

# INTERDISCIPLINARY SEMINARS

An experimental program  
for active learning and cross-  
disciplinary collaboration







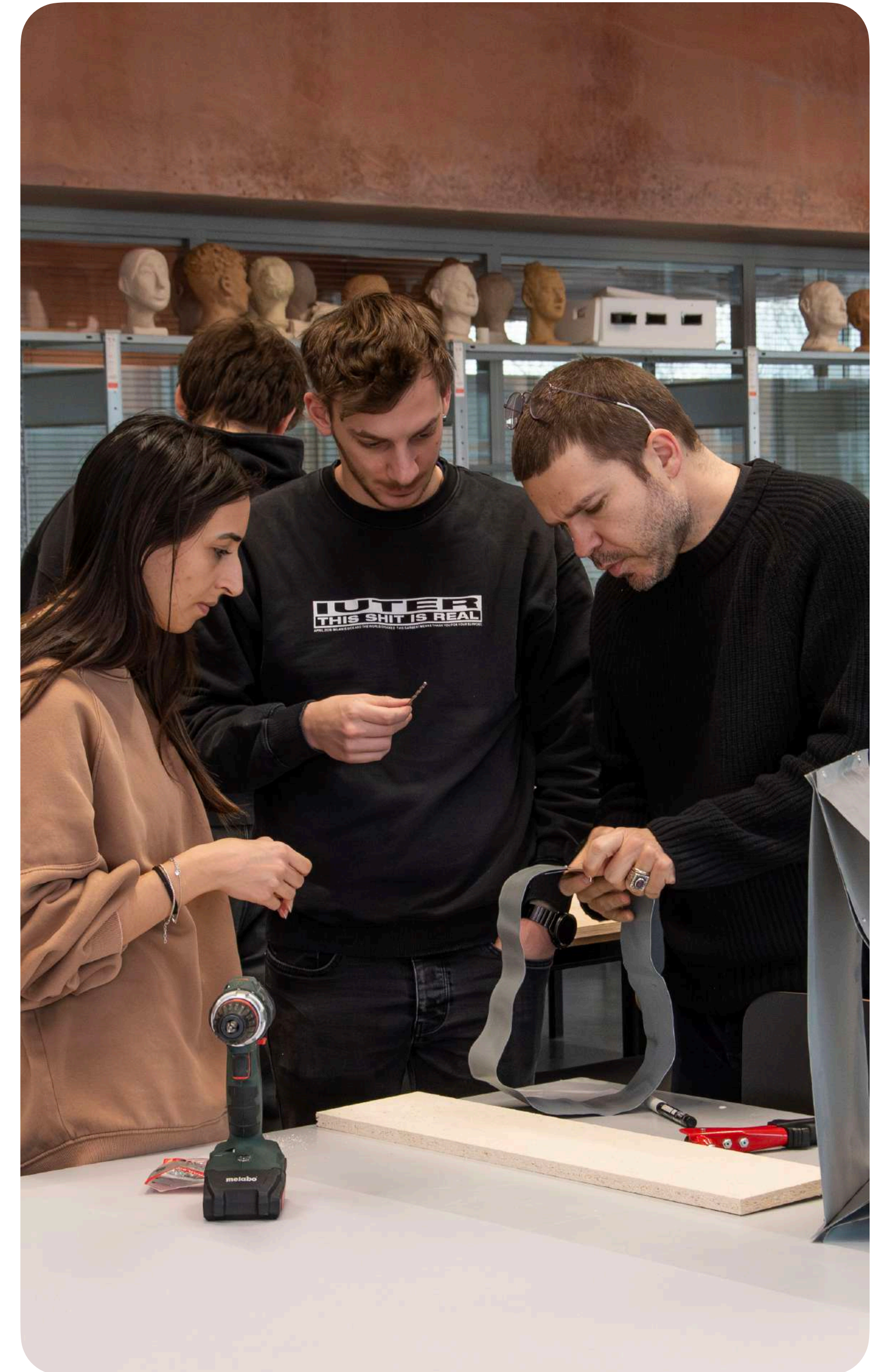
# SHAPING NEW LEARNING VISIONS

## *New ways of learning together*



# Learning as a dialogue...

Students with teachers or with researchers who work together as a living, curious, constantly evolving academic community. Disciplinary borders are not limits but starting points.









# Rethinking roles and responsibilities

Learning is a shared act of reflection and participation

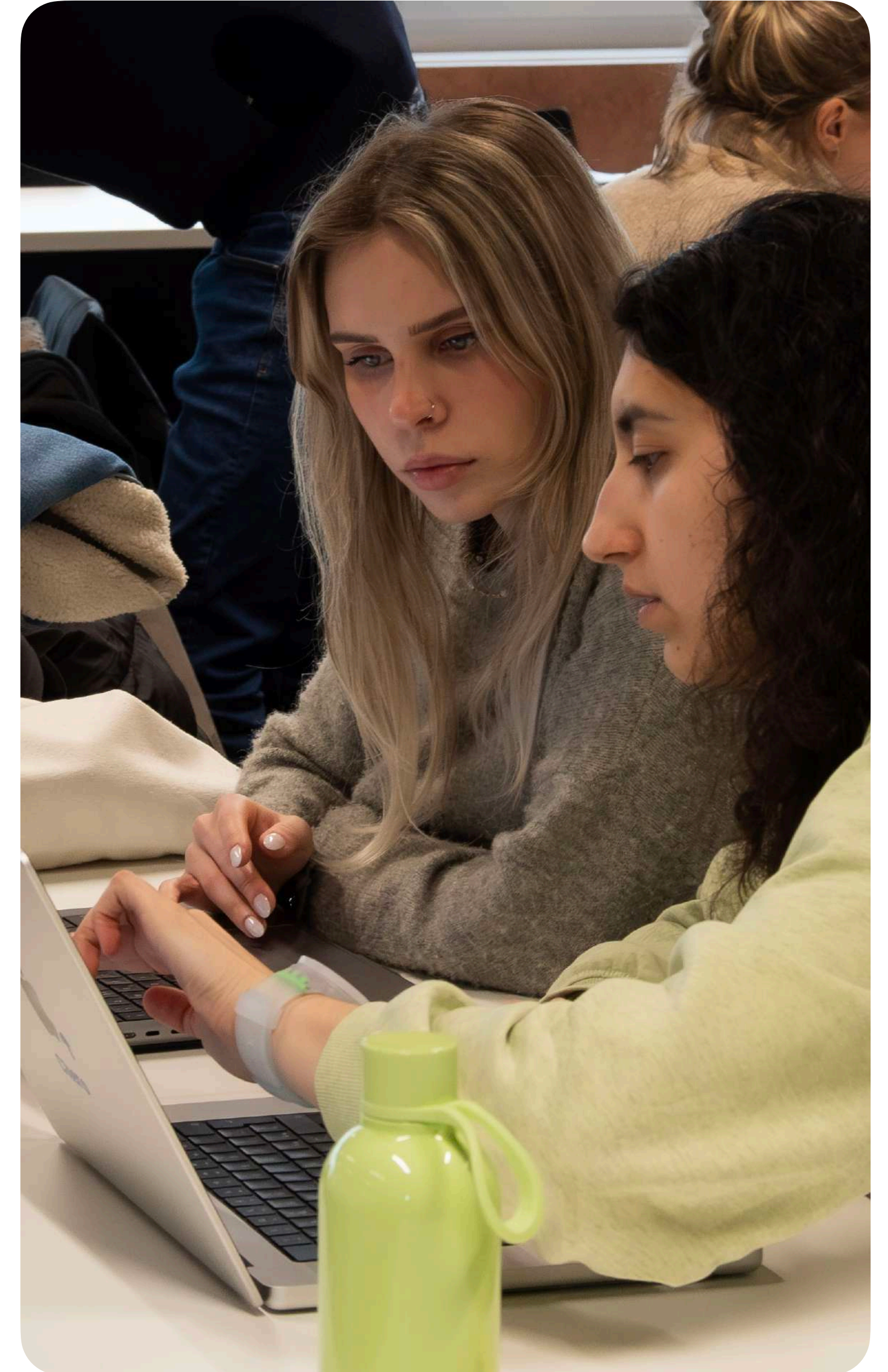
- \_Students take a more active part in their learning journey
- \_Teachers become more flexible and responsive to students' needs
- \_Both students and teachers share mutual responsibility in the learning process



# The expression of many not the imposition of a few

How can we develop the right  
balance between individual  
expression and group collaboration?

How educate students to navigate  
complexity with confidence, working  
with a cross-disciplinary approach  
and contributing creatively  
and responsibly to society?





# Interdisciplinary seminars

Students are invited to explore, investigate, engage, and stimulate creativity among peers.

Teachers act as facilitators, guiding the process without directing it, supporting both the group and each individual.

Seminars are spaces where ideas meet, disciplines engage in dialogue and students with teachers learn together in a shared, collaborative process.







# PEDAGOGICAL APPROACHES

- \_Collaboration and Cross-Disciplinary Learning
- \_Active Learning
- \_Design-Based Learning
- \_Dialogue between research and teaching



# Interdisciplinarity is key

Collaboration transforms learning into active participation, dialogue and shared belonging.

Active learning and public presentation promote engagement and an exchange of knowledge.

Students integrate different perspectives and methods, learning from each other while managing complex challenges.







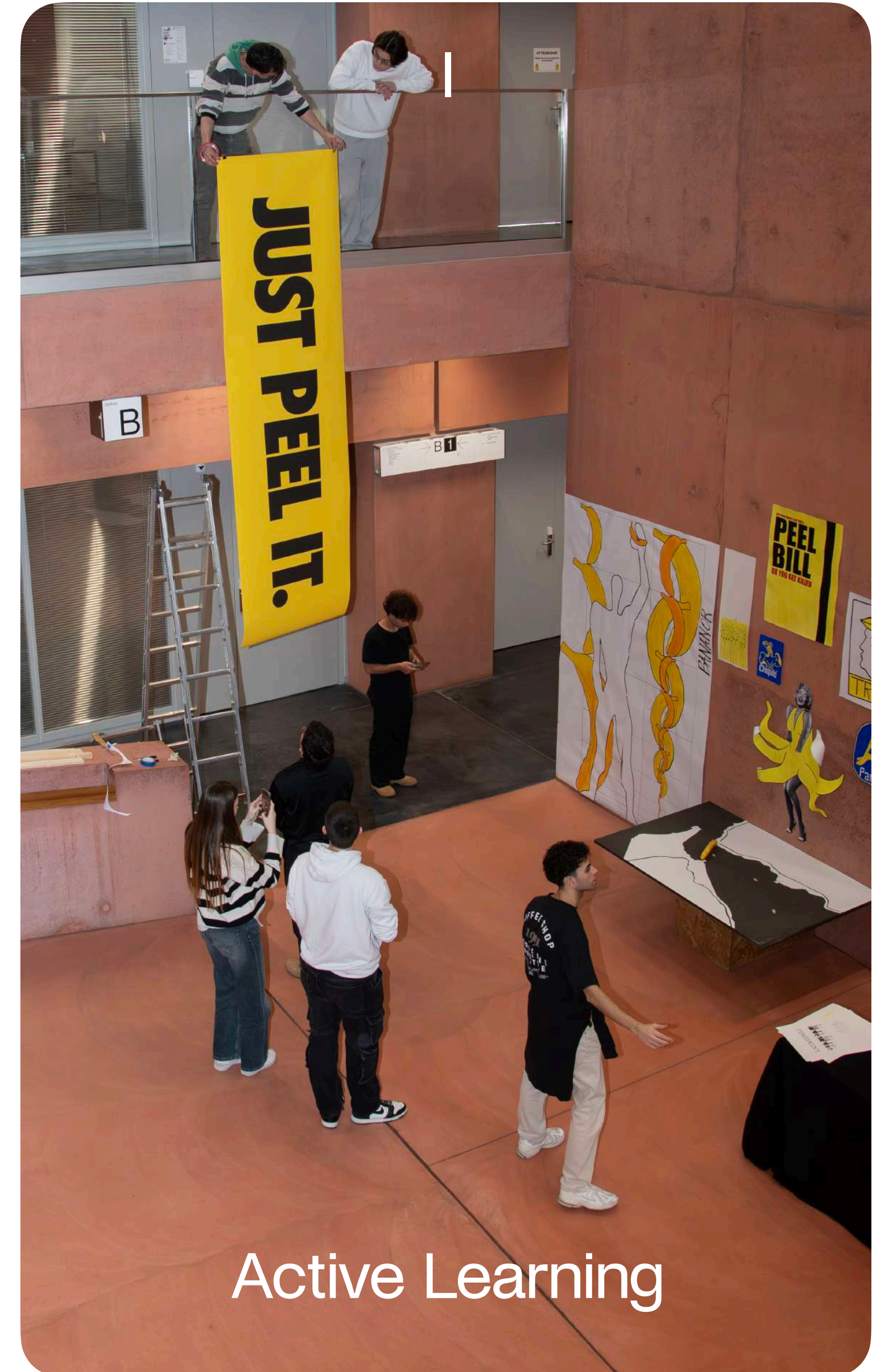
# Seminar I

## “This is Not a Banana”

How do we create something new?

Where does an idea come from?

One secret is curiosity — the curiosity to discover that a good idea might emerge from one that someone else discarded. Or that a banana is much more than what we eat: it is a berry, a cover, an installation, society, racism, and botany. Often, the idea already lies within the object itself — it only needs to be investigated, studied, dissected, and allowed to explode.



Active Learning





Seminar\_I\_Video



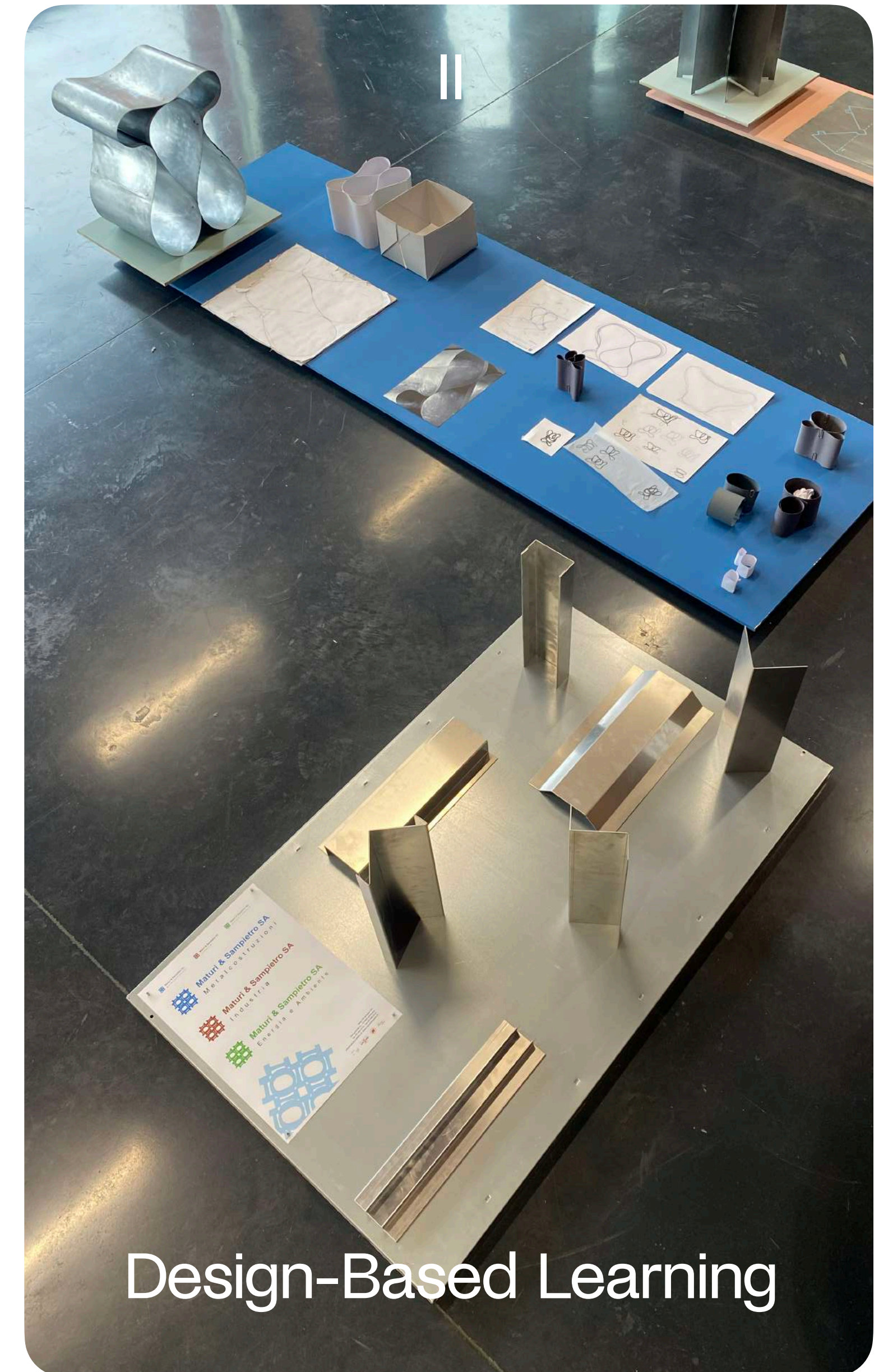




# Seminar II

## “Shaping Matter: From Sheet to Form”

A metal sheet becomes the surface upon which students test and apply their knowledge — unique, different, and complementary. The seminar invited participants to shape both material and ideas, turning the workshop into a space where multiple competences contribute to a shared creative mission. The focus is on hands-on practice, iterative design, And collaborative problem-solving, rather than merely combining disciplines.



Design-Based Learning





Seminar II Video





DIENEUE  
FORM



# Seminar III

## “Co-Designing with AI”

In this seminar, students experienced research as a living resource — not something abstract or future-oriented, but a material to think and work with. By approaching generative artificial intelligence, students expanded their tools for inquiry and creation, becoming co-constructors rather than passive recipients of knowledge.

III



Dialogue between  
research and teaching





Seminar\_III\_Video



A collaborative and active approach strengthens motivation, performance and engagement, making learning meaningful, visible and shared.



## INSTITUTIONAL CALL

### **Biennial internal call**

→ Lecturers + Researchers

### **\_5 Bachelor programs:**

Interior Architecture,  
Architecture, Civil Engineering,  
Conservation & Restoration,  
Visual Communication

### **\_5 Research institutes:**

Materials & Construction,  
Earth Sciences, Applied  
Sustainability, Design,  
Microbiology

## SUBMISSION CRITERIA

### **\_Interdisciplinarity**

→ open to all 5 BA programs

### **\_Alternative teaching and assessment methods**

### **\_Tangible artifact production**

→ artifact or shared project

### **\_Accessibility**

→ no prior knowledge required

### **\_Integration**

→ teaching-research

### **\_Final public presentation**

→ moment of reflection  
& visibility

## IMPLEMENTATION

### **\_Two-step selection process**

→ Students + BA commission

### **\_~20 proposals per edition (2023/2025-2025/2027)**

### **\_8 seminars activated, running 2y, involving 200+ students**

### **\_Intensive one-week format**

### **\_Mixed classes**

→ diversity of skills &  
perspectives

### **\_Dedicated time, spaces, equipped laboratories**



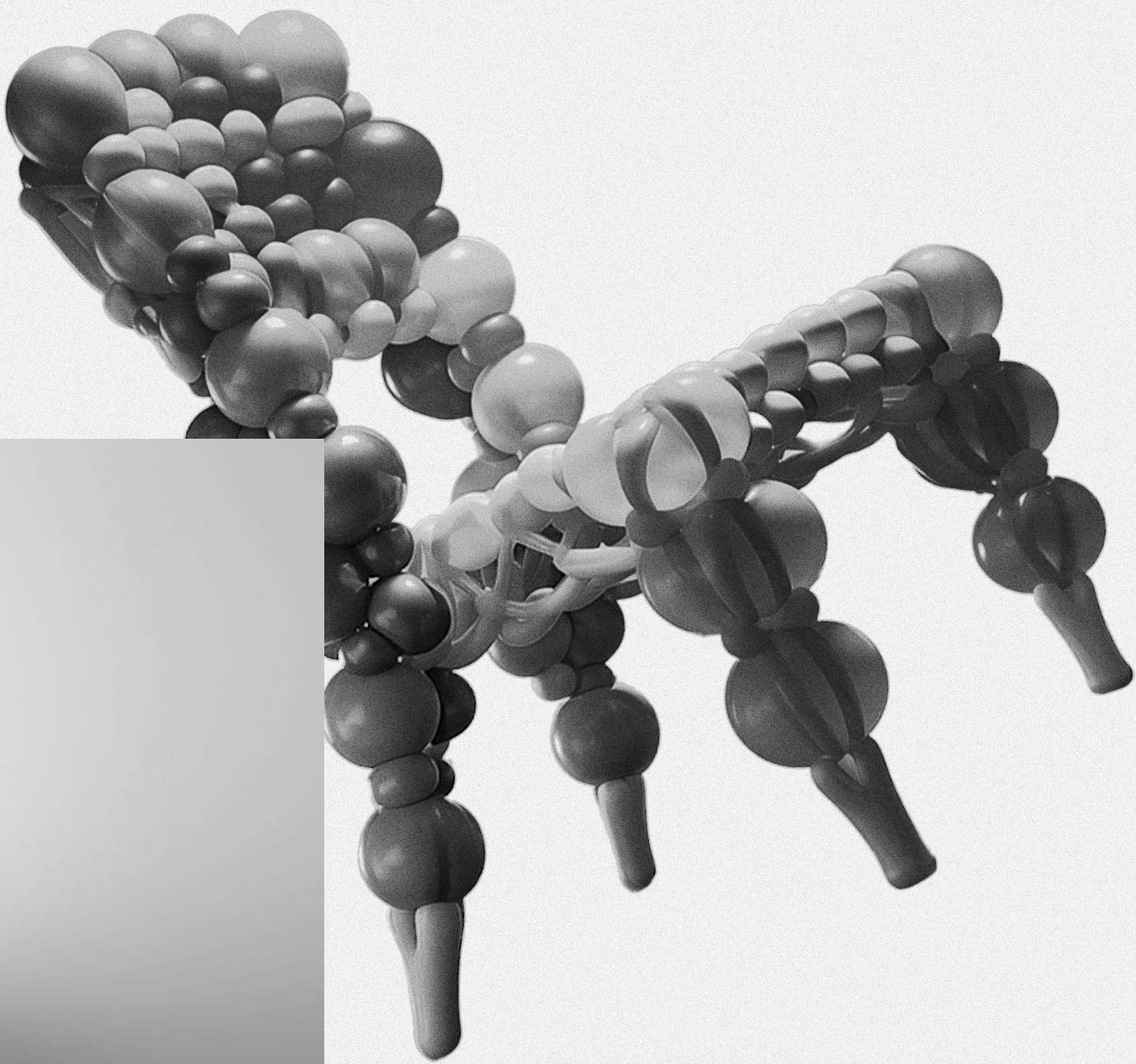
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- Co-designing with Artificial Intelligence.  
Combining Creativity, Technology, and Design
  - AI Scenarios for 2050
  - THIS IS NOT A BANANA.  
Proteins for Creative Thinking
  - Shaping Matter: from Sheet to Form
  - Digital Fabrication FabLab
  - Re-think Public Spaces.  
Case study on reuse in Lugano
  - Art and Science in the use of stone
  - Re-building the identity of a territory.  
Methods and tools for designing territorial maps

[www.supsi.ch/dacd](http://www.supsi.ch/dacd)



Discover the new Balloony Furniture collection: an innovative line of furniture that brings a touch of magic and lightness to your home or office! Masterfully created by William Richardson, a former clown who brought his creativity to the world of design, these one-of-a-kind pieces are bound to capture everyone's imagination. The Balloony Furniture collection presents the "Sedia Airy" chairs, light and playful, made with long woven balloons. Alongside these, there are the "Fluffy Tables" tables with an elastic and colored surface and fun.

# Balloony furniture



ABOUT  
TO GO  
BANANAS

