

**WORKSHOP SCENARIO FOR SENIORS (PARTICIPANTS)**  
**“FILMS ON THE WALL AND ON THE SCREEN”**  
**FILM MUSEUM IN ŁÓDŹ**

A guided tour of the exhibition “Łódź in Film” consisting not only of exquisite historical objects, but also a variety of installations combining elements of video, sound, and interactive presentations. In this way, visitors will be able to gain extraordinary experiences and immerse themselves in the world of film art – both traditional and digital.

Subject: **FILMS ON THE WALL AND ON THE SCREEN**

Duration: 90 min.

General objectives:

- Developing in senior citizens the ability to use multimedia devices found in state-of-the-art cultural institutions.
- Spreading knowledge about the types and functions of devices used in exhibitions (e.g., tablets and multimedia tables).

Operational objectives:

- Participants learn how to use the basic functions of new technologies in museum exhibitions (tablets, multimedia tables, mobile applications).
- Participants learn about the history of filmmaking in Łódź and the history of the Scheibler family through touch screens, traditional screens, and projected images.

Work forms and methods:

- lecture-based method (introduction),
- workshop method.

Educational aids:

- audiovisual and multimedia devices available in exhibition spaces.

Workshop plan (framework):

1. Organizational activities:
  - ask the participants to fill in a questionnaire prior to the workshop,
  - invite the group to visit selected rooms concerning filmmaking in Łódź and new technologies in both permanent and temporary exhibitions.
  
2. Introduction:
  - welcome workshop participants,
  - present the workshop objectives,
  - “theoretical” introduction – the relationship between cinema and inventions, technology, and its development; description of the various audiovisual devices found in the exhibition.

3. Workshop proper:

- a guided tour of the exhibition and a presentation of a selected device, including instructions on using its interface;
- after presenting several multimedia devices in this way, the participants can explore and use the interfaces of selected devices on their own;
- based on the newly acquired information and on the participants' prior knowledge, we ask them to retrieve some specific piece of information from one (or more) multimedia tables, such as a specific date and the event associated with it or information about the movie *Promised Land*.

4. Workshop summary:

- what are the challenges encountered by seniors in using multimedia devices?
- what was surprising for the participants?
- workshop evaluation – the participants are asked to fill in a feedback questionnaire after the workshop.

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