The main goal of this PhD dissertation is to share how we are able to learn about an artist by creating through his own ideas using Art Based Research methodologies.

Specifically, the investigation focuses on the artistic career of José Val del Omar (1904-1982), an Spanish film maker and entrepreneur inventor who was born in Granada (Andalusia). When he was young, he had the opportunity to know people’s powerful reaction the first time they saw a film thanks to his participation as projectionist at the “Educational Missions” in the early thirties. Since then, he was always searching the way to obtain the same reactions and he found the answer on the audiovisual creation and its technologies. It is very important that the pedagogical dimension was always present in his works, for this reason he invented and customized a lot of different kind of machines (mainly projection systems). With these machines he pursues transform the audience into a more active part in the collective aesthetic experience by inviting them to learn about it through the stimulation of all senses. So for him, the most important thing was the direct experience, and also to bring the possibility to experiment by creating like he had been doing.

In this way, using all the information we preserve about his ideas and discoveries (films, texts, sound records, slides, even some of his inventions); it has begun an artistic research project which will give us the possibility to recover this forgotten artist by carrying on with his own research to use it with educational and artistic purposes. For this reason, the main methodology of this inquiry is the Art Based Educational Research, with the objective to apply the ideas of Val del Omar to learn about him and about Art and Education starring from a constructionist point of view.

So the aims of the research can be summed up in three sections:

- One section focuses in the analysis of the films, documents and all kind of audiovisual material to detect the ideas of the artist which have relation with the Education and his cultural context.
• Another section centered on compare these educational ideas with the current Art Education theories and Education in general, searching adapt them to be used nowadays.

• And the last section, the most practical because pursues to connect people with the artist works (above all his visual images) by providing the required means such as his own inventions, machines used by him or the materials necessary to experiment and learn about his work, arousing the curiosity through the collective creation. A physical and virtual archive will collect all the artistic results, which will be used to help other people to know about the artist too.