

SECRET SPACES

MULTISENSORY DESIGN FOR
UNCONVENTIONAL EXHIBITION SPACES



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Discover how spaces tell stories

Secret Spaces is a one-week international Summer Intensive Programme in Rome focused on **exhibition design, experience design and interaction design**. Participants will work in a real exhibition space in Rome and explore how a space can become more than a place where artworks or objects are displayed. Through observation, storytelling and hands-on prototyping, students will design small installations and experiences that involve the visitor's body, senses and imagination.

The programme combines **physical objects, immersive environments and simple interactive technologies** to create accessible and engaging visitor experiences.

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What the programme is about

In many exhibitions, visitors do not only look at what is displayed. They move, listen, touch, stop, turn around, feel distances, follow paths and create personal meanings.

Secret Spaces starts from this idea: an exhibition space is not an empty container, but an experience shaped by people, movement, perception and atmosphere.

During the programme, participants will learn how to read a space through direct experience and transform their observations into design concepts, prototypes and multisensory installations.

The course encourages students to think about questions such as:

How does a visitor move through a space?

What makes a place feel hidden, open, intimate or immersive?

How can design help people connect with cultural content?

How can simple technologies make an exhibition more accessible and engaging?



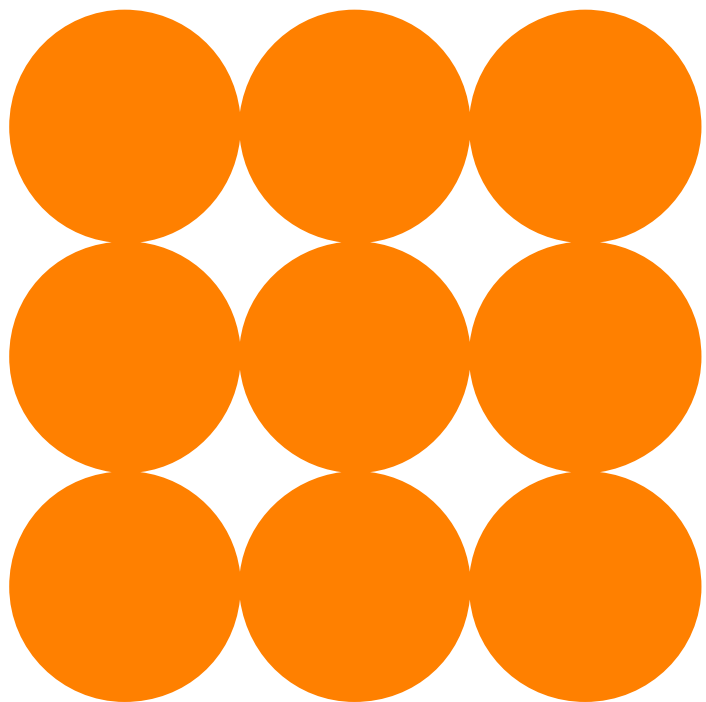
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What participants will do

Over one intensive week, students will take part in a complete design process, from first observation to final testing.

They will:

- explore and analyse an exhibition space in Rome
- observe how people move, perceive and interact with the environment
- map sensations, rhythms, thresholds, distances and points of attention
- take part in an on-site storytelling workshop
- develop a design concept for a visitor experience
- prototype physical objects, wearable elements or tangible interfaces
- create immersive or multisensory elements connected to the space
- test the final experience in a real context



The work will be **practical, collaborative and experimental.**

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What participants will learn

By the end of the programme, participants will have developed skills in:

Experience Design: designing meaningful experiences for visitors, not only objects or displays.

Exhibition and Spatial Design: understanding how space, movement, light, sound, scale and orientation influence perception.

Storytelling: transforming cultural content into clear, accessible and memorable narratives.

Interaction Design: using simple physical and digital tools to support participation and engagement.

Inclusive Design: designing for different audiences, needs and ways of experiencing space.

Collaborative Practice: working in international and interdisciplinary teams.

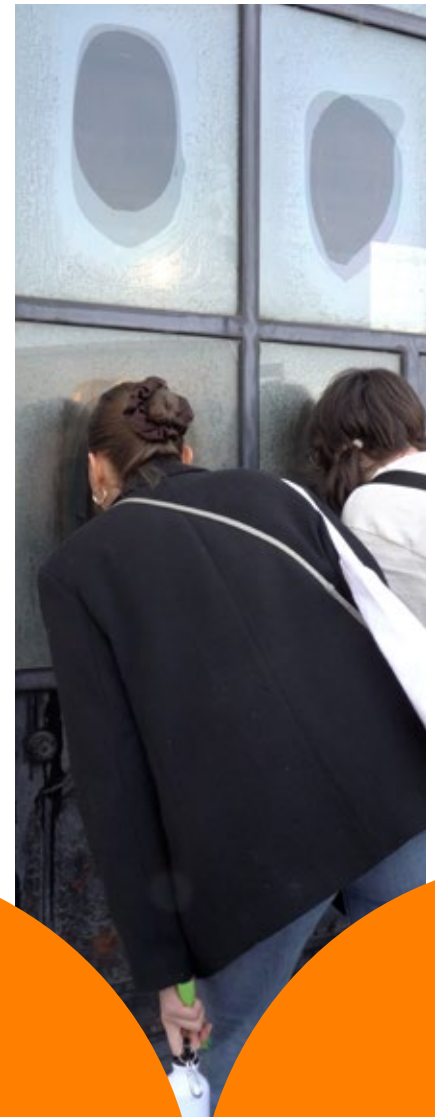
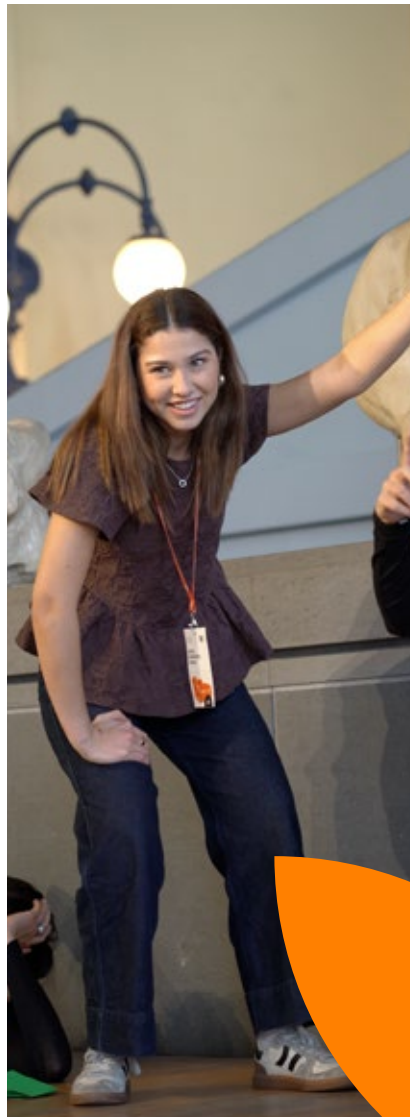
Critical Thinking: making design choices based on context, values and visitor experience, rather than technology alone.

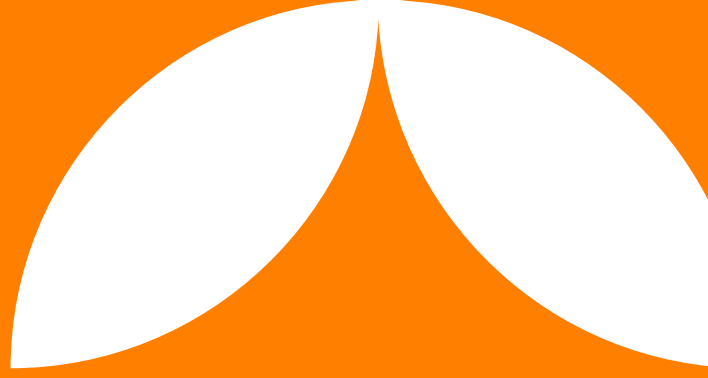


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A hands-on learning experience

The programme is based on a learning-by-doing approach. Participants will not simply receive a design brief and solve it. They will be invited to question how an exhibition experience works and to rethink the relationship between visitor, space and cultural heritage.





Programme structure

Welcome and exchange

The programme opens with a shared introduction among students, tutors and partner faculty. This first phase helps the group get to know each other, exchange perspectives and build a common working environment.

Field exploration

Participants visit and analyse the exhibition space. They observe the site, document its qualities and identify possible design opportunities. This phase includes guided observation and an on-site storytelling workshop.

Concept development

Students work in teams to define a design idea. They connect the physical qualities of the space with a visitor narrative and decide how the experience should unfold.

Prototyping and testing

Teams build physical, digital or tangible prototypes. These may include small devices, wearable elements, immersive settings, spatial interventions or simple interactive tools. The prototypes are tested and evaluated in context.



ENRICO DI MUNNO

Architect

He graduated in Architecture at La Sapienza University and was a research fellow at Busan University in South Korea. He designed and carried out the restoration of Building D of the former Guido Reni barracks, now housing the Library and Offices of the MAXXI Museum, as well as the new pedestrian area of Pigneto in Rome. He served as Academic Director of the Master's in Sustainable Design at IUAV University of Venice and is a senior lecturer in Design 4.0 and Museum Exhibition Design. Founder of innovative startups including PAN architectures, he also holds the Italian patent for the MU foldable emergency shelter system and is currently a designer and researcher in the project "MAXXI for All."



EMANUELE TARDUCCI

Architect, Interaction Designer

Expert in electronic technologies applied to Design and Exhibition Design, he is Coordinator of the BA in Digital & Interaction Design and of the MA in Communication and Design Methodologies at AANT. He teaches in several Italian universities and design schools and has received awards in international design competitions, presenting his research in the field of Information Technology on various occasions. His work focuses on the relationship between digital environments and physical space, combining theoretical research and design experimentation across multimedia communication, performative spaces, sensitive environments and interactive systems.

WHEN

SEPTEMBER 21-22-23-24-25

OCTOBER 5-6-7-8-9



LANGUAGE

English





WHERE WE ARE

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