






## One object, five points of view

<b>Title of activity</b>	<b>One object, five points of view.</b>
<b>Theme</b>	Photography and semantics.
<b>Learning goals</b>	<ul style="list-style-type: none"> <li>The range of interpretations that an object may have, depending on the way we choose to present it.</li> <li>Awareness of different perspectives.</li> <li>Awareness about the importance of scenography, performance, lighting, contrast, relative sizes in a photograph.</li> <li>Familiarisation with still photography and its values: size of frame, first and second layers, depth).</li> </ul>
<b>Target audience</b>	Age 12 and over. All audiences, divided into smaller groups. No skills required.
<b>Type of activity</b>	Photographic challenge.
<b>Keywords</b>	Interpretation, Point of view, Relationship between fact and fiction.
<b>Step-by-step</b>	<p>The group splits in smaller groups of 4-6 people. Each team chooses a common, everyday object. All groups choose these objects from their own random belongings, so the trainer need not necessarily bring anything. The object usually is best if it is not too small and not too big (not a pin, not a floor lamp!).</p> <p>The groups must photograph it in five different ways:</p> <ol style="list-style-type: none"> <li>1 As we usually see it.</li> <li>2 As we would never see it.</li> <li>3 As an excuse or reason for a social</li> </ol>

	<p>interaction.</p> <ol style="list-style-type: none"> <li>4 As a main character in a fairy tale. resulting in a second fictional image.</li> <li>5 As a product being advertised.</li> </ol> <p>What usually happens:</p> <p>1: several topics worth discussing with each group are how they usually see this object, what does this object mean to most people, and how these implicit (unseen) meanings can be translated into an image thereby creating a sense of realism and unseen directorial interventions.</p> <p>2: this results in a nonsensical/absurd image, illustrating obvious directorial interventions.</p> <p>3: this creates a realistic image in which people also take part.</p> <p>4: this results in a fictional image, often using, scenography.</p> <p>5: this creates an image belonging to the virtual reality of the advertising universe.</p>
<b>Venue</b>	The exercise can be help anywhere, either inside or outside.
<b>Materials required</b>	A simple still camera or tablet/ smartphone for each group, (USB cables, batteries charged!), projector or laptop to show materials.
<b>Duration</b>	1 to 1.5 hours, depending on subsequent discussions.
<b>References</b>  <b>karpos</b>	<b>An activity proposed by:</b> KARPOS - CENTER OF EDUCATION AND INTERCULTURAL COMMUNICATION -Greece info@karposontheweb.org - <a href="http://www.karposontheweb.org/?lang=en">www.karposontheweb.org/?lang=en</a>
<b>Contact</b>  	<b>Union APARE-CME</b> – France <a href="http://www.apare-cme.eu/en/">http://www.apare-cme.eu/en/</a> Contact: Armonie Segond – <a href="mailto:chantiers@apare-cme.eu">chantiers@apare-cme.eu</a>