

FUTURSPACE 2026. DESIGNING THE FUTURE OF ENTERTAINMENT SPACES

Cinema Teatro Casoretto

9th - 13th February 2026
Campus Leonardo
Room: 3.3.2
Cinema Teatro Casoretto
Piazza San Materno, 5

TEAM

Politecnico di Milano - DASTU

Luca Maria Francesco Fabris
Fabrizio Leoni
Rajendra Singh Adhikari
Diego Terna
Riccardo Balzarotti

Politecnico di Milano - Design

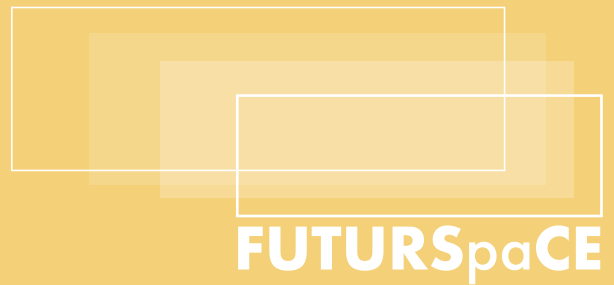
Raffaella Trocchianesi
Micol Riva

Università Cattolica del Sacro Cuore

Giancarlo Maria Grossi
Virgil Darelli

Università degli Studi di Udine

Anna Frangipane
Marco Stefani



FUTURSPACE 2026 . DESIGNING THE FUTURE OF ENTERTAINMENT SPACES

The workshop is part of a broader framework of scientific activities of national significance titled **"FUTURSpaCE - FUTURE Spaces for Cinema and Entertainment"** (PRIN 2022). It involves the Department of Architecture and Urban Studies and the Department of Design, Politecnico di Milano, in collaboration with the Cinema Studies unit, Università Cattolica del Sacro Cuore (Milan), and the Department of Engineering and Architecture, University of Udine.

The **interdisciplinary workshop** aims to **redevelop and reuse the architecture of the former Cinema Teatro Casoretto, exploring potential transformation scenarios for the cinema hall and its future use strategies.**

The emergence of new cultural media, the spread of post-media culture, social changes, and technological innovations over the last few decades have profoundly transformed the way we experience and consume cinematic and audiovisual products. This has led to a steady decline and/or the functional repurposing of traditional Spaces for Cinema and Entertainment.

By experimenting with new conceptual, meta-design, and design tools, the goal is to envision spaces dedicated to public entertainment of the future, both in terms of architectural-spatial configuration and user experience.

Starting from the identification of architectural and urban constraints, critical issues, and opportunities, participants will work to build future (and feasible) scenarios. These will serve as a foundation for identifying requirements and the subsequent development of innovative architectural and interior design projects (without budget constraints) for the cinema hall.

Work will be carried out in **multidisciplinary groups, supported and supervised by professors and professionals** from the various disciplines and practices involved in this type of project.

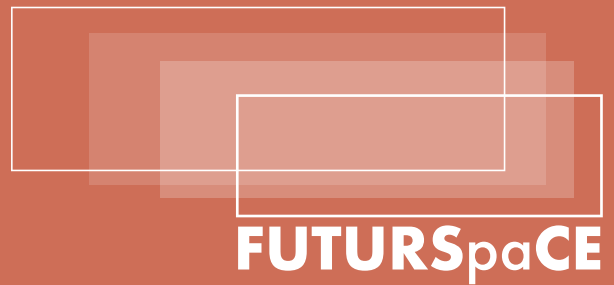
Workshop participants will be encouraged to use AI programs to visualise or describe the identified project ideas.

The workshop is open to Master's students and PhD candidates coming from all fields of study. They will receive a **certificate for their activities.**

Registrations close on Friday, February 6th, at 12:00 (CET).

For registrations and questions, please send an email to: 10161007@polimi.it

Research Project funded by PRIN: PROGETTI DI RICERCA DI RILEVANTE INTERESSE NAZIONALE
BANDO 2022. Prot. 2022MWYS93



When

09th - 13th FEBRUARY 2026

Where

- . Politecnico di Milano, Campus Leonardo, room 3.3.2.
- . Parrocchia di Santa Maria Bianca della Misericordia, Piazza San Materno 5, Milan.

Target Audience

The workshop is open to Italian and international Master's and PhD students coming from all fields of study, such as Architecture and Building Engineering, Interior Design, Service Design, Sociology, Philosophy, and Film, Media and New Media Studies.

Schedule

MON 9th February - Cinema Teatro Casoretto, Piazza San Materno 5, Milan.

Kick-off presentation

h 14:30 - 17:30

TUE 10th to FRI 13th February - Politecnico di Milano, Campus Leonardo, room 3.3.2.

Lectures

H. 9:30 - 12:30

Workshop

h 13:30 - 17:30

FRI 13th February - Cinema Teatro Casoretto, Piazza San Materno 5, Milan.

Final presentation

15:30 - 17:30

Research Project funded by PRIN: PROGETTI DI RICERCA DI RILEVANTE INTERESSE NAZIONALE
BANDO 2022. Prot. 2022MWYS93