



ITER Istituzione Torinese per una Educazione Responsabile is an instrumental entity of the City of Turin and works within the Divisione Servizi Educativi.

The spaces of the Centres of Turin can be used by entities and associations to realize activities for the public interest.



contact us

CENTRO CULTURA LUDICA

Walter Ferrarotti

Via Millelire40, 10127 TORINO

T 011 01139400

M centroculturaludica@comune.torino.it

**Ingresso gratuito con prenotazione
obbligatoria via email**

Open

WED-FRI 8.30-17.00

Library

THU 10.00-13.00

WED 8.30-17.00

Exhibition and guided tour

WED 14.00 -17.00

ITER

City of Turin

Educational Service Department

Via Revello 18

10139 Torino

T 011 011 29125

M iter@comune.torino.it

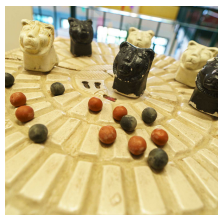
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CENTRO CULTURA LUDICA

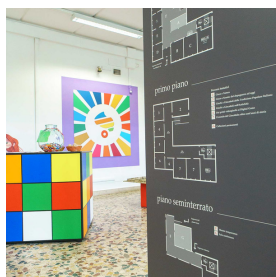
WALTER
FERRAROTTI

The Centro Cultura Ludica “Walter Ferrarotti” promotes the **game culture in its various expressions**; here numerous activities are organized, with a special emphasis on the game experience, which develops around the innovative and inclusive areas of the centre.



ROOMS AND AREAS

Centro Cultura Ludica, which develops through **2400 square metres** and has got a garden spreading for **8000 square metres**, devotes its space to a multiplicity of cultural experiences focused on the game culture.



The centre consists of different floors, in which we find exhibitions, collections, labs, installations, a conference room and a library considered as a national landmark for research and education on the topic of game culture.

Each space has been projected in order to render the **experimentation** of different objects and materials possible; the main aim of Centro Cultura Ludica is that of making each experience an opportunity for learning, thanks to a **multidisciplinary approach** and a diversified narrative.

ACTIVITIES

The centre promotes **innovative educational processes**, to strengthen and expand the competences of the professional figures working in and for the educational system;



It organizes **thematic meetings addressed to an adult public**, as a mean to expand knowledge on specific matters and create a space for debate and confrontation.

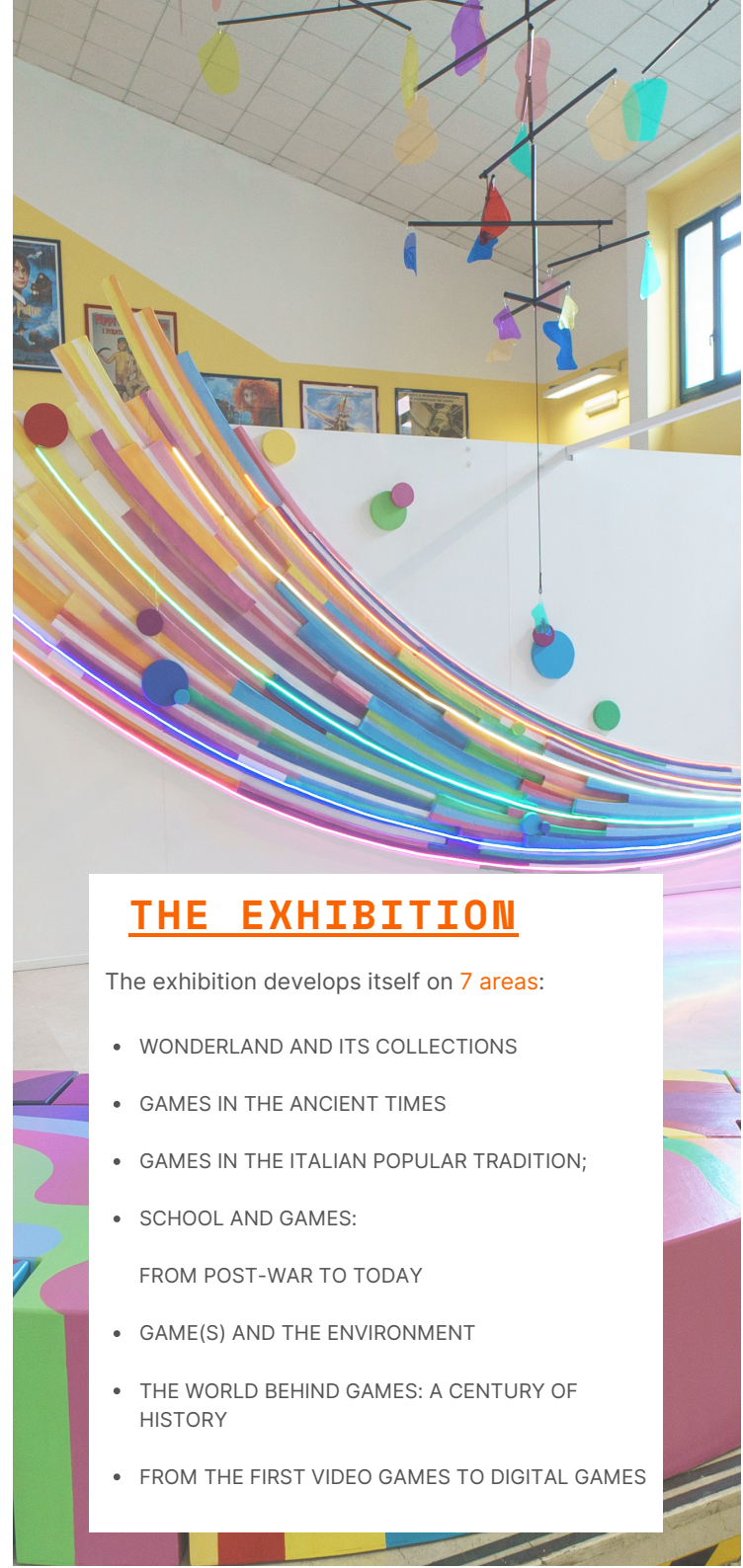
Furthermore, it develops **research on the game culture**, working with universities, cultural associations and museums, aiming to expand the general knowledge on the matter.



Centro cultura Ludica offers **structured and educational activities to schools of all levels**, with thematic and educational itineraries throughout the centre, guided tours of the exhibitions hosted, labs, games and animation.

It additionally organizes **initiatives open to the citizens**, with guided tours, exhibitions and thematic events.

The combination of the **three dimensions of creative, critical and civic thinking** is the red thread that links every part of the centre, with the focus being on “games”, narrated through different perspectives, centuries and continents.



THE EXHIBITION

The exhibition develops itself on **7 areas**:

- WONDERLAND AND ITS COLLECTIONS
- GAMES IN THE ANCIENT TIMES
- GAMES IN THE ITALIAN POPULAR TRADITION;
- SCHOOL AND GAMES:
FROM POST-WAR TO TODAY
- GAME(S) AND THE ENVIRONMENT
- THE WORLD BEHIND GAMES: A CENTURY OF HISTORY
- FROM THE FIRST VIDEO GAMES TO DIGITAL GAMES