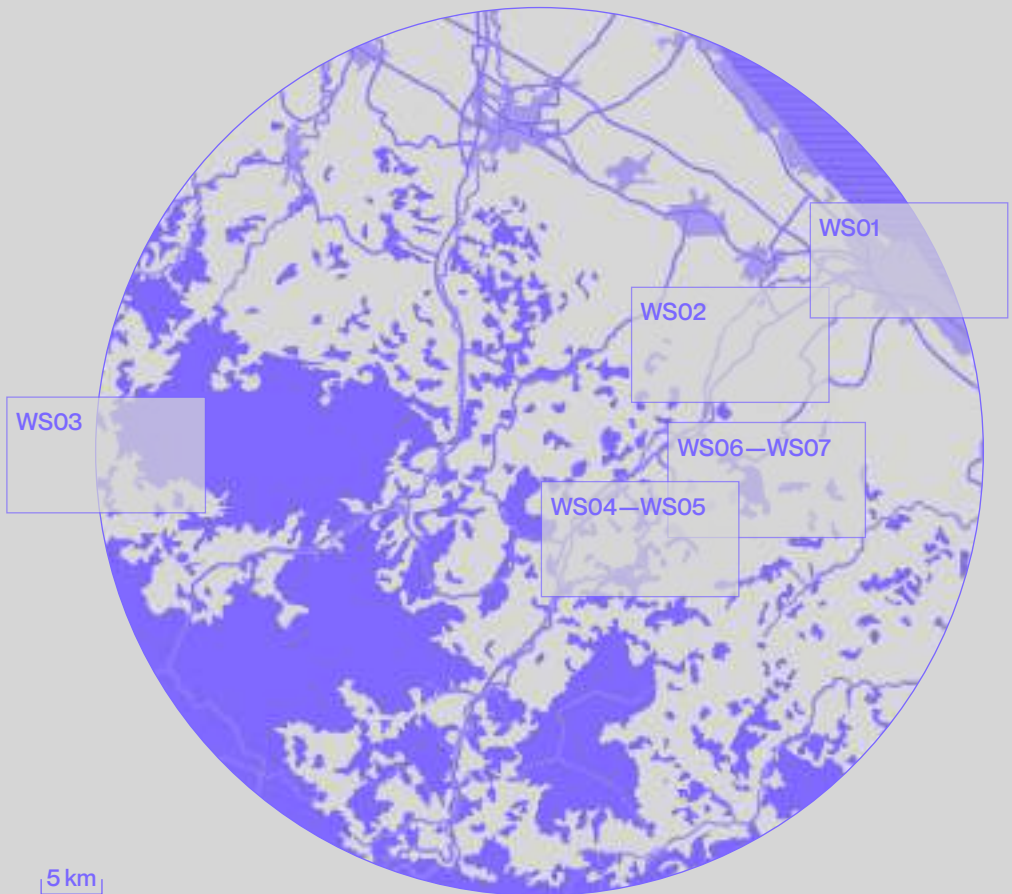


Autumn Workshop



7–12 September 2026

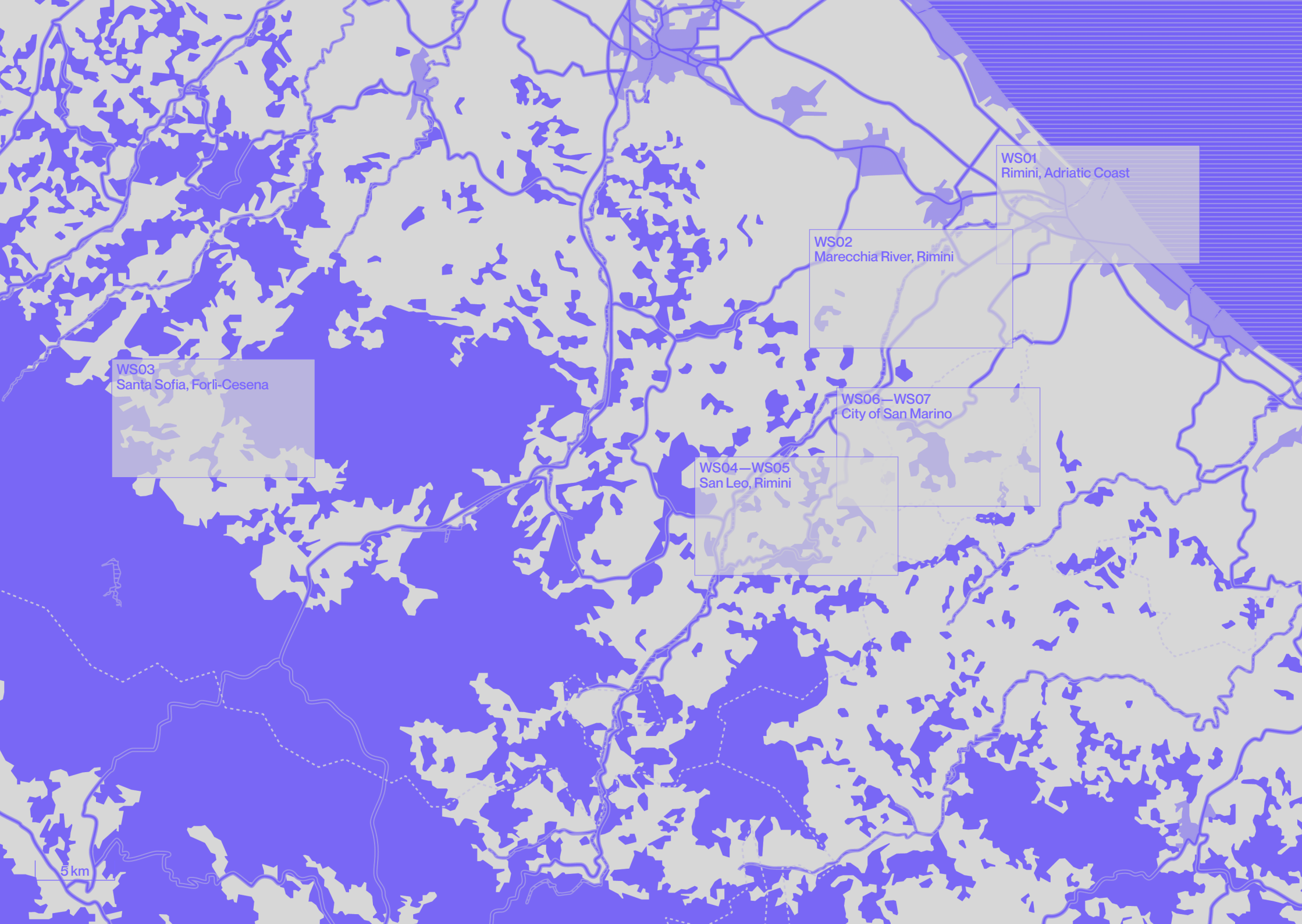
Wandering Traces

14 Designers

UNIRSM Design

Design and guardian communities

5 Areas



WS01
Rimini, Adriatic Coast

WS02
Marecchia River, Rimini

WS03
Santa Sofia, Forlì-Cesena

WS06—WS07
City of San Marino

WS04—WS05
San Leo, Rimini

5 km

7 WS

5 Areas

14 Designers

175 Students

7—12.09.26

2 Ects credits

OVERVIEW

For the past 20 years, the Autumn Workshops organised by UNIRSM Design have offered an opportunity for cultural and design exchange among students, professionals and international teaching staff.

Through collaborations with European and international partner universities, the Workshops form part of a broader strategy to expand the horizons and boundaries of the degree programme, encouraging the exchange of knowledge and the development of a collaborative network among academic institutions working in related areas of design.

Each year, the Workshops provide an opportunity to explore different research topics through the perspectives and contributions of external experts, opening up new possibilities and directions for the design discipline. Students are invited to experiment with new languages, methods and approaches, complementing the courses they attend throughout the academic year.

The Republic of San Marino, home to the UNESCO World Heritage Site of the Historic Centre of San Marino and Mount Titano, together with the neighbouring Montefeltro area, becomes an international laboratory where design, heritage and local identity come together.

WANDERING TRACES

A territory is made up of overlapping layers of human and non-human agents: a dynamic relational system of knowledge, practices, rituals, living matter and imaginaries that change over time. It is a geography shaped and experienced through interspecies dialogue, whose outcomes emerge in the tangible and intangible heritage of places and communities.

From a perspective that moves beyond the divide between conservation and innovation, design becomes a catalyst for processes capable of engaging with a territory in a consciously relational way and generating alternative narratives. Places are understood not as resources to be extracted or spectacles to be staged, but as lived traces capable of preserving and transmitting new forms of coexistence and shared imaginaries. The communities inhabiting these places are responsible for caring for and enhancing both visible and latent resources, which in turn become the raw materials for design, resistance and future-making.

The programme of the 2026 UNIRSM Design Autumn Workshops offers an interpretation of the territory extending from the Romagna hinterland to the Adriatic coast. Seven workshop proposals invite participants to explore and narrate this area through a range of languages, from illustration and product design to interaction and performance, bringing body, nature and the artificial into dialogue to define new traces and pathways.

General

Info

Language	Italian and English
Attendance	Mandatory for the entire event
Workshop Venue	UNIRSM Design
Workshop Costs	Free of charge
Accommodation and transport	At the participants' expense
UNIRSM Design students	115 Positions
Unibo students	21 Positions
Design students from other Universities	35 Positions

WS01

eee studio

Designer	Emilio Macchia and Erica Preli
Tutor	Martina Marcucci
Field	Communication Design
Research area	Rimini, Adriatic Coast

EEE STUDIO

eee studio is a graphic design duo formed by Emilio Macchia and Erica Preli. They work simultaneously from Bologna and Ravenna.

Their practice ranges from art direction and editorial design to visual identity and communication for cultural institutions and companies, as well as exhibition design, web design and teaching. They work on both commissioned projects and independent research.

Their educational background includes studies at ISIA Urbino, Werkplaats Typografie in Arnhem, the Netherlands, and the Jan van Eyck Academie in Maastricht, the Netherlands.

www.eeestudio.eu

POSTER, DISPLAY, RIMINI, LOVE

The workshop explores how the Adriatic coast, and the city of Rimini in particular, are represented today, placing these images in dialogue with the work of Federico Fellini.

Through the collection and interpretation of images and words, participants will create a poster using analysis and experimentation, while leaving room for play, absurdity and the unexpected.

BA 1 st year	6 students
BA 2 nd year	8 students
BA 3 rd year	2 students
MA	1 students
Unibo	3 students
Foreign Universities	5 students

WS02

Edo Massa

Designer	Edoardo Massa
Tutor	Camilla Pozzi
Field	Illustration
Research area	Marecchia River, Rimini

EDO MASSA

Edo Massa was born in Carate Brianza in 1993 and currently lives in Bologna. He is a comic artist, illustrator and writer.

He contributes to *The Passenger* magazine, published by Iperborea. His work has also extended into theatre and has been featured in several performances, including *Where Are the Women?* by Michela Murgia and *Borders Do Not Exist* by Matteo Caccia and Stefano Mancuso.

In 2023, he published his first graphic novel, *Tutti autistici?*, with Beccogiallo.

@edomassa

FRESHWATER RITUAL

Through an ancient ritual that has now almost disappeared, originating from the Etruscan goddess Voltumna and later developed within small river communities in central Italy, we will explore what it means to inhabit a territory crossed by a river: a moving heritage made up of both human and non-human elements.

The workshop will take the form of a magical, propitiatory experiment on the Marecchia River, in which observing the water will suggest how to behave when facing dangerous situations, how to move through them and reach the other side.

A ritual and an alternative interpretation of water will provide the starting point for the creation of an illustrated story. We will address the main elements involved in illustrating a narrative, including tone, rhythm, the identification of its defining features and storytelling techniques such as scribing.

BA 1 st year	6 students
BA 2 nd year	8 students
BA 3 rd year	2 students
MA	1 students
Unibo	3 students
Foreign Universities	5 students

Designer	Andrea Codolo and Giacomo Covacich
Tutor	Clara Sartori
Field	Editorial Design
Research area	Santa Sofia, Forlì-Cesena

BRUNO

bruno has been the shared pseudonym of Andrea Codolo and Giacomo Covacich since 2013. Based in Venice, the project combines a graphic design studio, an exhibition space and a specialist bookshop, with a focus on visual communication and international independent publishing.

Within the field of communication design, the studio works primarily on visual identities, exhibition design, editorial projects, information design and data visualisation, collaborating with institutions, cultural foundations and private clients. Since 2014, bruno has also established itself as an independent publishing imprint.

www.b-r-u-n-o.it

BA 1 st year	6 students
BA 2 nd year	8 students
BA 3 rd year	2 students
MA	1 students
Unibo	3 students
Foreign Universities	5 students

SERIES, SERIE, SERIA

A book series is rarely just a single book. It is a recurring format, a framework that brings together different titles, a body of knowledge built up over time by many hands. The workshop begins here, with a seemingly simple question: how does a book series come into being?

The aim is to produce a small volume, intended as a handbook and research tool for the creation of a series dedicated to the International Forum on the Sustainability of Culture. A carefully curated collection of references, case studies, formats and different possibilities capable of establishing a dialogue between the specific nature of this series and a broader perspective on the world of existing series in contemporary publishing. Not a closed product, therefore, but an open framework.

Designer	Teresa Barbagallo, Angelo Licciardello and Sebastiano Sicurezza
Tutor	Nicole Purita
Field	Performance
Research area	San Leo, Rimini

WICKED GAME TO PLAY
BONES DON'T LIE

Wicked Game to Play / Bones Don't Lie is a hybrid workshop combining performance and relational art. Drawing on a selection of tasks from Wicked Arts Assignments, the almanac by Melissa Bremmer, Emiel Heijnen and Folkert Haanstra, it proposes a practical methodology for developing a performative device through speculative imagination, writing, performance and participatory art practices.

The workshop takes the figure of Count Cagliostro as its case study, together with the multiple narratives and constructed truths surrounding his death at the Fortress of San Leo. Through the analysis of historical archives and a comparison with the television, film and comic-book imagery that has continually reinvented the character, participants will be invited to question the relationship between document and fiction, institutional truth and legend.

The group will develop a collective and site-specific dramaturgy capable of challenging the authority of the archive.

The aim is to produce a counter-narrative emerging from the friction between official sources, fake news, popular myths and mass-cultural imaginaries, transforming design and performance into tools for critical research.

*The workshop will take place mainly in San Leo. Participants are advised to have access to a car.

ROYAL DIVORCE

Royal Divorce is a collective founded in 2023, bringing together a range of artistic perspectives and focusing on research at the intersection of performance practices and the visual arts.

Following a visual approach centred on discarded images and their hauntological power, Royal Divorce explores the crisis of representation and the collision between historical and digital archives, creating landscapes that exist on the threshold between visual installation and performance.

[@royaldivorce](https://royaldivorce.com)

BA 1 st year	6 students
BA 2 nd year	8 students
BA 3 rd year	2 students
MA	1 students
Unibo	3 students
Foreign Universities	5 students

Designer	Marianna Gatta and Massimo Zomparelli
Tutor	Gaia Zuccaro
Field	Interaction Design
Research area	San Leo, Rimini

CHRYSLITHOS MEDIA ANIMISM AND TRANSMUTATORY ART

By becoming a tangible expression of animist philosophy, interaction design reveals the vital force already present within inanimate objects. In this way, the inorganic matter of the landscape acquires its own agency and communicates its latent memory: ancient stones come to life, while limestone veins, grassy cliffs and geological layers become active subjects to be investigated and ‘transmuted’ through technology.

Following the transformations of an alchemical experiment, the workshop will guide participants from the decomposition of raw matter and the purification of sound and visual signals to the final synthesis of a responsive interface.

Drawing on Jane Bennett’s concept of ‘vibrant matter’, geological elements are understood as forces that affect their surroundings, creating a network of energies that decentres the human. Within this context, sensors become interpreters of a form of media animism capable of breaking down the divide between inorganic objects and living subjects.

Inspired by Donna Haraway’s concept of ‘making kin’, the workshop will map shared interspecies traces, using interaction design to explore networks of deep relationships with the territory.

*The workshop will take place mainly in San Leo. Participants are advised to have access to a car.

ULTRAVIOLETTTO

Ultravioletto is a creative studio that applies design to emerging interaction technologies

Its team includes creative directors, designers and professional developers, guided by an emotional approach to bringing new multimedia technologies into the field of communication.

The studio operates as a full-service agency, developing, designing and producing innovative solutions for exhibitions, trade fairs, museums, brand experiences and events.

www.ultraviolet.to

BA 2 nd year	4 students
BA 3 rd year	5 students
MA	8 students
Unibo	3 students
Foreign Universities	5 students

Designer	Lorenzo Malloni and Valentina Vallorani
Tutor	Andrea Mannino
Field	Product Design
Research area	City of San Marino

ANEMOPIA CELESTIAL NARRATIVES

Άνεμο (wind) -πία (word). Anemopia is a six day practice of collective making and storytelling. Beginning with a hands-on workshop focused on the self-construction of Eteria kites, it moves beyond the design and building process itself to seek out stories from the Apennine lands and carry them into the sky.

A combination of performative and graphic techniques will translate narrative investigations into visible signs, lifted into the air by the kites as they rise through the sky.

The Eteria are an imagined species of inorganic aerial creatures, powered by the wind and connected to the human body. They move and sustain themselves at the intersection between the muscular motion of the person holding their reins and the dynamic flow of the wind.

The Eteria open up a dialogue between human beings and the wind. The relationship between the human body and the body of the Eteria is one of mutual support, continuous mediation and observation.

The workshop’s design approach will be based on the Codice degli Assemblati — the Code of Assemblies — a construction methodology that explores the accessibility and reappropriation of techniques and technologies as tools for empowerment and self-organisation.

The Code is based on a rigorous structural syntax in which elements can be combined through a wide range of simplified configurations. Through a peer-to-peer system of transmission, it allows individual designers to appropriate the method and contribute shared improvements, as part of an ongoing evolutionary process.

LORENZO MALLONI

Lorenzo Malloni is an architect and interdisciplinary artist with an enthusiasm for what is radically different. His current research project, the Codice degli Assemblati, is a methodology through which he explores modularity in construction, prioritising collective action and cooperation between parts over the action of individual entities.

Each work is both an assembly of identical structural components and a participatory practice involving several people willing to invest and share their ideas and skills, challenging the myths of individual authorship.

In both cases, cooperation becomes the condition through which something can emerge that exceeds the simple sum of individual contributions.

www.mallonilorenzo.com

BA 1 st year	6 students
BA 2 nd year	8 students
BA 3 rd year	2 students
MA	1 students
Unibo	3 students
Foreign Universities	5 students

Designer	Marco Poletto and Claudia Pasquero
Tutor	Arianna Faccioli
Field	Product Design
Research area	City of San Marino

THE FOURTH TOWER OF SAN MARINO A FIVE-DAY BIO-DIGITAL DESIGN WORKSHOP IN SAN MARINO

What if the future of design lies in the naturalisation of technology?

In this emerging paradigm, generative design technologies become translators between human imagination and the intelligence of the living world. Digital design tools become interfaces through which plants, fungi, algae, microbes and landscapes become active collaborators in the design process.

This five-day workshop, developed in academic partnership with the University of Innsbruck, invites participants to imagine The Fourth Tower of San Marino. Not a tower of stone, but a living infrastructure. Not a monument, but an ecology. Not a symbol of defence, but an interface between human, artificial and biological intelligence.

We will begin where the Republic began: by walking. Retracing the path from the historic centre to the Three Towers, participants will use movement as their first design tool. Walking becomes a way of reading the landscape through rhythm, effort, observation and curiosity.

Back in the laboratory, these embodied experiences become datasets. Inspired by contemporary practices of bio-digital gardening pioneered by ecoLogicStudio at the Design Apothecary in Turin, participants will explore how design can move beyond producing objects towards cultivating relationships.

The Fourth Tower of San Marino emerges as a new civic imagination, where technology grows from urban life.

ECOLOGICSTUDIO

ecoLogicStudio is a pioneering biodesign practice founded in London in 2005 by Claudia Pasquero and Marco Poletto. In 2018, it launched PhotoSynthetica in collaboration with the Synthetic Landscape Lab at the University of Innsbruck and the Urban Morphogenesis Lab at UCL London.

eLS is known for projects that combine systems thinking, computational design and biotechnology, adopting an experimental approach in which each project becomes a testing ground for future ways of inhabiting the Urbansphere.

The studio is currently developing nature-based solutions for carbon-neutral and climate-resilient cities. Its completed projects include installations, a public library, a private house, a large-scale green roof and several urban blue-green planning proposals.

www.ecologicstudio.com

BA 1 st year	2 students
BA 2 nd year	4 students
BA 3 rd year	8 students
MA	3 students
Unibo	3 students
Foreign Universities	5 students

07 September	
Opening and workshop presentation at UNIRSM Design	2:00 PM
Orientation and kick-off of activities	3:00 PM — 6:30 PM
08—11 September	
Studio work	9:30 AM — 6:30 PM
09 September	
Roundtable with designers at UNIRSM Design	6:30 PM — 8:00 PM
11 September	
WS04 and WS05 exhibitions and community dinner in San Leo	7:30 PM — 11:30 PM
12 September	
WS01, WS02, WS03, WS06, and WS07 exhibitions at UNIRSM Design	10:30 AM — 1:30 PM
Clearing the exhibitions	2:30 PM — 3:30 PM

STUDENTS FROM OTHER ITALIAN AND INTERNATIONAL UNIVERSITIES

Applications must be submitted using the dedicated form available at the following [link](#)

The form will be open from 12.00 noon on Monday 20 July 2026 until 12.00 noon on Sunday 23 August 2026.

Applicants may indicate two preferences from among the seven workshops listed above. To take part in the selection process, students must complete the dedicated online form and submit a portfolio, including their personal details, for the assessment of their previous work.

All portfolios received by the deadline will be assessed at the sole discretion of an internal selection panel appointed by the UNIRSM Design Degree Programme.

Participation is free of charge.

Participants are responsible for all accommodation, meal and travel expenses incurred throughout the event.

The results will be published on the Degree Programmes website by 26 August 2026 or at the following [link](#).

UNIRSM DESIGN STUDENTS

Applications must be submitted using the dedicated form available at the following [link](#)

The form will be open from 12.00 noon on Monday 20 July 2026 until 12.00 noon on Sunday 23 August 2026.

Applicants may indicate two preferences from among the seven workshops listed above. Selection will be based on the number of examinations completed and the weighted average mark. Results from integrated examinations for which only one module has been completed will not be taken into consideration.

Participation is free of charge.

Participants are responsible for all accommodation, meal and travel expenses incurred throughout the event.

The results will be published on the Degree Programmes website by 26 August 2026 or at the following [link](#).

STUDENTS FROM OTHER UNIVERSITIES

At the end of the workshops, subject to confirmation of satisfactory attendance and participation, the UNIRSM Design Degree Programme will issue a certificate signed by the Programme Director. The certificate will confirm successful participation and the potential award of 2 ECTS credits.

Participants are responsible for submitting the work completed during the workshop and the relevant certificate to the appropriate office at their home university, which will determine whether the credits may be formally recognised as part of their academic record.

PUBLICATION AND USE OF MATERIALS

The organising institution, the University of San Marino, retains all rights to publish and use the graphic, photographic and video materials produced during the workshops.

Selected participants may refer to their participation in the event and use the above-mentioned materials for personal purposes, provided that they notify the organising institution in advance by email. After assessing the nature of the proposed use, the organising institution reserves the right to refuse permission.

By applying to this call, selected applicants and workshop participants authorise the University of the Republic of San Marino to process their personal data and to use photographs and video recordings taken during the workshops for communication and promotional purposes.

How to

Reach us

BY CAR

Take the A14 motorway and exit at Rimini Sud.
Continue along the Rimini–San Marino state road towards San Marino, then follow the signs for the historic centre.

Car parks P8 and P9 are close to the UNIRSM Design campus.

Car park P11 is in Borgo Maggiore, with the option of taking the cable car. The cable car stop is close to the UNIRSM Design campus.

BY TRAIN

Rimini railway station www.trenitalia.it

From the station, Bonelli Bus service from Rimini to the City of San Marino. Timetables at www.bonellibus.it

PATRONAGES



PARTNERS



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