

Liber L'Aquila



ASSOCIAZIONE
CULTURALE
di volontariato - O.N.L.U.S.
con il patrocinio (in corso di concessione) di
Regione Abruzzo - Provincia dell'Aquila - Comune dell'Aquila



Legger, oh!

2017

5th INTERNATIONAL COMPETITION

ANNOUNCEMENT

Art. 1

Goals

The Voluntary Cultural Association "Libris in Fabula" announces the 5th edition of "Legger, oh!" competition. This competition aims at spreading out the culture of illustrated literature for children, fostering the reading of illustrated children's books, disseminating this culture at regional level and, at the same time, supporting the publishing sector.

Through this competition, the Association specifically aims at:

- 1 - selecting some schools of Abruzzo region and some schools located in the villages affected by the 24 August 2016 earthquake in the Central Italy, which will receive illustrated children's books as a prize. The books will be purchased from some publishers selected for the high quality of their products through a national children's book publisher competition called "EditoRe" which is launched at the same time of this competition;
- 2 - selecting some classes to be included in educational workshops "Illustriamoci" which will be invited to take part in the event "Liber L'Aquila 2017" (the 6th Culture Festival for Children) which is scheduled as every year at the end of September or beginning of October 2017.
- 3 - stimulating solidarity among pupils from different territories through the possibility of sharing the prize with a disadvantaged school.

Art. 2

Who can participate

The Competition is opened to all early childhood and primary schools located both in Italy and in other Countries.

Art. 3

Prizes

The Prize consists of a number of illustrated children's books equal to € 1,000.00.

Part of the books will be granted to the library of the winning School and part to the pupils of the winning class. The prize premium may be shared with other schools according to the decision of the Jury and according to the outcome of the Prize "EditoRE". **If the winning school is not located in the areas stated in Art. 1. com. 1**, it will receive the books for each pupil of the winning class and the another part of the prize will be granted to a school chosen by the winner class among the ones located in the so called "seismic crater" which were damaged by the 2009 earthquake and by the 2016 earthquake (see the list attached). The winning classes as well as the chosen ones will receive the certificate of merit and will participate in the educational laboratories "Illustriamoci" to be held by the end of May 2017. The competition is an integral part of the "Liber L'Aquila", 6th Culture Festival for Children during which the competing works and papers of the workshops will be exhibited.

Art. 4

How to participate

One or more classes/sections may compete from the same school but each classes with a single work.

The participation to the contest requires the creation of a *game book*, with the following title: **“I play, therefore I am”**.

The pupils should invent a subject and should create the illustrations for the book or the game, using any technique, with no dimensions limitation. The book, self-produced with any materials and techniques (paper, wood, fabric, recycled materials etc.), can be realized in any form and can have any additional tools if needed for its use.

The schools must guarantee the originality of the projects. Any images/illustrations submitted, whether from photographs, scans from publications or from the web, must meet all the privacy require and should be free of copyright.

The cover page must contain the title of the game book but the entire work must be absolutely anonymous and not bring in any of its parts, the name of the school or any information on the authors.

Art. 5

How to send the work

The package with the name of the sender shall contains:

1 - the game book and a paper without any name of the author but with a brief description of the game book; AND

2 – a sealed envelope with the participating form duly filled in all its parts and signed by the Headmaster.

The projects must be received (regardless of the postmark date) by post or by hand within Saturday, April 1st, 2017 at 18.00 at the following address:

Cultural Association “Libris in Fabula” - Via Giovanni Falcone 23 - 67100 L’Aquila

Art. 6

The Jury

The Jury is composed of experts in the field and by members of the Cultural Association “Libris in Fabula”. It will be chaired by Livio Sossi, professor of Literature for Children at the University of Udine and Koper, essayist, expert on children’s literature, on publishing and illustration.

The choices of the Jury, absolutely unquestionable, will be carried out according to the following parameters:

a) adequacy and functionality of the game book; b) grate accuracy of the work c) originality of the work.

Art. 7

Participation Fee

Participation to the competition is free of charge.

Participation to the workshops is ruled by “Liber’Aquila 2017” regulation.

Art. 8

Dissemination of the work

The Association “Libris in Fabula” has the right of publication and dissemination of the winning work through the media and the web. The Association may put the works to the attention of journals, to private and public administrations, to publishers, to radios, televisions and newspapers.

Art. 9

Protection of the works

Despite the attention the Association will pay for the submitted projects, the Schools relieves the organizers of any responsibility for any eventual damage, thefts or fire.

Art. 10
Prizegiving

The books covered by the prize, will be chosen from the catalog of the winners of the 5th National children's book publisher Competition -"EditoRe".

The awards ceremony will be held in L'Aquila, during the 6th edition of "Liber L'Aquila" and the program will be communicated to all participating schools.

For schools located in Abruzzo, the awards will be given only to classes and students attending the awards ceremony.

The organizers, however, will seek with no commitment to find resources to provide lodgings for winning children from outside the region. In any case, the prize will be sent to them eventually.

The prizes not collected will remain property of the Association.

Art. 11
Return works

The organizers of the competition will keep the winning work until the end of the 6th edition of "Liber L'Aquila", for the purposes of the exhibition, dissemination and / or publication.

All works will return back upon request, to the teachers indicated as contact person, at the end of the event.

The works that will be not requested, will be considered abandoned and will remain at the Association

Art. 12
Dispute

The Jury has a margin of discretion to decide on what is not here specifically mentioned or on something that may cause disputes. The Jury can also decide on the possibility to share the prize, or on the inclusion of additional prizes in case more resources will be available

Art. 13
Contacts

For organizational purpose, the organizers would like to be informed by the schools about their intention to participate to the event "Liber L'Aquila" 2017.

For further information:

"Legger, oh!" competition organization staff:

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|--|------------------------|--|
| - Cultural Association "Libris in Fabula" | Phone 0862 361084 | e-mail: librisinfabula@gmail.com |
| - Enrico Cristofaro, Association President | Mob. Phone 348 0747694 | e-mail: enrico@crisofaro.it |
| - Donella Giuliani, contact for School | Mob. Phone 328 8321631 | e-mail: donella.giuliani@gmail.com |
| - Sandra Antonelli, contact for Workshops | Mob. Phone 347 8288416 | e-mail: strega_nadar@libero.it |
| - Giuliana Cardinale, contact for Publishers | Mob. Phone 347 8288416 | e-mail: librisinfabula@gmail.com |

Topic of the competition
"I play, therefore I am".

Before being faber, men is ludens. Every child, through the game, measures him/herself with his/her limits and takes consciousness of their quality and of their potential. He/she has experience of the thrill of victory or the frustration of losing. Through the game, every child can even imagine him/herself as a character different from how he/she is thanks to the fantasy or the fiction, can even imagine new learnings, new worlds. However the will and the need to play is not a feature linked only to children. The games played by men, as Caillois well explained (*Les Hommes et les Jeux*, Paris, 1957), are grouped into four broad categories: the Competition games (Agon: fighting, running, chess, etc.), the masquerade games (Mimicry: the simulation games, the theatre, mask, carnival, etc.), the vertigo games (Ilinx: roller coasters, jump, swing, etc.). Beside these games, which also the animals plays, (as of the animal competition and the mimicry), there are other which are only play by human being. The Alea Game (from the Latin alea: die). In this game, the results depends on the case, by luck: it is unpredictable and uncontrollable by rationality. And that is its charm, and, for some people, its damnation. This type of game is probably unknown to animals, which are more focused on their survival, and they do not ask themselves about fate, or ask to be lucky. The history of humanity, as archeology, mythology and literature teach, is full of alea games, of superstitions, of attempts to interpret the future, fate, the will of the gods.

Mauro Croce (psicologo, psicoterapeuta e criminologo) Pubblicato da Modus Vivendi, Dicembre 2003, pag. 45

PARTICIPATION FORM
"LEgger, OH! 2017"
5° SCHOOL COMPETITION



Education board

Address and phone

e-mail

Name of the school

Class/Section

Address and phone

e-mail

Name of the teacher contact person

Address and phone

e-mail

The Headmaster declares to have read the rules and accept it fully. He/she agrees to the process, disseminate and communicate, even to third parties, competitors' works.

the School belongs to Abruzzo region or it is located in villages affected by earthquake of 24 August 2016

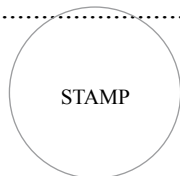
the School doesn't belong to the mention territories, and in case it will win, it will share the prize with the following:

School.....

Located in this Town*

Or leaves the organization the burden of identifying the schools.

Date



Headmaster

.....

*Comuni danneggiati dal sisma del 24 agosto 2016:

MARCHE - Arquata del Tronto (AP), Acquasanta Terme (AP), Montegallo (AP), Montefortino (FM), Montemonaco (AP)

ABRUZZO - Montereale (AQ), Capitignano (AQ), Campotosto (AQ), Valle Castellana (TE), Rocca Santa Maria (TE)

LAZIO - Accumoli (RI), Amatrice (RI)

UMBRIA - Preci (PG), Norcia (PG), Cascia (PG), Monteleone di Spoleto (PG)

Comuni del Cratere sismico abruzzese 2009: Acciano/Barete/Barisciano/Bugnara/Cagnano Amiterno/Campotosto/Capestrano/Capitignano/Caporciano/Carapelle Calvisio/Castel del Monte/Castel di Ieri/Castelvecchio Calvisio/Castelvecchio Subequo/Cocullo/Collarmele/Fagnano Alto/Fontecchio/Fossa/Gagliano Aterno/Goriano Sicoli/L'Aquila/Lucoli/Montereale/Navelli/Ocre/Ofena/Ovindoli/Pizzoli/Poggio Picenze/Prata d'Ansidonia/Rocca di Cambio/Rocca di Mezzo/San Demetrio ne' Vestini/San Pio delle Camere/Sant'Eusanio Forconese/Santo Stefano di Sessanio/Scoppito/Tione degli Abruzzi/Tornimparte/Villa Sant'Angelo/Villa Santa Lucia degli Abruzzi.

Elenco Scuole abruzzesi a questo link - http://www.abruzzo.istruzione.it/scuole_abruzzo.shtml