



**In nature genomic redundant material  
is never “garbage” but always “scrap”  
ready to be reinterpreted and reused.  
Reuse is not a marginal strategy but a main  
pathway of biological evolution.”**

Stephen Jay Gould - evolutionary biologist



**SCRAP**  
Sound **C**reative **R**euse **A**rt **P**rojects

# A PROJECTS ECOSYSTEM

"**Sound Creative Reuse Art Projects**" is an artistic environment of interconnected initiatives that functions as a project ecosystem focused on creative reuse.

This ecosystem encompasses a wide range of projects:

1. **Musical performances** using instruments made from repurposed materials
2. **Interactive Sound and Visual sculptures** that communicate environmental messages
3. **Sound Unlearning workshops** designed to creatively explore the relationship between sound and image.
4. **Creative Reuse workshops** designed to raise awareness about waste and ecological responsibility
5. **Making and Digital Awareness projects** and activities, where participants engage in hands-on creation and explore tools that promote sustainability



Within this ecosystem, each initiative plays a vital role, contributing to a larger conversation about how we can creatively reimagine and interact with the world around us and **rethinking the human-environment relationship**.

The **SCRAP** ecosystem brings together **art**, **science**, and **creativity**, forging new connections and exploring innovative ways to engage with pressing global issues.

# ROCCO PAPIA

**Rocco Papia** is a multidisciplinary artist who has made **creative reuse** the central methodology of his artistic and philosophical research and expression.



His artistic vision is rooted in the ability to transform everyday materials and waste into expressive instruments that blend aesthetics, function, and message.

Through an approach that intertwines **art, music, education**, and **scientific dissemination**, Papia explores new ways to raise awareness on crucial topics such as sustainability and the connection between nature and society.

He is the president of **Associació Cultural AYAMOLA**, an NGO based in Barcelona that brings together decades of experience and skills from international artists, creatives, and activists in the fields of art, environmental awareness, and non-formal education.



# AYAMOLA NGO

**AYAMOLA** represents the essential framework that enables the artistic visions of Papia and the other associated artists to be realized and shared.

It acts as a supportive structure, much like a **nurturing environment**, allowing his creative initiatives to flourish.

Ayamola provides the **coordination, resources**, and **collaborative platform** that allow translate ideas into tangible projects, ensuring that works has the space and support needed to reach its full potential.

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## MUSIC, ECOLOGY, CREATIVITY

new cross-cuttings pathways between arts and environmental dissemination

The name AYAMOLA comes from a traditional Sicilian song sung by "tonnaroti" (tuna fishermen) on Favignana Island, whose lyrics consist solely of the word "Ajamola," used to **set the rhythm and accompany the effort during the fishing process.**

The Ayamola association is inspired by this ancient word, reflecting its role in **supporting and coordinating creative and cultural production processes.**



## **1 \_ MUSICAL PERFORMANCES**

## **2 \_ INTERACTIVE SOUND AND VISUAL SCULPTURES**

## **3 \_ SOUND UNLEARNING WORKSHOPS**

## **4 \_ CREATIVE REUSE WORKSHOPS**

## **5 \_ MAKING AND DIGITAL AWARENESS PROJECTS**

# 1\_ MUSICAL PERFORMANCES



ORQUESTA REUSÓNICA TRÍO





Three musicians blowing into a chair or a bicycle wheel, playing a surfboard with strings, or creating percussion with a suitcase or glass bullets...

**Music, ecology, and creativity** merge into a unique and fascinating concept, raising awareness about sustainability in a show that surprises all audiences.



## "These musicians are rescuing rubbish to create new instruments!"

EURONEWS.Culture

Orquesta ReuSonica Trio presents the show "**Music from the Unusual**": a concert of world music and jazz where original compositions alternate with popular themes from the Iberian Peninsula, the Mediterranean, and South America, taking the audience on **a journey of sounds and stories brought to life by the objects and materials of their unusual instruments.**

ORT show has been included in the 2024 and 2025 Spanish Network of Theatres, Auditoriums and Festivals [Recommended Music Notebooks](#).

ORT performed at Festival de Música Española (Cádiz, ES), Festival O Gesto Orelhudo (Águeda, PT), Winterwerft Festival (Frankfurt, DE), Teatre Du Pavé (Toulouse, FR), Festival BolognaEstate (Bologna, IT), BDC Barcelona (ES)...



**If you listen with your eyes closed,  
you'll say "What an amazing concert!"  
Then you open your eyes and think,  
"What is happening here?!"**

RTVE (Spanish National Television)

In 2019, Italian musician and creative **Rocco Papia** embarked on a tour along the Basque Country beaches, collecting and transforming ocean waste into musical instruments. The project culminated in a concert in Donosti titled **"Sounds of the Sea"** (Itsasoaren Soinuak), dedicated to the ocean.

This is how the Orquesta ReuSónica (Reuse/Reutilization-Sonic/Sound) was formed for the first time— a highly skilled musical and performative ensemble bringing together musicians recognized in the field of **unusual and creative lutherie**, who also serve as educators and communicators in programs on TV, TEDx, and online.



## UNUSUAL MUSICIANS



**Rocco Papia** - *Direction, 7-string guitar, reusonic strings (KoraBeer, Surfterio, Gomofono...), voice*

Founder of many projects in Italy, Spain, and Brazil, Papia is a multifaceted artist who combines music, environmental outreach, and creativity.

He has performed with Jarabe de Palo, Chico Cesar, Gabriele Mirabassi, and many others. A refined and versatile musician, he plays the 7-string guitar and dedicates himself to inventing new chordophones. He is a designer of educational workshops and creator of sound sculptures made from waste, leading the international artist collective ISRAW. [roccopapia.com](http://roccopapia.com)



**Xavi Lozano** - *Reusonic winds (brick, crutch, chair, wheel, bottle, irrigation tubes, olive, fence...)*

Any musician or creative who approaches unusual instruments cannot avoid knowing Xavi Lozano and his performances.

Multi-instrumentalist involved in various projects (Jorge Drexler, Eliseo Parra, Silvia Pérez-Cruz, Lluís Llach...), is the main reference in Spain for making music from unusual objects and materials. He is also a TV communicator through the musical education program "L'Atrapa-sons" on K3 and TV3 (No me la/las puedo sacar de la cabeza, Coleccionistas, La Maratón, Ya te lo harás, Todo se mueve...) and appearances on El Hormiguero and Buenafuente. [xavibufa.com](http://xavibufa.com)



**Antonio Sánchez Barranco** - *Reusonic percussion (marbles, cans, buckets, suitcases, films, bottles...)*

Eclectic percussionist, he is a great connoisseur of traditional percussion and a researcher of the world of percussion with everyday objects.

He has performed with Maria del Mar Bonet, Silvia Perez Cruz, Misirli Ahmet (Turkey), Judit Neddermann, Marco Mezquida, Kepa Junkera, La Fura del Baus...Thanks to his ability to create fascinating soundscapes and the wide range of musical colors in his sets, he has recorded many discographic projects and several movie soundtracks. [sanchezbarranco.com](http://sanchezbarranco.com)

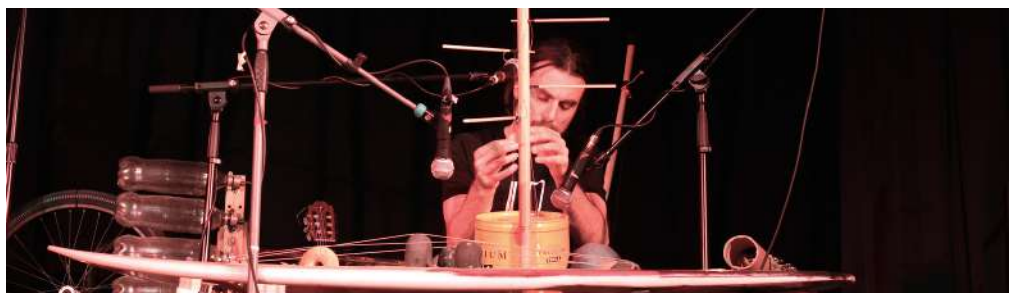
## UNUSUAL INSTRUMENTS

There is **no difference** between a conventional musical instrument and a *reusonic* instrument: **both create music**.

Human beings has always made musical instruments from what he found around him: from the first flute made from a bone to the most refined Stradivarius, the process of creation is the same.

**The difference is in the materials:** those we find around us today are not natural and are, in fact, contaminating. And they will outlive us.

Making music with a *reusonic* instrument means accepting both an artistic and an environmental dissemination challenge.



# MEDIA VIDEO

[www.orquestareusonica.com](http://www.orquestareusonica.com)



[Video EPK 7 min \(ES sub EN\)](#)  
[Teaser Video 1 min \(ES sub EN\)](#)



[EURONEWS.Culture \(ES sub EN\)](#)



[Interview and live set at "The WeeklyMag" TV program \(EN\)](#)



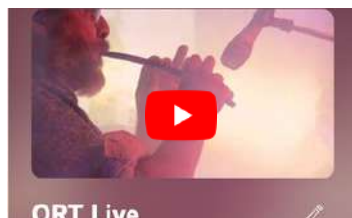
[French FILDMEDIA \(FR\) reportage](#)



[German EUROMAXX DW TV \(DE\) reportage](#)



[Catalan TV BETEVÉ \(CAT\) reportage](#)  
["Punt de Vista" reportage](#)



[ORT live video playlist](#)



[Musics ORT musicians on TV, TEDx y WEB \(13 videos\)](#)



## 2 \_ INTERACTIVE SOUND AND VISUAL SCULPTURES

**I**NTERNATIONAL  
**S**OUND  
**R**EUSE  
**A**RT  
**W**ORKSHOP

**I SRAW** (International Sonic Reuse ArtWorkShop) is an international collective of artists directed by Rocco Papia made up in 2020 to research and develop Creative Reuse Artworks.

The **Creative Reuse Artworks (C.R.A.)** represent a novel approach to creating works of art by using urban and industrial waste and promoting ecological and sustainable development.

C.R.A. offer a unique vision of sustainability and creativity and aims to encourage innovative and creative processes that focus on repurposing industrial and urban waste, making use of **digital technologies, music, and sculpture.**



By creating **C.R.A.**, artists contribute to a more sustainable and environmentally friendly society, while also creating inspiring and thought-provoking works of art that challenge our understanding of what can be considered “waste.”

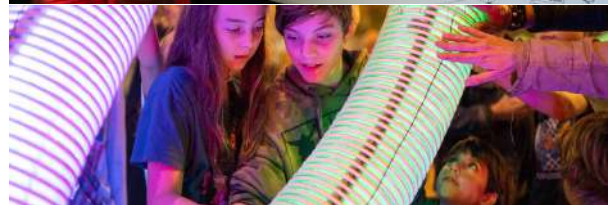
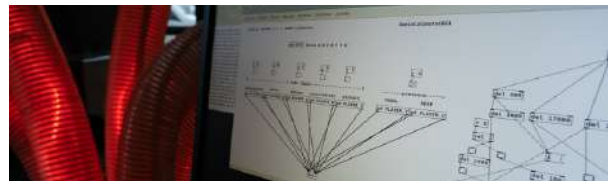
The methodology of the collective is developed in **artistic residencies** in which artists, researchers and creative people can develop the design of works **starting from the materials and the place/territory hosting them.**



## SOUND CORAL

[www.soundcoral.org](http://www.soundcoral.org)

The Sound Coral is an interactive C.R.A. sculpture offering an immersive visual and auditory experience that raises awareness of the richness of the sea's biodiversity and the importance of its conservation.



## SONUS HORTI

[www.sonushorti.org](http://www.sonushorti.org)

Project commissioned by the Botanical Garden 1545 in Padua, it was conceived from the suggestions of the particular architecture of the ancient university botanic garden. The Sonus Horti works are 3 aerophone complexes that use water to move air, designed to be played by several people at once, inviting users to share the sound experience and seek collective harmony.





## IL GIARDINO DEI SUONI

[www.roccopapia.com/giardinodeisuoni](http://www.roccopapia.com/giardinodeisuoni)

Six sculptures made from creatively reused waste featuring metal mushrooms, strange plants, and interactive structures, it invites exploration and discovery of New Sounds for a New World. the installation has been in daily use since 2021 in a public garden in Calderara di Reno, Italy



## RESTITUCIONS MEDITERRANIES

[www.restitucions-mediterranies.org](http://www.restitucions-mediterranies.org)

ISRAW explore the impact of mass tourism on Mallorca's ecosystem and culture. Featuring six interactive works made from beach and cliff waste, the project incorporates electronics, video, and sound art. Exhibited in Mallorca, Barcelona, and Toulouse, the pieces engage the audience through manipulation, sound exploration, and photographic research, offering a multisensory experience.



### 3 - SOUND UNLEARNING WORKSHOPS





# SOUND RE-VIEW

**Sound Re-View** is a creative workshop that explores the relationship between image and sound through the re-sonorization of videos and short films.

Using the technique of **sound unlearning**, participants combine images with unexpected sounds to question perceptual patterns and broaden their understanding of the sonic landscape.

The activity encourages reflection, critical thinking, and collective creativity, offering a fun and transformative experience.



In this workshop, we explore the **creative recombination of images with new, unexpected, or even absurd sounds** to break perceptual patterns and question the relationship between reality and the sonic landscape. We call this process “**sound unlearning**.”

Beyond being a fun activity, this practice helps to challenge certainties, detect biases, and open pathways to new ways of understanding the world, sound, and perceptual diversity.



## Final Result

The final re-soundtracked video will be presented in multiple versions, including one with adjusted sound intensity and a frequency distribution designed to allow comfortable listening for people with auditory sensitivities.

## Pre-production

- Selection of the short film
- Preparation of audio and video files
- Creation of sound sets for the activities

## Workshop Phases

- Presentation of the project and guidelines for a calm environment
- Viewing of the video (with adjustable lighting and volume options)
- Initial analysis and visual-sonic reading
- Identification of sounds to be replaced
- Listening to available sound libraries at different intensities
- Collective creation and selection of sounds
- Participatory editing (Adobe Premiere)
- Screening of multiple versions
- Group discussion and reflection



Example video produced as part of the Som Blau project activities (climate change education), aimed at promoting good environmental practices and encouraging reflection on climate change.

See the **full dossier** for more information.

## 4 \_ CREATIVE REUSE WORKSHOP







**“All sounds can become music.  
Here is the new orchestra and here are  
its new musicians: anyone, with anything  
that can make a sound.**

R.M. Shafer, 'El paisatge sonor', 1977

The playful and creative workshop "**New Sounds for a New World**" (NS4NW), focused on building musical instruments from recycled materials, offers an innovative approach to objects and materials.

Rooted in the **ethics of reuse**, it employs a non-formal music education method while also encouraging reflection on consumption and overproduction.



The workshop was created as an innovative tool to raise awareness about marine plastic waste while fostering creativity and community engagement.

Over time, the methodology has evolved, adapting to different ecosystem (urban, forest...), contexts and audiences, for example through team-building activities or environmental and scientific outreach programs for adults.



The versatility of his methodology, allowed NS4NW to develop numerous projects in collaboration with NGO and institution all over Europe: **Posidonia Green Festival** (strategic partner of the project), **Surfrider Foundation Europe**, **ESMUC Barcelona**, the **Maritime Museum of Barcelona**, the ReMida industrial waste recovery center in Bologna, the **municipalities of Bologna and Barcelona**, Palma Aquarium, the **Aquarium of Genoa**...



Some recent projects:

## **ORQUESTA REUSONICA DE GRÀCIA**

Gràcia is one of Barcelona's neighborhoods where social life thrives in its lively plazas. Its unique urban layout, combined with local traditions, makes these squares the heart of the community, fostering culture and identity.

The "Orquesta ReuSónica de Gracia" project, in collaboration with the municipality of Barcelona, from 2021 creating free public spaces that blend music, ecology, and creativity strengthens neighborhood bonds and promotes sustainable practices implementing free NS4NW workshops.

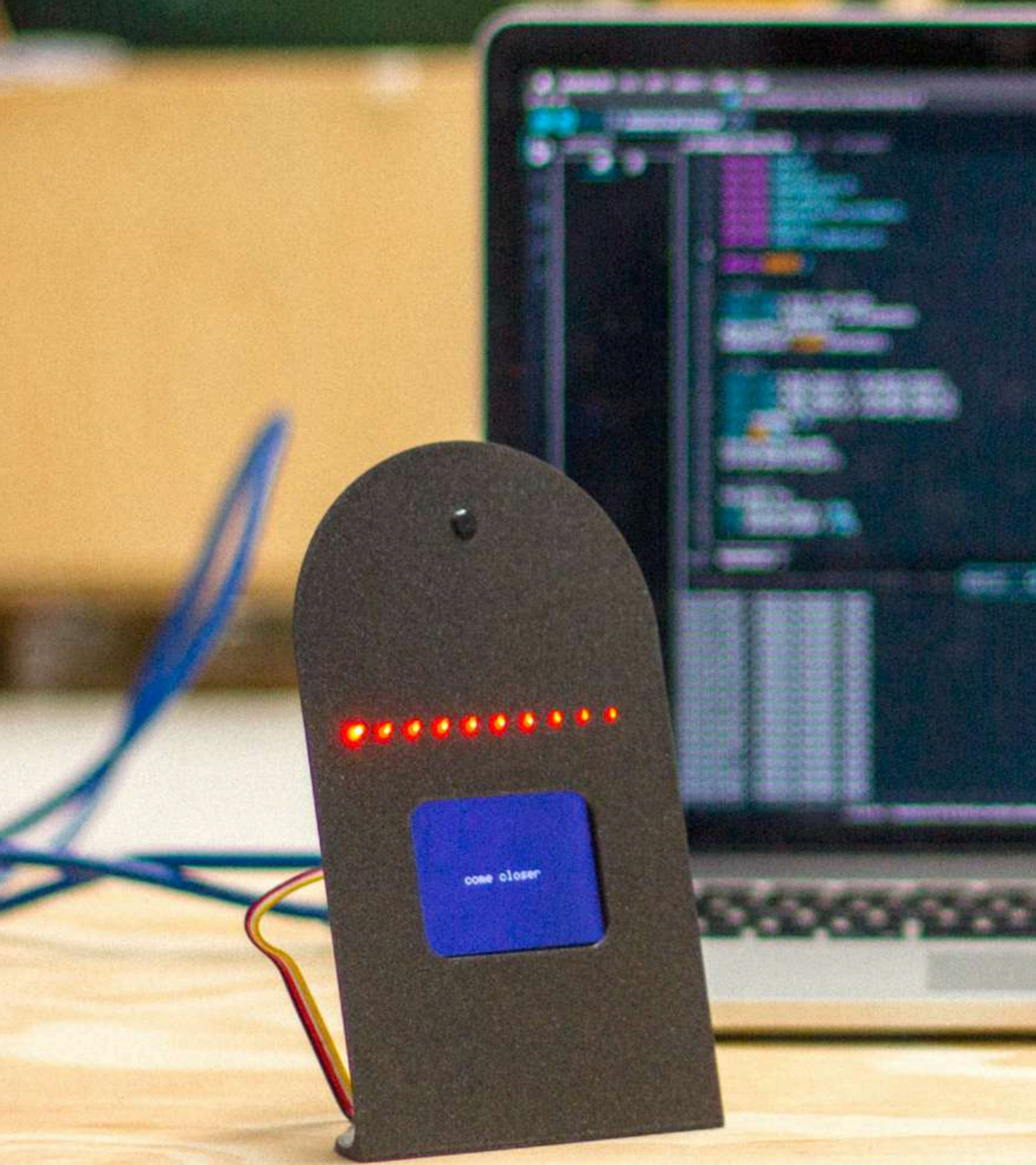
## **ISTASOAREN SONIUAK**

The Istasoaren Soniuak (Sounds of the Sea) project was developed in collaboration with the NGO Surfrider Foundation Europe and Posidonia Green Project. It involved a waste collection tour across nine beaches along the Guipuzkoa coastline (Basque Country), followed by free NS4NW workshops for general public.

These workshops led to the creation of musical instruments used in a concert and an exhibition in Donosti, which attracted over 10,000 visitors.



## 5 \_ MAKING AND DIGITAL AWARENESS

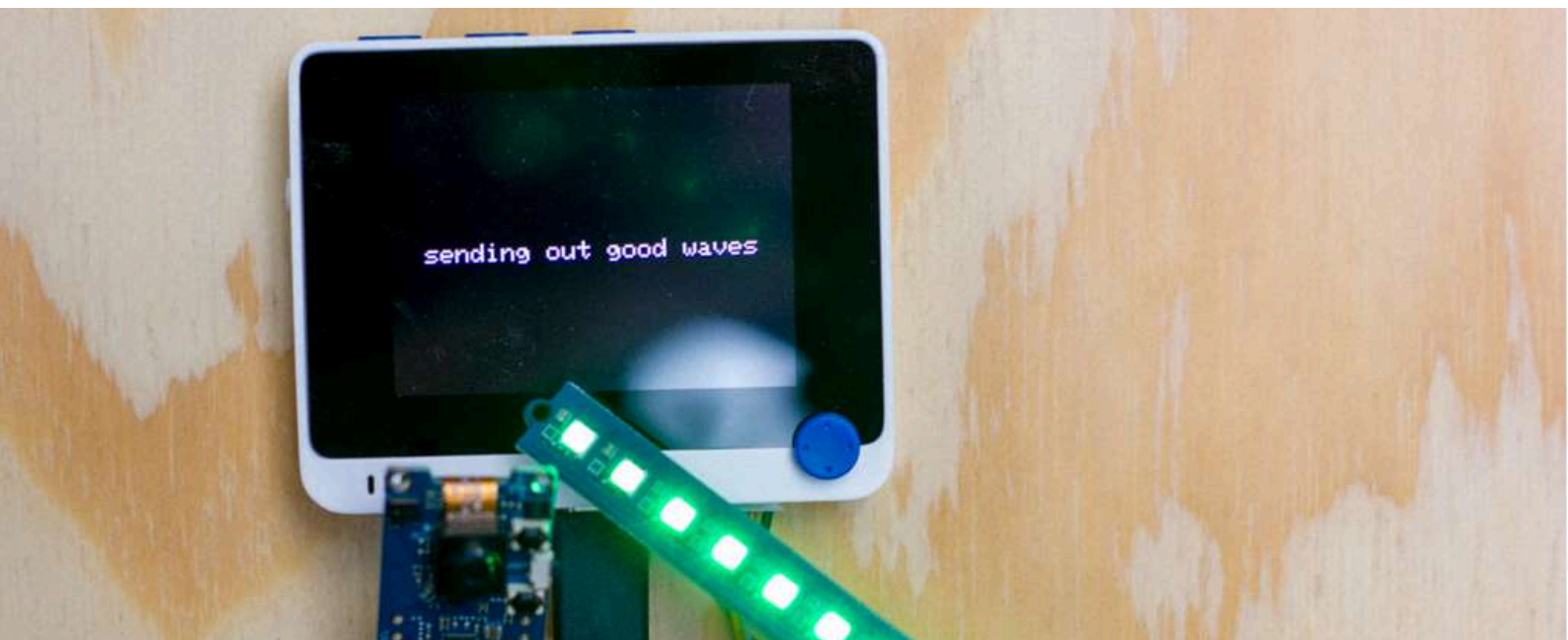




As part of the Sound Creative Reuse Artworks Projects (SCRAP) ecosystem, our digital awareness initiatives merge art, science, and creativity to explore **new ways of engaging with technology**.

Through **coding**, **cybersecurity**, and **artificial intelligence**, we empower young minds to critically navigate the digital world while reimagining human-environment interactions.

By blending technology with artistic exploration, the activities inspires the next generation to **rethink and reshape their digital future**.

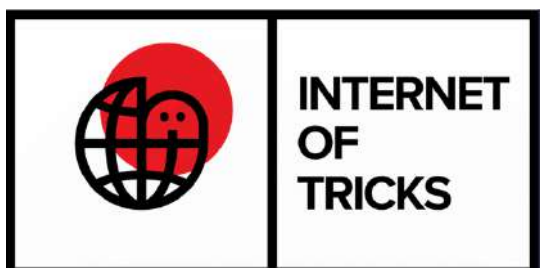


Developed within the **Erasmus+** program framework and through international collaboration, these projects foster innovation, responsible digital citizenship, and creative problem-solving.

Some projects implemented in the SCRAP Ecosystem:

- **Internet of Tricks:** 5 partners Erasmus + project about risks and opportunities of the Internet of Things (IoT)
- **Arduino!:** Digital making and coding workshop for youth in the Meet and Code initiative framework
- **Trash to Treasure:** 4 partners Erasmus + project about repair, reuse, and recycling practices into formal and non-formal learning.
- **Introducing AI:** experimental workshop for youth about Artificial Intelligence

## INTERNET OF TRICKS



The IoTicks project encourages young people to engage with IoT technology through “learning by doing” in order to understand both the opportunities and risks related to this field.

Project type: Erasmus + KA220-YOU

Partners: Ayamola (SP), Digijeunes (FR), Kodecentrum (SE), Small Academy (RO), Horizon Lab (IT)

Duration: 2021-2023

Objectives: sensitize youth with respect to risks and potential of IoT; boost technical competences of youth in the field of tech, notably IOT; expand professional and educational prospects of youth involved in the project

Output and activities:

- Creation of connected devices with educational materials, step-by-step guides to build and use devices for educational purpose (materials available in Swedish, Catalan, Romanian, Italian, French, and English)
- One-week residency in Naples with 20 youth to share and enhance knowledge and understanding of the project topic.

## INTRODUCING ARDUINO



Exploring the basics of programming with Arduino boards, learning to create simple electronic projects through hands-on activities, sparking creativity and interest in technology.

Project type: [Meet and Code](#) activity

Duration: from 2022, 2/3 2h workshop per year in schools

Objectives: inspire and empower youth to explore the world of coding, fostering creativity, problem-solving, and teamwork while developing essential digital skills for the future.

Activities: programming an ESP8266 board, connecting with wifi devices, games and educational activities with electronics.



## TRASH TO TREASURE



The IoTicks project encourages young people to engage with IoT technology through “learning by doing” in order to understand both the opportunities and risks related to this field.

Project type: Erasmus + KA220-YOU

Partners: Ayamola (SP), Digijeunes (FR), De Creatieve STEM (BE), Cogito (IT)

Duration: 2025-2026 (in progress)

Objectives: raise awareness among youth about recycling, reuse, and repair in digital craft; enhance professional skills for green jobs in the areas of creative reuse, materials, 3D design, electronic repair and maintenance.

Output and activities: sensitization events, local workshops, 7-day international mobility activity in Naples, production of podcasts on four green job domains, Web Desk Service, curricula on CAD, digital fabrication, electronic repair and creative reuse

## INTRODUCING AI



The workshop aims to guide students in discovering artificial intelligence through simple concepts and interactive activities using a Teachable Machine to create and train AI models.

Project type: workshop

Duration: from 2024, 2 x 2h workshop per year in schools

Objectives: Understand the basic concepts of artificial intelligence, experiment with creating and training custom models, stimulate critical thinking and creativity, reflect on ethical issues related to AI use, provide tools and skills for independent exploration.

Activities: create and train a teachable Machine, explore existing application of AI, discussion on privacy, surveillance, job impact, algorithmic bias...

# CONTACT



[www.roccopapia.com](http://www.roccopapia.com)

[www.linktr.ee/roccopapia](http://www.linktr.ee/roccopapia)

@roccopapiamusic

[www.ayamola.org](http://www.ayamola.org)

@ayamolango

[www.orquestareusonica.com](http://www.orquestareusonica.com)

[www.linktr.ee/reusonica](http://www.linktr.ee/reusonica)

+34 625 68 02 65

+39 347 49 80 499

info@roccopapia.com

associacioayamola@gmail.com

**SCRAP**  
Sound Creative Reuse Art Projects





**“Take care, sir... those over there are not  
giants but windmills.”**

**“It is easy to see”, replied Don Quixote,  
“that thou art not used  
to this business of adventures;  
those are giants!”**

Miguel de Cervantes *“Don Quixote”*