

GET READY FOR THE SECOND EDITION OF THE GLITCH CAMP

**IED's free urban camp has opened, designed
to accommodate students from all over the world during the Milan Design Week**

**This year's Camp offers two opportunities to young designers:
a free entry and an opportunity to experience *Designing Togetherness*,
focused on *being and doing together***

*"With the second edition of The Glitch Camp, IED underlines the importance of the role of Design as a tool that also serves the common good – says **Riccardo Balbo, Chief Academic Officer IED Group**. Our students and faculty from the DesignXCommons courses have developed Design Togetherness, a programme of activities and meditations on the relationship between the individual, society and space. The camp and the new public programme, which is also open to the city, are some of the ideas that IED DesignXCommons and the Francesco Morelli Foundation are putting forward for Milan Design Week. These initiatives make it possible to welcome young designers during MDW, to reduce distances with the world by making it accessible, as well as combat isolation through real contact with other students from all over the world. This is the task of the School, to create connections."*

The Glitch Camp - IED's free urban camp, designed for students from all over the world during the Milan Design Week - **opens its doors for the second edition**. Thanks to partnerships with the **City of Milan** and **Milanosport**, the **Istituto Europeo di Design** - a Benefit Corporation owned by the non-profit Francesco Morelli Foundation - is helping to **make the Salone del Mobile week accessible** to as many young people as possible. For the 2025 edition around **400 glitchers**, the campers, will be lodging from 7 to 13 April at the "Enrico Cappelli" Sports Centre, owned by Milanospot SSD S.p.A. (Piazza Caduti del Lavoro, 5): **65% are international students**, with **45 different nationalities**, who will be mixing during the days of the Camp. These include foreign students studying in Italy or those coming from abroad. Among the countries of origin, to name a few, are **Latvia, Lithuania, Spain, Israel, Georgia, France, Portugal and Germany**. If we turn instead to Italy, the *glitchers* come from a number of cities: **Naples, Bologna, Venice, Verona, Perugia, Pisa and Florence**.

The Glitch Camp is not only an opportunity for the international student community to connect, but also a **networking opportunity among the cultural actors of the Fuorisalone**. In fact, thanks to the cultural partnership with **BASE**, *The Glitch Camp* will also be welcoming young designers on the terrace of the Cultural Centre in Via Tortona, after last year's camping experience (a collective experiment designed by Parasite 2.0.).

The *glitchers* will be using a campsite equipped with **Ferrino** tents designed specifically for outdoor activities, such as trekking and camping. Each tent is supplied with a set of **IKEA** products, designed to ensure a comfortable night's sleep and allow visitors to make the most of the days spent visiting the Fuorisalone. The campsite is illuminated by 100 portable EasySpotLight 18V-400 LED lamps supplied by the Power Tools division of Bosch Italy. With the light from the lamps, **Bosch** aims to symbolically ignite the spark that fires up creativity, shining the spotlight on the ideas of new generations through the **Light Up Your Design/Desire** programme. In fact, during Fuorisalone, Bosch Italia and IED will be sharing the views of young designers on issues of sustainability, technology and inclusion on their respective official social media channels. Themes important to Bosch and drivers of positive change, in line with the German multinational company's slogan "Invented for life". *The Glitch Camp* also meets the goal of guaranteeing **accommodation with a reduced environmental impact and the circularity of utilised products**. The 2025 edition was also made possible with the support of **Piano B**, an agency actively committed to reducing the

environmental impact of events through the development of new creativity and sustainable production. Once *The Glitch Camp* closes, part of the IKEA material will be donated to the **NPO Fondazione Opera Cardinal Ferrari**, which provides services to help people who are seriously marginalised.

IED has complemented the possibility of free camping with the **public programme *Designing Togetherness***, the series of events and workshops open to the public, designed to provide a full and culturally stimulating experience at *The Glitch Camp*. The **design of the public programme and the common areas**, allocated for sharing moments of daily life, was **carried out by the School of Master of Arts IED Milano which interpreted the *DesignXCommons* approach**, transversal to the Second Level Academic Diploma (DASL) courses.

IED Milano Master of Arts students, aided by IKEA experts, oversaw the design of the common areas with a focus on the use of second-hand furniture, in keeping with the brand's commitment to sustainability and the circular economy. A large table - which assumes the status of an open-air room - will be the representative element of the layout of the common areas. The collective table, a place for encounters, dialogue, workshop activities and socialising, is an element that is characteristic of an informal and celebratory environment. Furthermore, it is reminiscent of the way in Italian working-class neighbourhoods, people used to gather in the courtyards of palaces, or in squares, temporarily setting up the space with personal items of furniture and thereby bringing the domestic dimension into a shared space.

Added to this is the **design of the *Fregüj* fanzine** which is handed out to the campers every day. *Fregüj* - which in the Milanese dialect means "crumbs" - is the name chosen to highlight the relationship with bread, the primary object around which a collective sense of coexistence can be built and a transversal symbol of inclusiveness, sharing and global culture. The title is a reference to the editing of the journal's content, chosen from the thousands of MDW events, because they carry the same inclusive and social values as *The Glitch Camp*. Also during the week, the students themselves are involved in the cultural activities held at the camp, becoming the camp's reporters.

Following a proposal by the **Francesco Morelli Foundation**, which was founded to promote design as a lever of social growth and which is owner of the IED Group, the ***Designing Togetherness* programme** was created by the School of Masters of Arts at IED Milano, which guided students through **a reflection on the quality and timing of spontaneous interactions**. The programme reflects on how to design relationships and new exchanges in order to envisage a future built *on being and doing together*, including social and recreational aspects as a fundamental part, reinforcing the current, social and relational need for *well-being*. With the design of the cultural programme, IED students had the opportunity to apply to *The Glitch Camp*, the ***DesignXCommons* approach, which is the narrative that underpins all Master of Arts programmes at IED**. This was a tangible opportunity to make design more accessible, providing participants with a space in which to experiment, compare, learn and build professional and personal connections.

The result is a programme that switches between different activities at the Sports Centre. There will be three workshops: **on Tuesday 8 April** there is ***Rito di panificazione collettiva*** (Rite of Collective Breadmaking) organised by **Terzo Paesaggio** and **MadreProject**, **Scuola del Pane e dei Luoghi** (School of Bread and Places) with **Davide Longoni** to explore how bread is a polysemic subject that opens up conversations on food, ecology, social justice and how we intend to co-inhabit the Earth; **on Thursday 10 April** there is ***Beyond Competition: Playing for Connection*** the alternative sports workshop run by **Gabriel Fontana** to experiment how to shift the focus from competition to social connection and solidarity and **on Saturday 12 April** the workshop ***Atelier Upcycling by Ferrino*** in collaboration with **Mental Athletic** on *repair and upcycle*, to design and make new objects from old, worn-out camping tents, under the supervision of Ferrino's pattern-makers. Meanwhile **the *Extreme Writing* workshop** takes place on **Wednesday 9 April**. **The writing ring** by the **Centro Formazione Supereroi** (Superhero Training Centre). The ***Designing Togetherness* programme** continues at BASE Milano, also on Wednesday 9 April, with an afternoon of cultural meetings curated by Angela Rui (Head MA IED Programs) and with the collaboration of Benedetta Marietti (Cultural Committee FFM). Introduced by Linda Di Pietro, Artistic Director BASE Milano, the event will



feature **Carlo Alberto Redi** and **Manuela Monti**, **Gabriel Fontana**, the **Raumlaborberlin** collective and cultural anthropologist **Valeria Mosca**.

Finally, there will be some *live performances* in the late afternoon slot: on Monday 7, Wednesday 9 and Friday 11 we will have **Echoes of Design** and a DJ set by the IED Sound Design students; on Tuesday 8 the Camp will host, in collaboration with **BASE Milano** the **Little Fun Palace by OHT**, a tribute to the Fun Palace, the legendary project by architect Cedric Price and theatre director Joan Littlewood. On Thursday 10 *The Glitch Camp* hosts the event **Notte Eroica by Ferrarini**. Every afternoon, in the spaces shared by the *glitchers*, an **Eroica** food truck will be available for Camp guests to end the day with an aperitif or snack by **Ferrarini**.

UNIQLO supports *The Glitch Camp* participants with a goodie bag of comfortable, quality clothing to enhance the inclusive camping experience through the comfort of clothing.



Supported by:



Main sponsor: **IKEA Italy**

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The Glitch Camp is powered by **Ferrino**

Production partner: **Piano B**

Media partner: **Fuorisalone.it**

Cultural partner: **BASE Milan**

Sponsors: **Ferrarini, Eroica**

Thanks to: **Target Color, Uniqlo, Wami**

PUBLIC PROGRAM *DESIGNING TOGETHERNESS*

SPECIAL WORKSHOP

@Sports Centre - "Enrico Cappelli", Milanospo SSD S.p.A.

To participate fill in the [form](#)

COLLECTIVE BREAD RITUAL

curated by **Terzo Paesaggio** and **MadreProject, Scuola del Pane e dei Luoghi**

with Daleska Alcantara of Forno di idee, Andrea Flaviani, Yan de Guardia of *In levain we trust* and bread philosopher Davide Longoni of Panificio Davide Longoni

8 April at 10 am

The workshop aims to explore the extent to which bread is a polysemic subject, opening up conversations about food, ecology, social justice, and how we co-inhabit the Earth. Terzo Paesaggio is a community of trans-disciplinary practices that brings together architects, changemakers, curators and artists. Terzo Paesaggio curates, implements, promotes, experiments and puts together projects and activities relating to culturally-based urban regeneration, with a focus on marginalised places, focusing on the theme of landscape, from object to acting subject. MadreProject is conceived by the organisation Terzo Paesaggio that undertakes cultural-based urban regeneration projects, developed and promoted in partnership with Avanzi S.p.A. A Benefit Company, focused on sustainability and urban innovation, a |cube certified incubator and accelerator of ideas and businesses with high social, cultural, and environmental value, guided by the expertise of master baker Davide Longoni, pioneer of modern bakers. He cultivates cereals in the fields of Milan_Vettabbia/Chiaravalle and is a co-founder of the P.A.U. Panificatori Agricoli Urbani (Urban Agriculture Bakers) movement.

BEYOND COMPETITION: PLAYING FOR CONNECTION

by **Gabriel Fontana**

10 April at 10 am

At a time of tremendous divisions, Gabriel Fontana uses design as a tool to rethink the way we relate to one another. Inspired by sport as a universal language, it explores how play and movement have the potential to reshape our understanding of identity, community and belonging. By creating new team sports, his work not only provides a new perspective through which to view the world, but also invites us to experience it in a new way. In this case, sport becomes the perfect metaphor: a playing field for new social possibilities. *What if sport was not about winning or losing, but an opportunity to redefine our relationships with each other?* An alternative sports workshop that shifts the focus from competition to social connection and solidarity. Led by Gabriel Fontana, this interactive session merges action and reflection, making use of play to challenge traditional group dynamics and foster empathy. Through the creation of new ways of engaging in sport, this workshop invites participants to question the norms of identity, community and belonging. Multiform is played: in this unique game, teams change constantly. Players wear modular shirts that change colour, requiring them to switch teams during the game. By eliminating fixed alliances, Multiform challenges traditional divisions and forces players to rethink who is "us" and who is "them". It is a fun and challenging way to explore social dynamics through play.

ATELIER UPCYCLING

by **Ferrino in collaboration with Mental Athletic**

12 April at 10 am

During the upcycling workshop camp guests will be able to design and make new objects from old, used camping tents, under the supervision of Ferrino's pattern-makers. The workshop builds on the concept of *repair and upcycle*: extending the life cycle of products, preventing waste and unused materials by focusing on the reuse and transformation of waste materials as well as used products into new functional, sustainable and creative items. The Ferrino Upcycling Laboratory is one of the Turin-based company's circular economy initiatives and represents a significant step towards more sustainable production as well as more conscious consumption. This illustrates how innovation and environmental responsibility can complement each other.



OTHER SCHEDULED EVENTS

ECHOES OF DESIGN

Monday 7, Wednesday 9 and Friday 11 at 6 pm

@Sports Centre - "Enrico Cappelli", Milanospo SSD S.p.A.

The Glitch Camp will offer *live performances* and entertainment during the late afternoon slot: featuring Echoes of Design and the Dj set by IED Milano Sound Design students.

LITTLE FUN PALACE / OHT

curated by **BASE Milano**

Tuesday 8 April 6 pm

@Sports Centre - "Enrico Cappelli", Milanospo SSD S.p.A.

To take part register [here](#)

A caravan. A small, portable pavilion. A fleeting gathering place. The Glitch Camp hosts Little Fun Palace, a homage to the Fun Palace, the legendary project by architect Cedric Price and theatre director Joan Littlewood who wanted to create a university of the street, a laboratory of fun, in the 1960s. Little Fun Palace is a project that hosts and organises meetings, dialogues, dances and every possible form of spontaneity. A project that focuses on the moment after the cultural offer, the moment when people's ideas, words and reactions need the opportunity to take shape. Little Fun Palace addresses a contemporary void by resurrecting the *raison d'être* of public spaces; that of an open forum for the spontaneous meeting of people. Little Fun Palace brings together artists, philosophers, economists, scientists, engineers, architects, sociologists, writers, meteorologists, etc., who from time to time engage in debate on timely and pressing topics. In a free, independent and collaborative manner, Little Fun Palace explores every facet of reality in its various realms of existence.

EXTREME WRITING. THE WRITING RING

Wednesday 9 April 10.30 am

@Sports Centre - "Enrico Cappelli", Milanospo SSD S.p.A.

To participate fill in the [form](#)

In partnership with **Centro Formazione Supereroi** (Superhero Training Centre) we bring you **Extreme Writing. The writing ring**, a creative writing showdown over three rounds in which the members of two teams, composed of students, compete, assisted by their coaches, in literary improvisation challenges related to the world of design (visual storytelling, design poetics). Literary improvisation therefore becomes a public challenge, a boxing tournament in which the contenders try to get the better of their opponents through creativity, fresh ideas and mastery of the medium of writing.

TALK DESIGN TOGETHERNESS

Curated by Angela Rui (Head MA IED Programs)

with the collaboration of Benedetta Marietti (FFM Cultural Committee)

Introduced by Linda Di Pietro, Artistic Director BASE Milano

Speakers:

The birth of the CON-dividual with Carlo Alberto Redi and Manuela Monti

Tracing Encounters with Francesco Apuzzo, Raumlaborberlin



Beyond Competition: Playing for Connection with Gabriel Fontana
Serving the Biosphere with Valeria Margherita Mosca

Wednesday 9 April 4.30 pm
@BASE Milano, Via Bergognone 34
Free access with on-site registration while places last.

In partnership with BASE Milano, an afternoon of cultural talks with **Carlo Alberto Redi** and **Manuela Monti**, **Gabriel Fontana**, the **Raumlaborberlin** collective and cultural anthropologist **Valeria Mosca**. By exploring their own work and field of interest, the guests will address the theme of plural design, understood as a form of alliance between bodies, with the natural environment or aimed at spatial policies concerning the urban community. Scientists **Carlo Alberto Redi** – Academician of the Lincei, President of the Ethics Committee of the Umberto Veronesi Foundation, and **Manuela Monti** – Associate Professor of Histology and Human Embryology, University of Pavia, will explore the **new concept of the CON-dividual**, today the founding element of new ways of conceiving the existential architecture of social groups and emotional well-being. Drawing on these considerations and **investigating sport as a universal language**, Gabriel Fontana – Social Designer – will discuss how play and movement can reshape our understanding of identity, community and belonging. Considering the temporary presence of *The Glitch Camp* (the experimental architecture collective **Raumlaborberlin**) will illustrate the potential of architecture and design to mobilise communities and citizens by considering participatory socio-spatial alternatives, where the city becomes a space of possibility and desire. The programme will conclude with **Valeria M. Mosca**, who will talk about her work as a cultural anthropologist specialising in ethnobotany, environmentalist and *foraging* guide as a way of reconnecting with nature, the valorisation of the territory and the relationship between man and the environment.

NOTTE EROICA BY FERRARINI

Thursday 10 April 7 pm
@Sports Centre - "Enrico Cappelli", Milanospot SSD S.p.A.
To take part register [here](#)

An evening of fun and good food centred around Ferrarini charcuterie, with the participation of Giancarlo Brocci and the "Eroici" and the musical part curated by Niki Ulivieri, the iconic Eroica DJ. In addition, every afternoon, in the spaces shared by the glitchers, an Eroica *food truck* will be available for Camp guests to end the day with an aperitif or snack by Ferrarini.

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