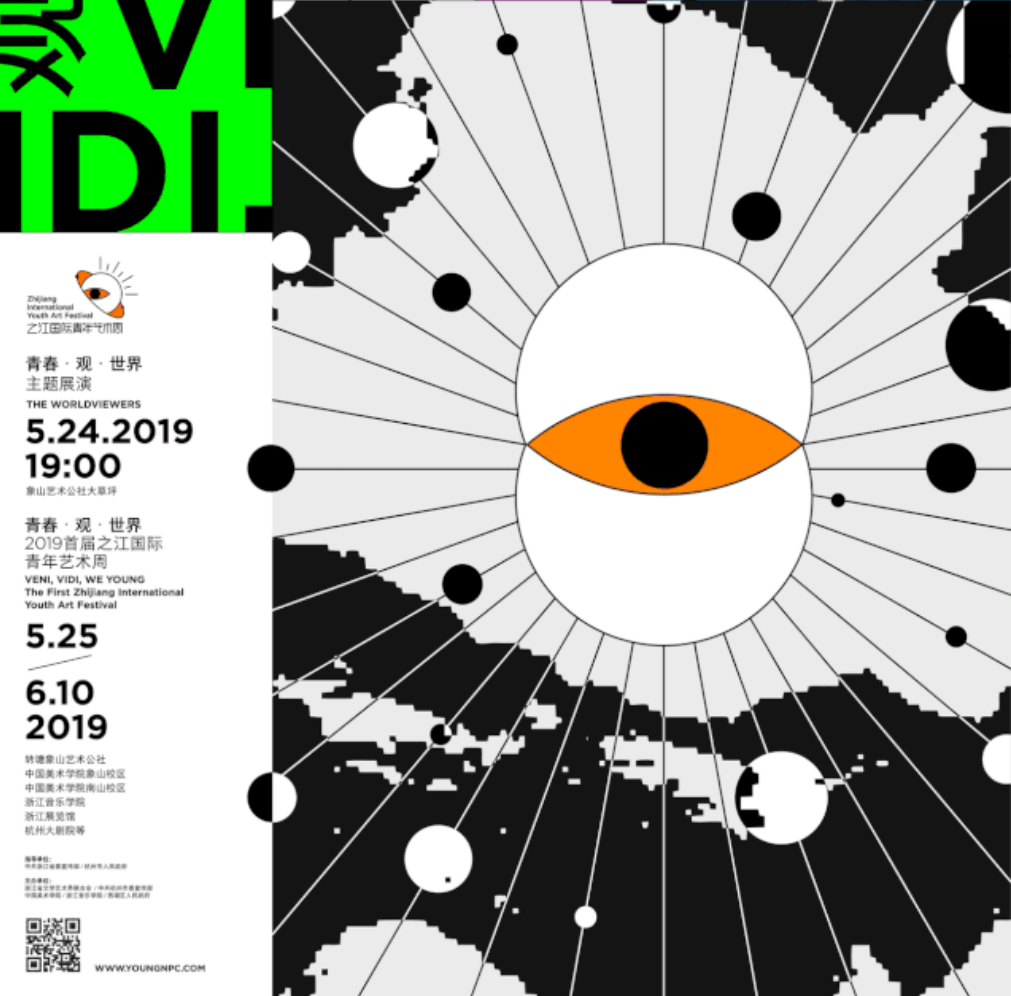
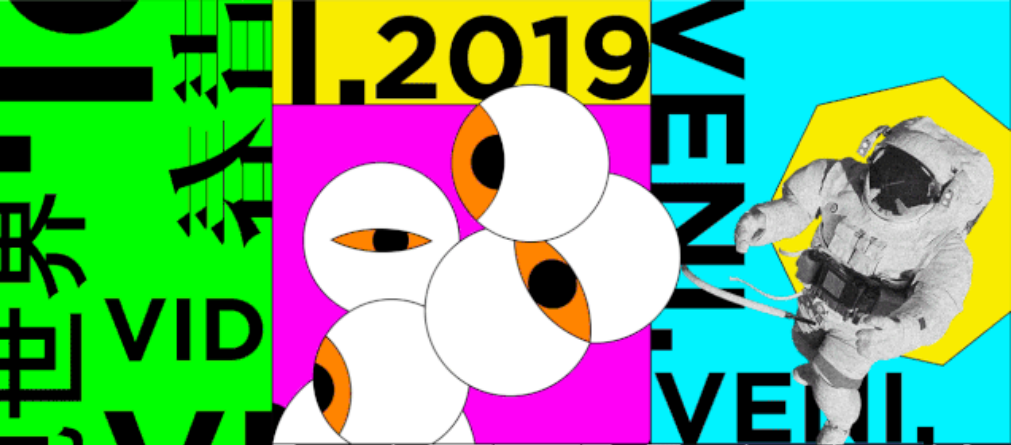
校区青年导师

16位

16 Young Tutors

From the Campus

We've invited and recruited 16 international young mentors from 10 countries around the world. They are young artists, designers, creators, teaching practitioners. At the same time, 16 outstanding young tutors with rich undergraduate teaching experience were selected from our college according to their professional directions, pair them one by one. They are expected to inspire each other in teaching considerations.



YOUNG *to* young

Live in Workshop

Playshop of session 2019 was an important section of the first session of “ZhiJiang International Youth Art Festival”, which topic is “Veni, Vidi, We Young”, while applying “Game, Science Fiction, Commune” as the core concept. The theme of “PLAYSHOP” supported the core activity structure of the entire festival.



青春·观·世界
主题展演

THE WORLDVIEWERS

5.24.2019

19:00

象山艺术公社大草坪

青春·观·世界

2019首届之江国际

青年艺术周

VENI, VIDI, WE YOUNG
The First ZhiJiang International
Youth Art Festival

5.25

6.10

2019

转塘象山艺术公社

中国美术学院象山校区

浙江音乐学院

浙江展览馆

杭州大剧院等

承办单位
中国美术学院象山校区、杭州艺术区

支持单位
浙江音乐学院、浙江音乐学院

协办单位
浙江音乐学院象山校区、中国美术学院象山校区

媒体支持
浙江电视台、浙江电视台、浙江电视台



WWW.YOUNGNPC.COM

在 YOUNG to young 品牌之下
每季将推出季主题：

playshop

“PLAYSHOP” means “a shop for games”, which specifically refers to the “Workshop for game development” in this course. The workshop designs and provides a series of playability orientated game experiences as a means of providing participants with imagination stimulation based on games. Under this theme, we hope that designers and artists can design new forms of game modes or game experiences through an overall fun, joyful and passionate gamification design experience. At the same time, we also offer a series of related reference words for you to design, arrange and imagine the courses: meanwhile you can learn and research through the creation of game landscape, programming and development, game theater, script narration, spatial narration, user behavior, character design, and you can also complete the creation and designing of prop production, pictorial games, bodily orientated games, word games, sound games, experimental video, as well as interactive devices and installations.

1

欢迎见面会
Welcome

2

教学展演
Exhibition

3

教学圆桌会
Teaching
Round table

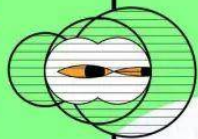
4

公开讲座
Public
Speech



The Xiangshan Art Commune is designed by the team of Li Kaisheng, professor of the China Academy of Art on the basis of the “In Clear View of Mountains and Streams”. The Commune forms the aesthetic pattern of “one axis and two sides, mountain and streams complement each other” and the commune is composed by Xiangshan’s 12 landscapes and 24 nodes. The commune constructs a world-class culture and art exchange platform with the help of international forums, professional salons, and high-end performances. To date, the town has established a friendship relation with La Villetra Vilette Park in France, and has introduced the Xiling Yinshe International Exchange Center, Kaixiya International Silk Alliance, Sino-French Innovation Institute, Changle Auction, and other platforms. A master studio has been established in this commune. There are reasons to believe that this commune can comprehensively accelerate the process of internationalization of Hangzhou art exchange.

玩吧
PLAYSHOP
结课展
Final
Present



迷物磁场

Senses Luring in
Hybrid Objects

2019.6.29_7.1 象山艺术公社 / P区

P35 F1

指导教师: Ziv Ze'ev

刘馨蔚 Xinwei Liu / 于心雨 X

陶亮洁 Liangjie Tao / 叶子舒

董依琪 Yiqi Dong / 王舒蝉 S

陈许源 Xuyuan Chen / 黄景能

施钦元 Qinyuan Shi / 毛真珍

章意婧 Yijing Zhang / 许桃溢

中国美术学院
China Academy of Art
创新设计学院



Ziv Ze'ev

科恩
Ziv Ze'ev
Cohen

视觉艺术家, 加哥艺术学院教师

Visual artist, Faculty member of The
School of Art Institute of Chicago.



Chuan Ma

马川
Chuan Ma

教师, 设计师 英国皇家艺术学院硕士

Teacher, Designer Master of Royal Col-
lege of Art



Course Topics

2019.06

YOUNG
of
young

国际联合
设计教学
工作坊

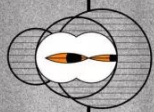
International
Collaborative
Curriculum

Zhejiang
International
Youth Art Festival

之江国际青年艺术周



玩吧
PLAYSHOP
结业展
Final
Present



非常絮语
COMMON STORY

2019.6.29_7.1 象山艺术公社 / P77

指导老师:

Luis Cantillo 谭彬 濮仕珊 (摄影)

徐耀烨 陈奕安 叶鑫雨 刘靖萱 张朝然
匡蓝羽 杨金荷 施嘉越 徐佳 刘陈婧
倪恩慧 毛雨 李瑞妮 武峻辉 余晓露
李涵 虞佳乐 姜奕舟 胡小瑶 陈乐莹
金煜皓 李琰萌 卢晨茜 林金汶 郭妹怡
祝丽坪·王

中国美术学院
China Academy of Art
创新设计学院
SCHOOL OF DESIGN INNOVATION

土木
Luis Cantillo

艺术家, 跨媒体艺术博士

Artist, PHD in Intermedia Art

谭彬
Bin Tan

教师, 艺术家

Teacher and artist



Bin Tan

Luis Cantillo



Course Topics

2019.06

DREAMSCAPES MACHINES OF LEISURE

JEAN LEPETIT

苏雅婷

顾少杰

汪扬帆
刘畅
高洪途
张韵
俞懿江

祖颖异
黄韵琳
王博浩
杨思远
陆意



勒珀蒂·让
Jean Lepetit

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Teacher, Architect, master of the Lille National Superior School of Architecture and Landscape



苏雅婷
Yating Su

教师, 米兰理工大学建筑学硕士

Teacher, Master of architecture from Politecnico di Milano



Course Topics

2019.06

YOUNG
C-Young

国际联合
设计教学
工作坊

International
Collaborative
Curriculum
Zhejiang
International
Youth Art Festival
之江国际青年艺术周

PLAYSHOP
Final Present



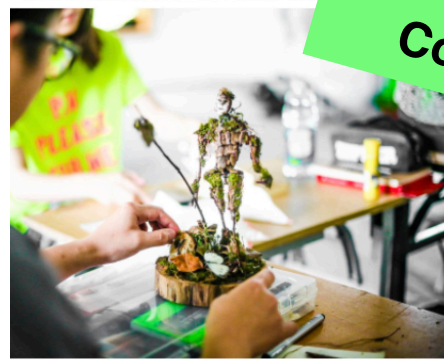
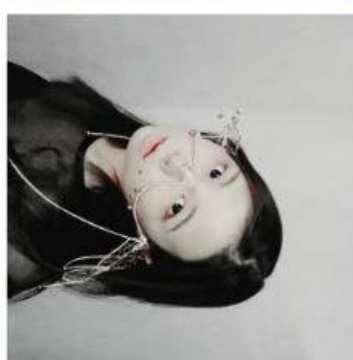
吃奶的孩子必玩耍在
抽蛇的洞口

The infant will play near the hole
of the cobra, and the young child
put his hand into the viper's nest.

喂奶的婴
儿必按手在青蛇的穴
上

Course Achievements

2019.06



Course Achievements

2019.06

The End.



Common Story

蛇
叶鑫雨

伊丽莎·杜利特尔
卢晨茜

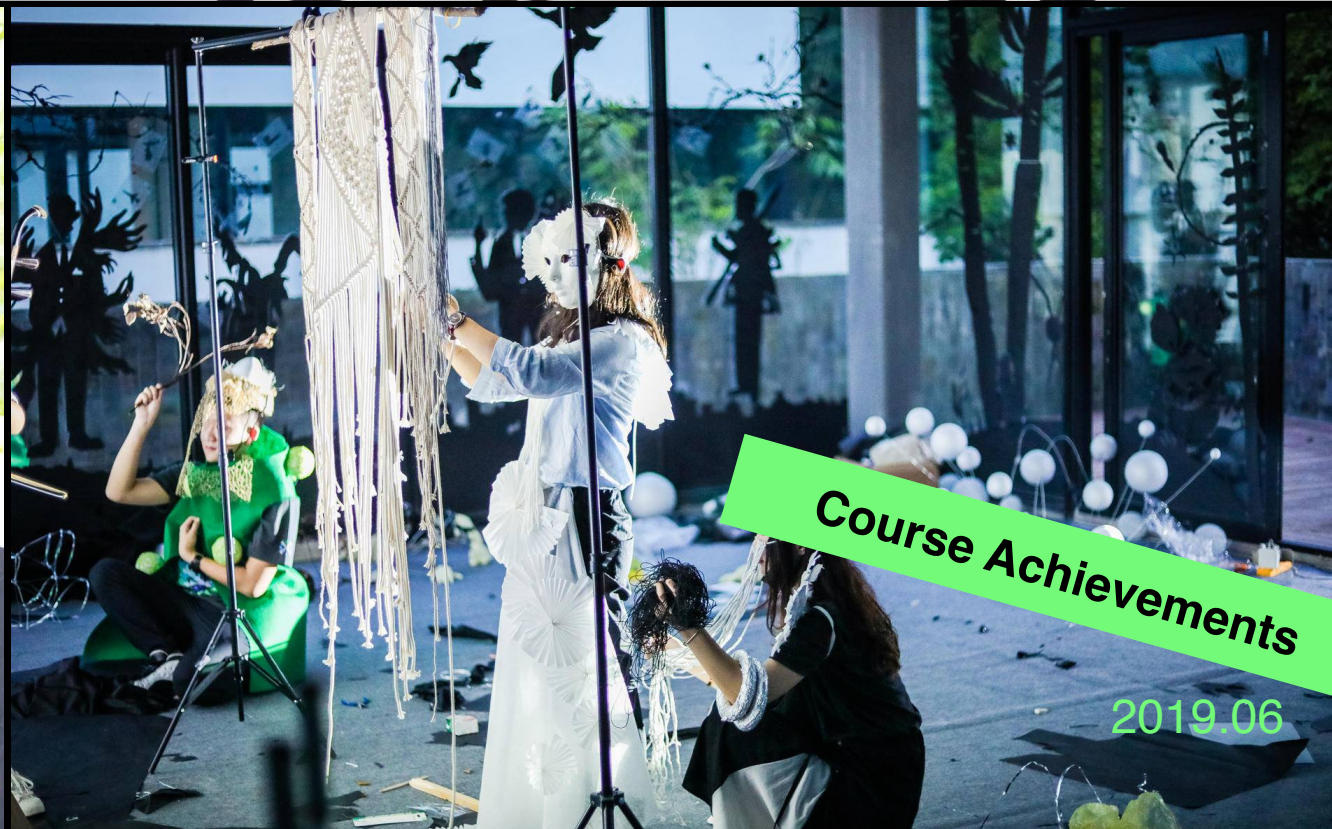
茉莉公主
徐佳

武峻辉

李涵

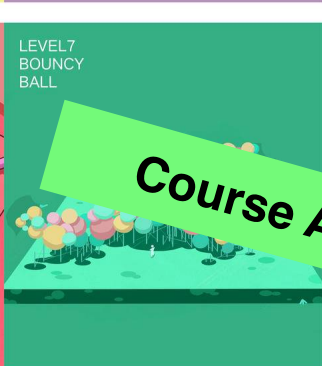
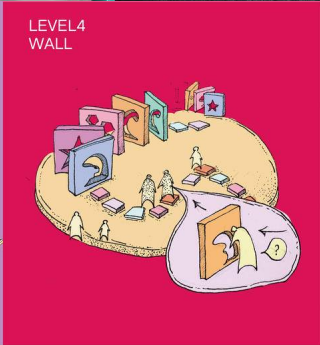
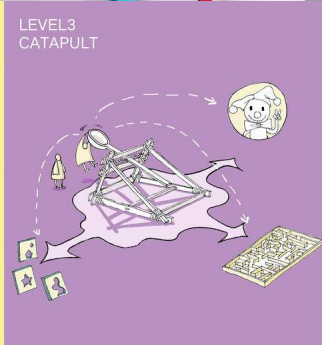
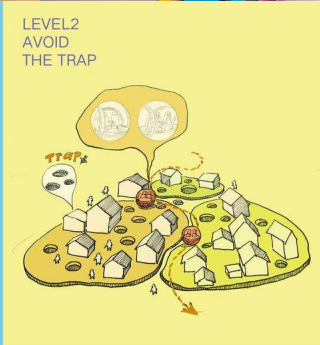
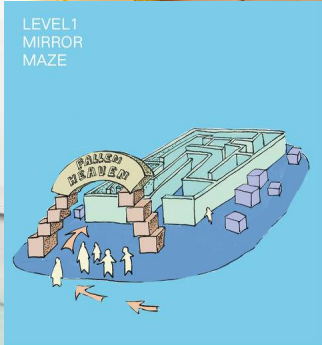
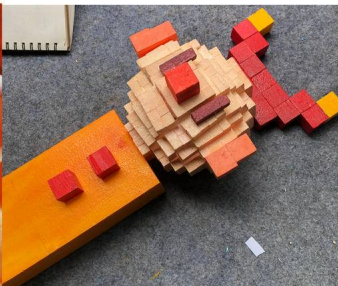
多萝西
倪恩慧

小王子
余晓露

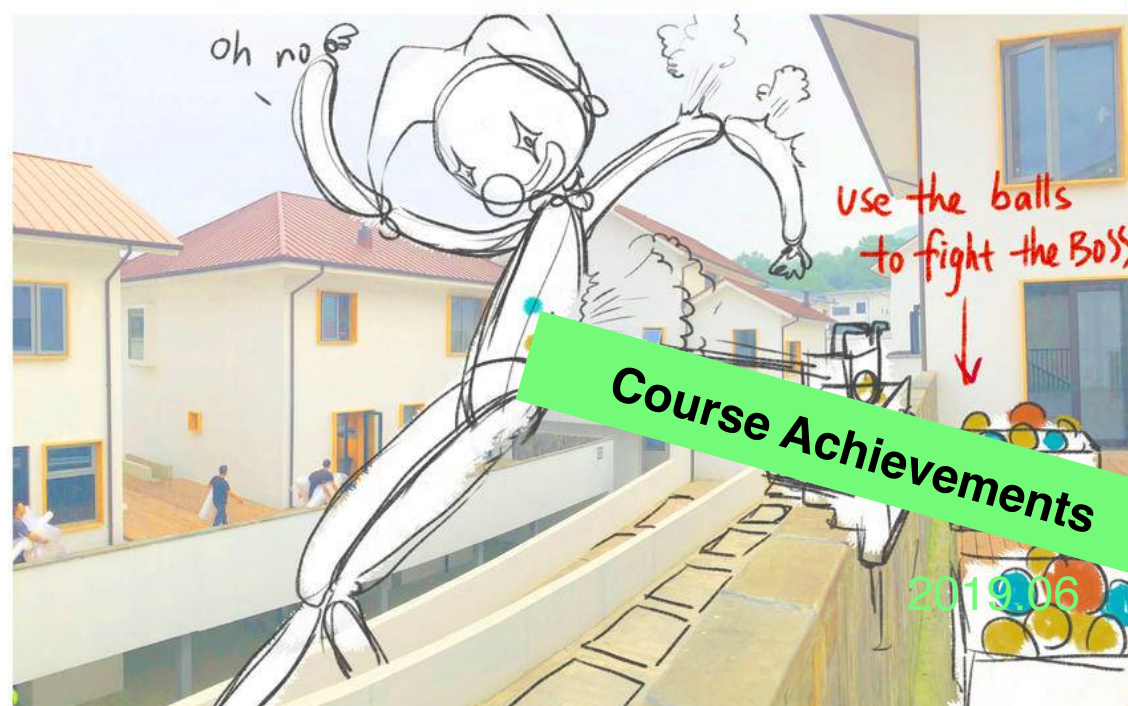
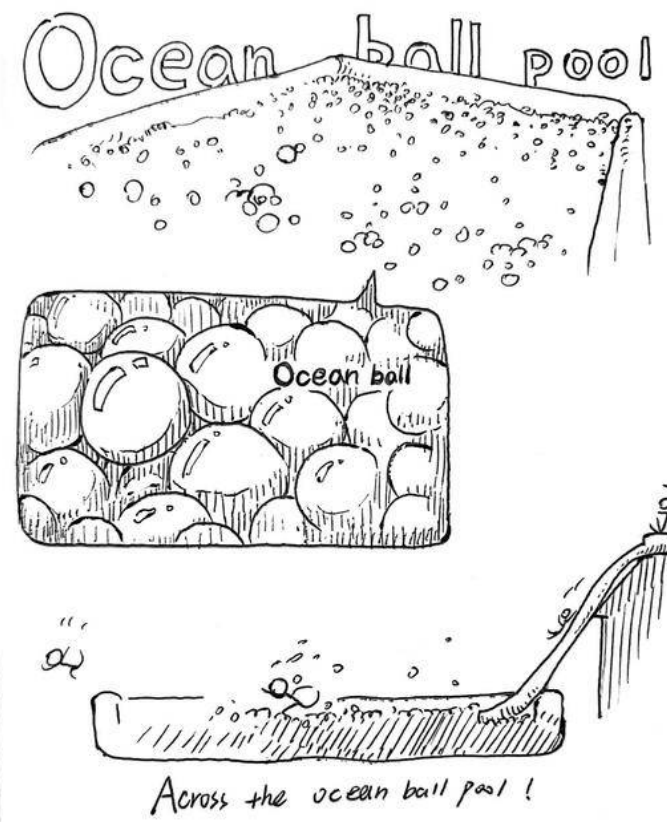
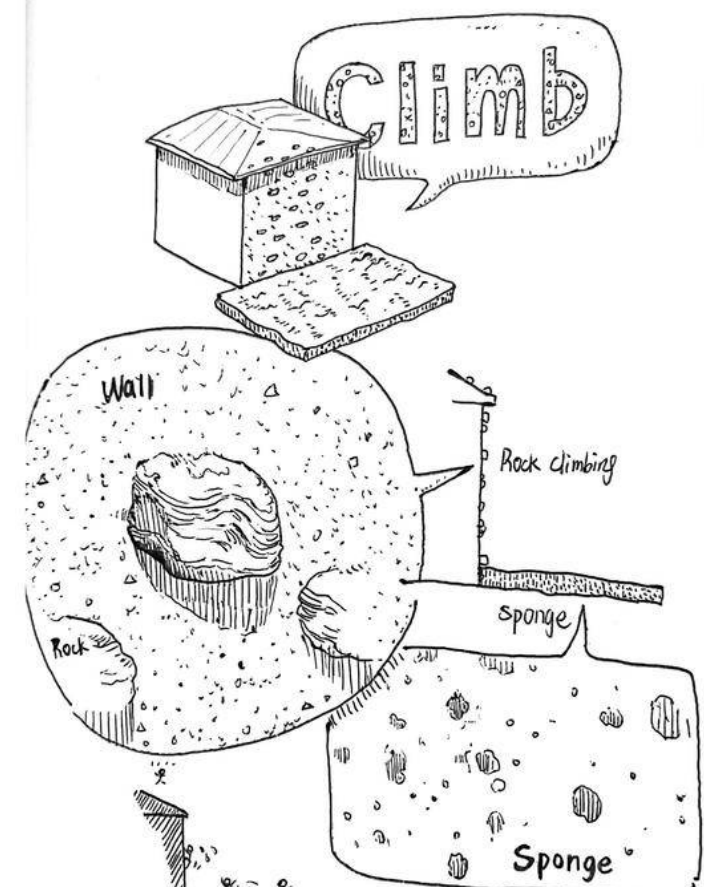
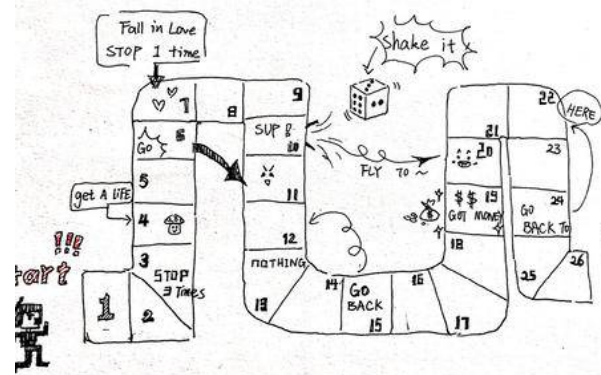


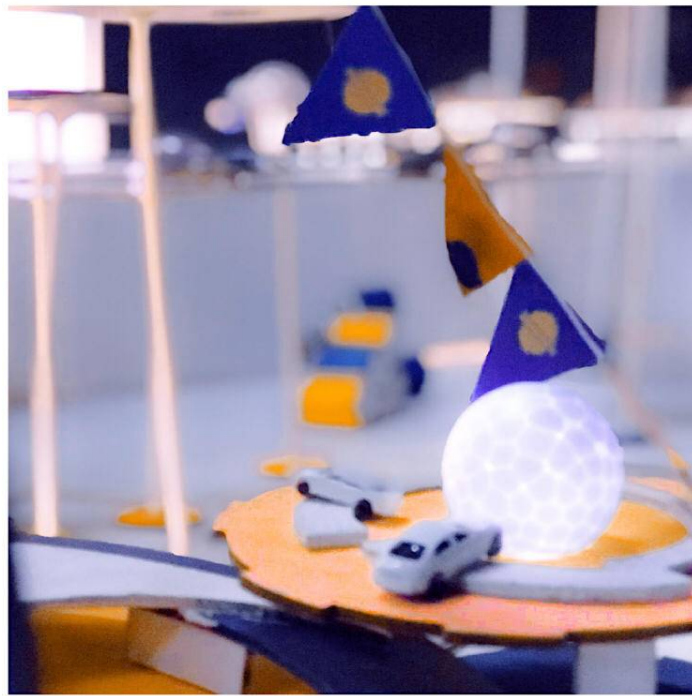
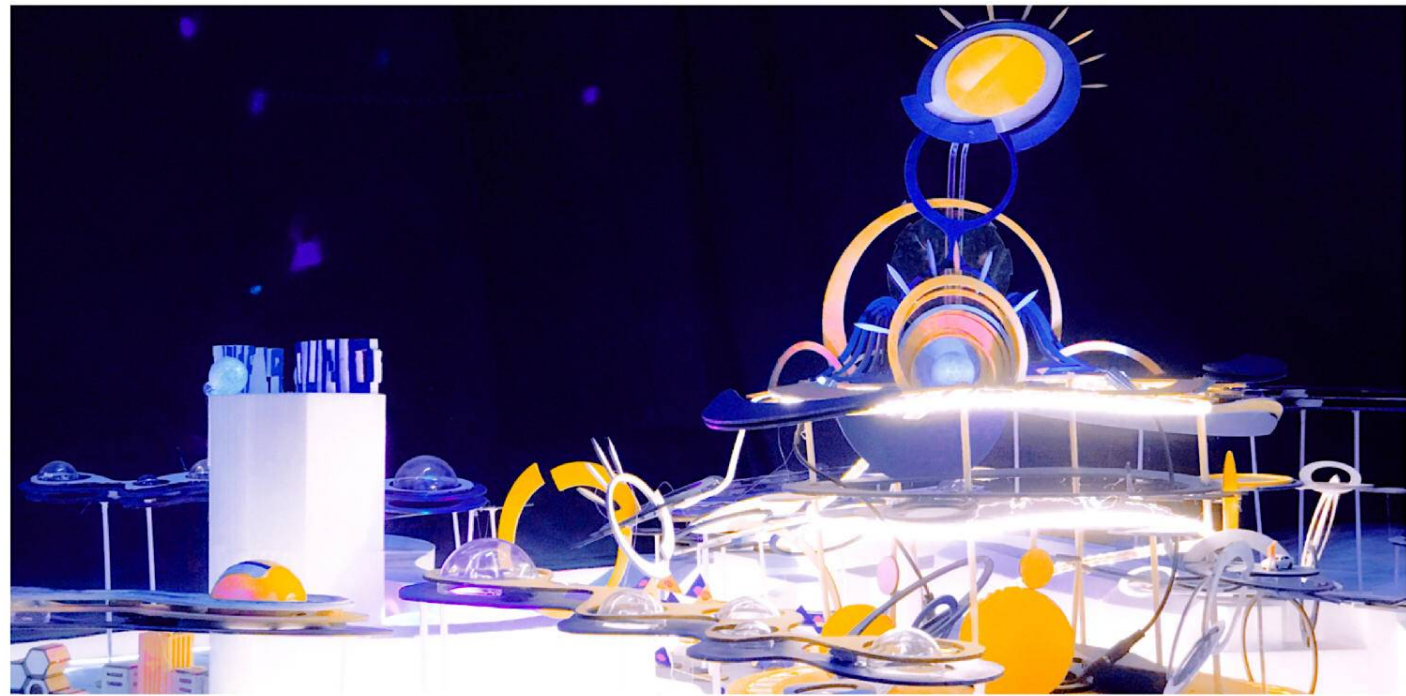
Course Achievements

2019 06



Course Achievements





Course Achievements

2019.06



YOUNG
to young

国际联合
设计教学
工作坊

International
Collaborative
Curriculum

2019 Review
Thank you!