



MEM TWIN

Remember your future



Co-funded by the
Europe for Citizens Programme
of the European Union



Sagrado (I) Doberdò del Lago
Doberdob (I)



Gyórság (H)



Miercurea Ciuc
Csíkszereda (RO)

THE PROJECT

The project «MEM TWIN – Tales of Collective Memory» was funded with the support of the European Union under the Programme "Europe for Citizens".

The MEM TWIN project aimed at starting reflections on the importance of peaceful relations between European populations, putting together young people from Italy, Hungary and Romania.

The project intended to investigate the effects of the war on populations; offering young generations a chance to think about war, international relationships between countries, and the importance of peace.

ACTIVITIES (05-12 July 2015)

- ▶ Welcoming of participants
- ▶ Opening meeting
- ▶ Field Visits/Guided Tours
- ▶ Workshops
- ▶ Cultural Events
- ▶ Literary Prize "Me and War"
- ▶ Final Ceremony





COOPERATION

PARTICIPANTS

The project involved 296 citizens: 87 participants from the city of Miercurea Ciuc (RO), 100 participants from the city of Gyorság (HU) and 109 participants from the cities of Sagrado (IT) and Doberdò del Lago (IT).

Project Partners:



Sagrado (I)



Doberdò del Lago
Doberdob (I)



Gyorság (H)



Miercurea Ciuc
Csíkszereda (RO)





ACTIVITIES (05-12 JULY 2015)

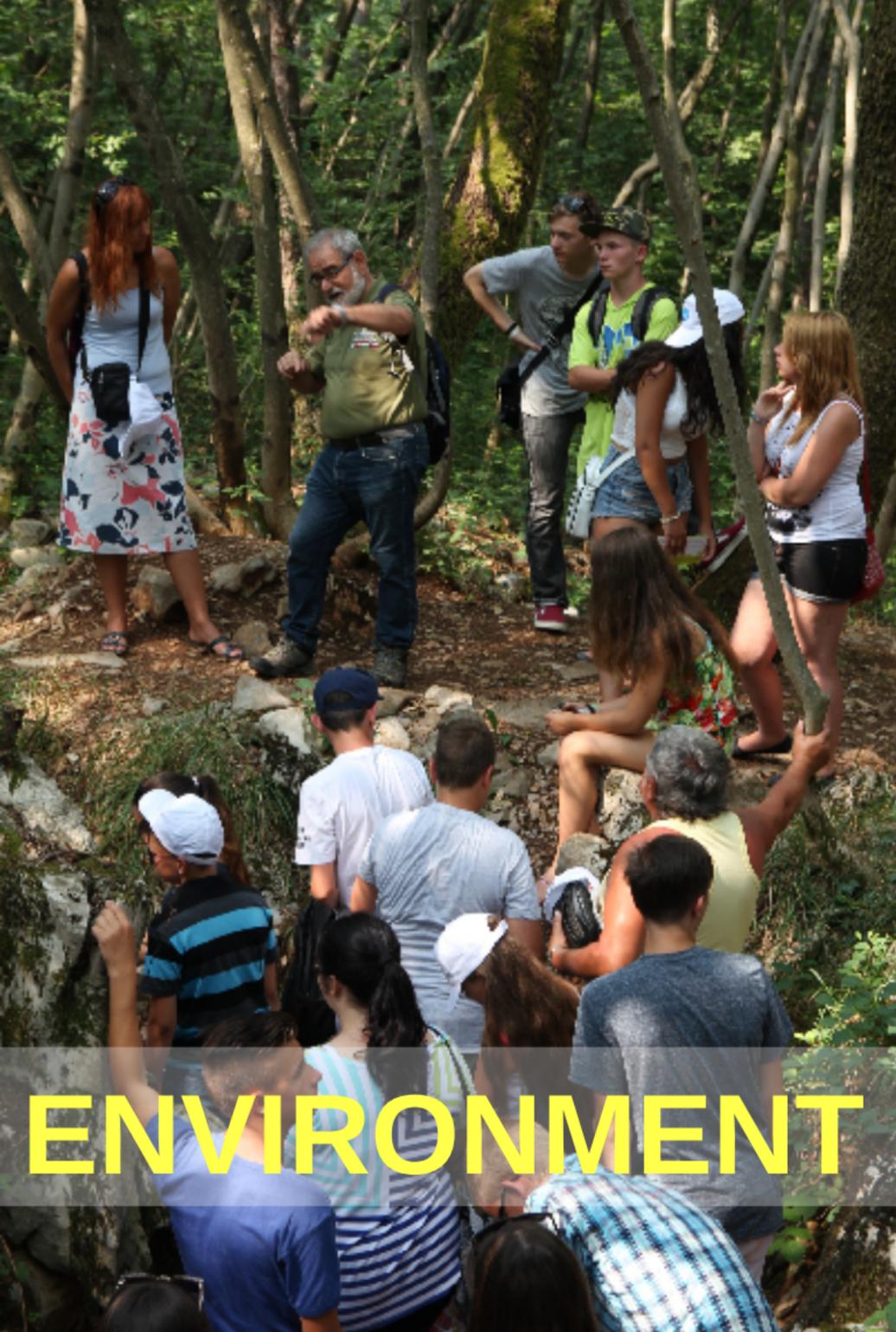
Welcoming of participants

The day of 5th July 2015 was dedicated to the arrival and welcoming of the participants (students, professors and project coordinators).

Opening meeting

After the arrival of the Hungarian and Romanian guests, in the presence of all partners and stakeholders (i.e. teachers, students, partners, local authorities and representative of local associations) the project and the program of the week were presented to all.





ENVIRONMENT



Field Visits / Guided Tours

- ▶ **6th July 2015:** guided tour of Doberdò del Lago and of the Hungarian Chapel (1918)
- ▶ **7th July 2015:** field visit to the Romans archaeological sites of Aquileia and Grado and to the Cemetery of Heroes of Aquileia (1915)
- ▶ **8th July 2015:** field visit to the trenches and the Museums of the First World War of S. Martino del Carso and the S. Michele Mountain
- ▶ **9th July 2015:** field visit to the city of Grado
- ▶ **10th July 2015:** field visit of the First World War military memorial of Redipuglia
- ▶ **11th July 2015:** field visit to the trenches of First World War of S. Martino del Carso





Workshops

Students participated to the following Workshops:

- ▶ **6th July 2015:** "Environmental Tales" - Gradina Natural Reserve (Doberdò del Lago)
- ▶ **8th July 2015:** "Collective memory for the construction of a peaceful European future" - Circolo Visintin (San Martino del Carso)
- ▶ **10th July 2015:** "Constructing Peace trough Art" - Park Milleluci (Sagrado)
- ▶ **11th July 2015:** "Games without borders" - Elementary School (Sagrado)





MEMORY



Cultural Events

- ▶ **6th July 2015:** Concert - local band and the choir Hrast (from Doberdò del Lago)
- ▶ **7th July 2015:** Convivial dinner
- ▶ **9th July 2015:** Concert - Trio Fogazzaro (violin, cello and piano)
- ▶ **10th July:** Concert - Raab Quartet (from Hungary)
- ▶ **11th July 2015:** Multicultural show - choir Hrast, folk group and high-school choir of Miercurea Ciuc, choir and group of accordion of Gyorsag





Final Ceremony

- ▶ **11th July 2015:** The Final Ceremony included: the signing of the Friendship Agreement, the award ceremony of the Literary Prize "Me and War" and the Exchange of gifts between project partners.

The Literary Prize "Me and War"

- ▶ 80 students prepared an essay on the First World War to participate to the literary prize "Me and War"
- ▶ Before the beginning of the project activities, professors selected 13 best essays to be awarded during the final ceremony.



FRIENDSHIP



WORKSHOP RESULTS

A group of people are gathered around a large wooden board on the ground. They are looking at several small white tiles with black letters. The tiles are arranged to spell out 'I W P' in a top row and 'O K P' in a bottom row. The people are dressed in casual summer attire, including white tank tops and a blue t-shirt. The background is a dark asphalt surface.

WORKSHOP 1

"ENVIRONMENTAL TALES"

ACTIVITIES AND RESULTS



WORKSHOP 1

ACTIVITY

Students were asked to represent the Europe that:

- ▶ "I imagine in the past"
- ▶ "I live now"
- ▶ "I dream for the future"

with a special focus on the natural environment".

RESULTS

Past:

- ▶ nature,
- ▶ harmony,
- ▶ industrialization,
- ▶ decline,
- ▶ War.

Present:

- ▶ consumer society,
- ▶ pollution,
- ▶ overpopulation,
- ▶ awareness,
- ▶ social mobilization.

Future:

- ▶ positive vision (environmental protection, progress)
- ▶ negative vision (no hope, chaos, III World War).



WORKSHOP 1

RESULTS

Past	<ul style="list-style-type: none">- Nature was the main character- Relationships humans-environment were always positive and harmonic- Industrialization and beginning of environmental decline- Economic and social backwardness (War)
Present	<ul style="list-style-type: none">- Politics and economy at the center in a consumer society- Economic, environmental (pollution) and social (overpopulation) decline- Positive evolution from a social point of view (technology, better life conditions)- Negative evolution from an environmental point of view- Awareness about environmental issues (EU politics) and social mobilization
Future	<ul style="list-style-type: none">- Chance to change positively: environment as main character; progress- Ambivalence: more technology for health and comfort but more pollution- Uncertainty: Chaos, no hope, III World War





WORKSHOP 2

"COLLECTIVE
MEMORY FOR THE
CONSTRUCTION
OF A PEACEFUL
EUROPEAN
FUTURE"

ACTIVITIES AND RESULTS

WORKSHOP 2

ACTIVITY 1

“The Memory” communication game on hatred and brotherhood.

Students were divided into couples and were asked to look his/her partner:

- ▶ at first with a look of hatred,
- ▶ than with a look of brotherhood.

concentrating on their feelings and emotions.

RESULTS

Students were asked to find two key words for both the experiences:

- ▶ Hatred;
- ▶ Brotherhood.



WORKSHOP 2

RESULTS

Hatred



WORKSHOP 2

RESULTS

Brotherhood

Agreement

Calm

Cuteness

Caring

Comfort

Endurance

Determination

Empathy

Equality

Friendship

Funny

Happiness

Joy

Love

Memory

Pleasant

Kindness

Powerful

Pride

Respect

Safety

Talking

Unity

Sharing



WORKSHOP 2

ACTIVITY 2

Students were asked to imagine to live respectively in a World:

- ▶ where all people are enemies,
- ▶ where all people are friends,
- ▶ which is the compromise between the two extremes.

They were asked to imagine actions they would do in each World, analyzing positive and negative consequences of each action.

RESULTS

First World:

1. Black Hole
2. Depressed
3. The dark side of the moon
4. Problem
5. Loose control
6. Enemies

Second World:

1. Cotton Candy World
2. Trust
3. The bright side of the moon
4. Boring
5. Pacific area
6. Brothers

Third World:

1. Real World
2. Harmony
3. The actual side of the moon
4. Development
5. Our World
6. Reality



ACTIONS



WORKSHOP 2

RESULTS

Black Hole	Cotton Candy World	Real World
<u>Genocide</u> <i>+ social homogeneity</i> <i>- inhumanity</i>	<u>Have party</u> <i>+ have fun</i> <i>- misery</i>	<u>Getting lonely</u> <i>+ safe</i> <i>- separation</i>
<u>Defense</u> <i>+ defending ourselves, stay out of trouble</i> <i>- no friends</i>	<u>Volunteering</u> <i>+ helping others</i> <i>- getting anything in change</i>	<u>Being aware of people</u> <i>+ not getting in trouble</i> <i>- fear, loneliness, isolation, no friends</i>
<u>Stole</u> <i>+ you get needs</i> <i>- you take other's things</i>	<u>Love</u> <i>+ endorphin</i> <i>- taking advantage</i>	<u>Working</u> <i>+ useful</i> <i>- fight for approval</i>
<u>Fight</u> <i>+ winning, fight for a goal</i> <i>- hatred, no peace</i>	<u>Trusting people</u> <i>+ safety</i> <i>- fraud</i>	<u>Acceptance</u> <i>+ honest</i> <i>- lying</i>



WORKSHOP 2

RESULTS

Black Hole	Cotton Candy World	Real World
<u>Blackmail</u> <i>+ you get power</i> <i>- danger</i>	<u>Conversation</u> <i>+ know each other</i> <i>- be used</i>	<u>Hugging</u> <i>+ calm</i> <i>- lies</i>
<u>Running away</u> <i>+ surviving, staying ourselves</i> <i>- not have chance to change, losing everything</i>	<u>Give surprises</u> <i>+ somebody is surprised</i> <i>- somebody not</i>	<u>Respect people</u> <i>+ good relationships</i> <i>- find bad relationships (learn)</i>
<u>Killing people</u> <i>+ I'm happy and satisfied</i> <i>- they don't live</i>	<u>Walking</u> <i>+ spend more time together</i> <i>- quarrel</i>	<u>Feel insecure</u> <i>+ smartness, rationality</i> <i>- not getting truth</i>
<u>Lying</u> <i>+ protect myself</i> <i>- hurt others</i>	<u>Travelling</u> <i>+ entertainment</i> <i>- disappointment</i>	<u>Respect the rules</u> <i>+ peaceful world</i> <i>- boring</i>



WORKSHOP 2

RESULTS

Depressed	Trust	Harmony
<p><u>Killing</u> <i>+ less people to hate</i> <i>- it's a crime</i></p>	<p><u>Helping people</u> <i>+ will help you back</i> <i>- you can be used</i></p>	<p><u>Travelling</u> <i>+ see the world</i> <i>- it's expensive</i></p>
<p><u>Avoiding people</u> <i>+ have more free time</i> <i>- people need each other</i></p>	<p><u>Trusting people</u> <i>+ rely on each other</i> <i>- people can use each other .</i></p>	<p><u>Meet expectations</u> <i>+ avoid aggressiveness and conflict</i> <i>- you are not yourself, uniformity.</i></p>
<p><u>Don't speak to anyone</u> <i>+ nobody can break your heart</i> <i>- violent attitude</i></p>	<p><u>Volunteering</u> <i>+ help community</i> <i>- it takes a lot of time</i></p>	<p><u>Drinking</u> <i>+ happiness</i> <i>- hangover</i></p>



WORKSHOP 2

RESULTS

The dark side of the moon	The bright side of the moon	The actual side of the moon
<p><u>Studying in school</u> <i>+ one can actually study</i> <i>- loneliness</i></p>	<p><u>Make friends easily</u> <i>+ feel save</i> <i>- be used</i></p>	<p><u>Accomplish something</u> <i>+ true friends</i> <i>- you don't have a lot of friends</i></p>
Loose control	Pacific area	Our World
<p><u>Murder</u> <i>+ less enemy</i> <i>- radical aggression</i></p>	<p><u>Equality</u> <i>+ brotherhood</i> <i>- loose their identity</i></p>	<p><u>Free choice</u> <i>+ no influence</i> <i>- wrong decision</i></p>
<p><u>Discrimination</u> <i>+ bigger unity between discriminate people</i> <i>- feeling of being less than the others</i></p>	<p><u>Helping people</u> <i>+ Karma</i> <i>- taking too much care of the other people</i></p>	<p><u>Judging</u> <i>+ reflecting to people's weakness</i> <i>- false judging</i></p>



WORKSHOP 2

RESULTS

Enemies	Brothers	Reality
<p><u>Lying</u> + <i>nobody knows my weaknesses</i> - <i>start lying to myself</i></p>	<p><u>Listen to everyone's problem</u> + <i>know a lot of people</i> - <i>have time to work out my own problems</i></p>	<p><u>Try to stay away from my enemies</u> + <i>not feel hated</i> - <i>don't know my enemies' weaknesses</i></p>
<p><u>Hurt everybody</u> + <i>do bad to my enemies</i> - <i>they would hate me even more</i></p>	<p><u>Doing sports with enjoyment</u> + <i>fair play respect</i> - <i>without competing it becomes boring</i></p>	<p><u>Try to be friendly with my enemies</u> + <i>contribute to a world of peace</i> - <i>hard to trust them</i></p>
<p><u>Steal</u> + <i>have everything</i> - <i>others can steal from me</i></p>	<p><u>Buy gifts for everyone</u> + <i>feel myself better</i> - <i>no money</i></p>	



WORKSHOP 2

RESULTS

Enemies	Brothers	Reality
<p><u>Staying at home all night</u> + <i>feel safe</i> - <i>isolation, no social connections</i></p>	<p><u>Spending time with friends</u> + <i>no one would insult you</i> - <i>boring without jokes</i></p>	<p><u>Listening to each other</u> + <i>you can learn many things</i> - <i>you loose your individuality</i></p>
<p><u>Hunting</u> + <i>independence from money and other people</i> - <i>dangerous, unfair</i></p>	<p><u>Playing games</u> + <i>fun, enjoy</i> - <i>no competition-no development</i></p>	<p><u>Making compromises</u> + <i>agree on a thing that's good</i> - <i>giving up ideas</i></p>
<p><u>Fighting</u> + <i>earning respect</i> - <i>destruction, might cause war</i></p>	<p><u>Hug everyone</u> + <i>feel loved</i> - <i>no private space</i></p>	
<p><u>Hiding</u> + <i>survival</i> - <i>living in fear</i></p>		





WORKSHOP 3
**"GAMES WITHOUT
BORDERS"**
ACTIVITIES AND RESULTS

WORKSHOP 3

ACTIVITY 1

"Scrabble":

Communication game focused on the topics of Nature, War and Peace, European Union.

RESULTS

The students had to draw randomly letters and to find the largest number of words linked to:

- ▶ Nature
- ▶ War and Peace
- ▶ European Union



FUTURE



WORKSHOP 3

RESULTS

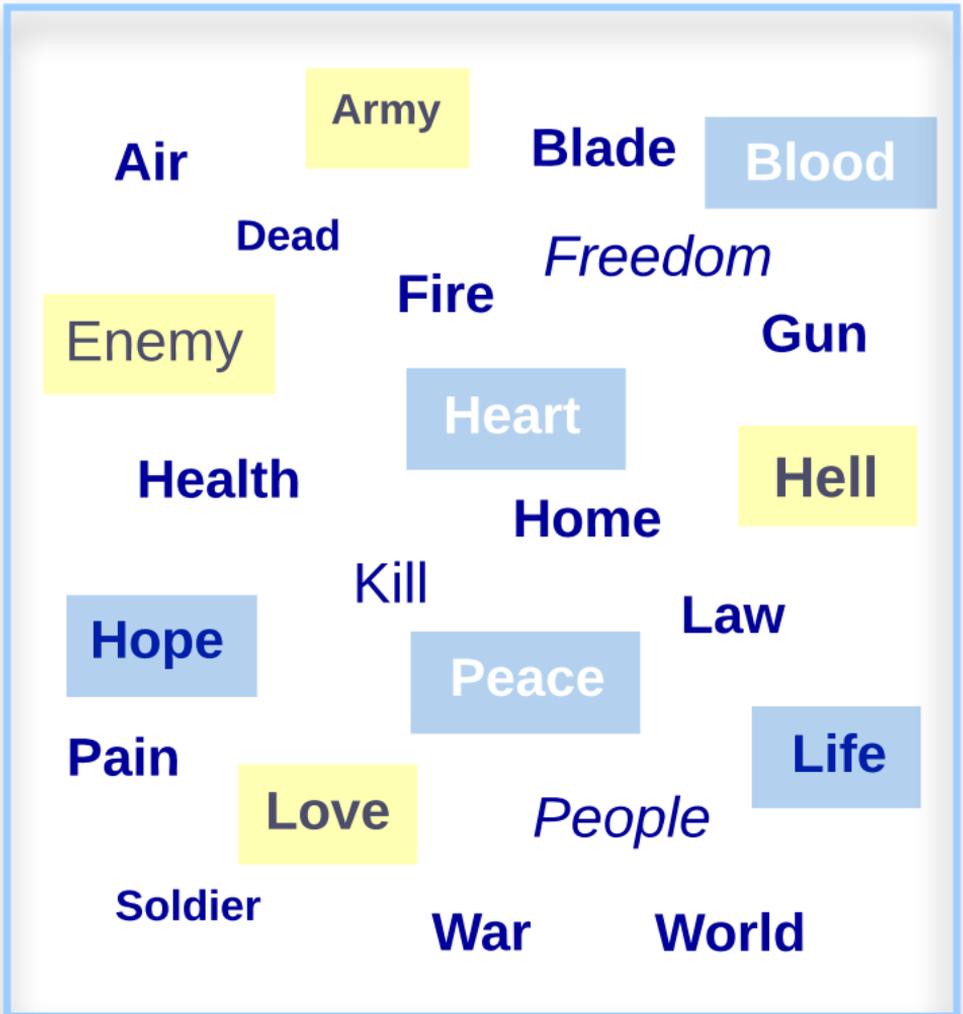
Nature



WORKSHOP 3

RESULTS

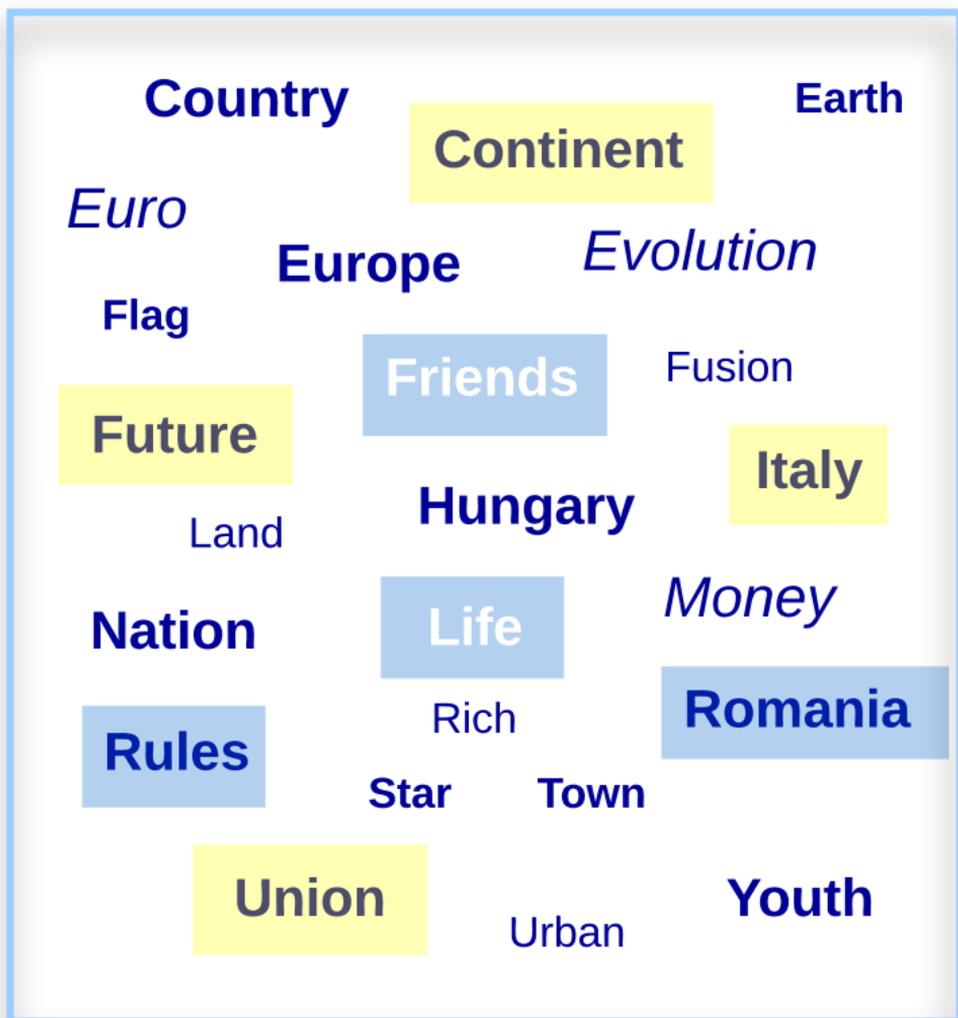
War and Peace



WORKSHOP 3

RESULTS

European Union



WORKSHOP 3

ACTIVITY 2

"Mime": communication game.

Students, divided into 4 teams, had to represent one key word among those identified in the "Scrabble" game.

RESULTS

The words that students had to mime were:

- ▶ ***Climate change;***
- ▶ ***Cooperation;***
- ▶ ***European Union;***
- ▶ ***Team Work.***



TEAM WORK



HISTORY

CREATIVITY

WORLD

DEVELOPMENT

TEAM WORK

HEART

COOPERATION

PEOPLE

RESPONSIBILITY

WORKSHOP'S

LOVE

LIFE

KEY WORDS

FUN

WAR

EUROPE

NATURE

DETERMINATION

HOPE ACTIVITY ENVIRONMENT

COMMUNITY

ENERGY PEACE

RELATIONSHIPS

FIGHT

THINKING COHESION

FUTURE

FRIENDS POWER

PLANS

VIOLENCE

ATTITUDE

JOY

RESPECT

MEM TWIN AND THE LOCAL COMMUNITY



Sui luoghi della Grande guerra per progettare la pace

di SIMONE

Una 37000 pagine di domande rivolte ai parlamentari italiani, francesi e tedeschi in occasione di un convegno a Sarajevo nel giugno 2014, presieduto da Sae, il presidente del Consiglio. Il convegno era dedicato ai 100 anni della Grande guerra e si svolgeva in una delle più grandi città del mondo. Il convegno era presieduto da Sae, il presidente del Consiglio. Il convegno era dedicato ai 100 anni della Grande guerra e si svolgeva in una delle più grandi città del mondo. Il convegno era presieduto da Sae, il presidente del Consiglio. Il convegno era dedicato ai 100 anni della Grande guerra e si svolgeva in una delle più grandi città del mondo.

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Uno dei quattro gruppi di studenti che hanno preso parte al progetto

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DISCOVER MEM TWIN



FACEBOOK



WEBSITE

