



2025

Aghia Marina Primary School

Leros

June 26 - July 2

With the generous support of the
Stavros Niarchos Foundation Public Humanities Initiative

The Center for Culture, Education, and Development (KEPEA) “ARTEMIS” of Leros, in collaboration with the Leros Humanism Seminars (LHS/ΣΛ), responding to requests by the local population organized two public-facing events

- A. **An open discussion** led by the Columbia University LHS/ΣΛ group with local constituencies—permanent residents on Leros, business owners, and educators
Topic: “The microclimate of tourism: labor, sustainability, tradition”
Monday, June 30th 7:30-9:30 pm
- B. **Two workshops** addressed to and involving:
 - a. Students from Leros secondary schools who attend ARTEMIS classes in traditional music and dance.
 - b. Primary and secondary school educators teaching in the Leros School system.
 - c. The local community.

Participating students received a Columbia University/ LHS certificate of participation

Workshop 1.

From Question to Query: Bread and bread-making

This workshop used as a basis the question “Does bread exist in Leros?” and develop it as a research query by exploring the contexts of bread: its production, its consumption, the differences between public and private bakeries, and various differentiating gender indicators, as well as exploring questions surrounding the methods of presentation and representation of the research. The workshop included young students on the island from the first grades of gymnasium to the second grade of lycée. The students were asked to formulate the topic as a research problem and were helped to think through it.

The key methodological question was how to turn a question into a query, and the underpinning process was how to conduct field work and participate in an ethnographic experience. The students were taught how to use their phones as research documentation tools, including for taking ethnographic photos and audio recordings.

The workshop included the wider local population as students conducted interviews with local families, bakeries, local farmers and growers, as well as chefs and restaurateurs. The results of the research were submitted in multimedia form as video, static photography, and a zine that was produced during the workshop, and were presented in a public forum on the last day of the workshop.

Instructors (in alphabetical order)

Nikos Arzoumanidis, Fine Arts Teacher, Kos Public Grammar Schools

Stathis Gourgouris, Comparative Literature and Society, Columbia University

Tereza Mytakon, Theoretical and Applied Linguistics, Aristotle University of Thessaloniki

Neni Panourgia, Anthropology, Justice-in-Education Initiative, Columbia University

Facilitator: Chloë Tsolakoglou, PhD Candidate, English and Comparative Literature, Columbia University

Schedule

June 26- June 28: Theoretical orientation, explanation of field-research techniques and strategies, photographic framing as part of the framing of the research question.

June 28-29: Fieldwork

June 30: Preparation of the materials

July 1: (afternoon session): Public presentation of research

Workshop 2.

Useful humanities. Gaming! Coding! Thinking!

Key questions raised and explored: How can a humanist education be relevant in today's world outside of the confines of academia? Is there value in training in humanist and humanistic thought and can it be translated into meaningful and sustainable employment? Do the humanities help us be better people in environments that *prima facie* appear to be averse to such thought? This hands-on two-day workshop was attended by local high-school students and was taught by two young professionals in the tech industry, Vangelis Vaiannnis and Petros Gourgouris, both Columbia alumni, who have sought ways to effectuate this translation. The workshop addressed questions of ethics, truth, and confidence in the use of AI and explored problem-solving in the environmental design of video games. The results of the workshop were presented to the public on July 2.

Instructors

Petros Gourgouris, KRAFTON PUBG Studios environment artist. BA Philosophy and Fine Arts, Columbia University

Vangelis Vaiannnis, MA Sociology and Digital Humanities, Columbia University

Schedule

July 1

(morning session): Philosophy in video games/How to tell a story with moving images.

July 2

(morning session): Truth, trust, and ethics in the use of AI.

(evening session): Public presentation of the workshop