

CONCLUSIONS

Technologies are rewriting the relationships between people and their lives, the skills needed to live well, the places of participation: the activism possible in a video game context, the possibility to become the author of an app, the participatory creativity of a digital work intercept needs and desires of anyone that has access to a smartphone. **APP YOUR SCHOOL** has tried to create Digital Ateliers capable of enriching students' everyday life and of enhancing the communities to which they belong. Their aim was to generate new proposals for school activities but also to transform the school in a cultural central point of the community.

Designing a new QR-trailer shelf in a library, discovering divergent uses of technology in a contemporary art museum, creating your own video game, or a communication campaign are some concrete examples of what Digital Ateliers can do. Schools and other innovation poles can readjust our experiences to their own contexts with the support of this manual and of the National Toolkits, available in the different languages.

What we have observed:

- **THE EMERGENCE OF POSITIVE RESOURCES**
Digital technologies facilitate the participation of all students, even those that have learning difficulties or a low self-esteem (as, for example, the students at risk of school drop-out, who participated at the Italian Digital Atelier *Search myself on the web* - pag. 43).
- **THE DESIRE FOR AUTHORSHIP /PARTICIPATION**
Digital Ateliers have enhanced the authorship of the students, their ability to rewrite reality using technologies in a divergent way.

www.vimeo.com/260305310



«I really liked this project because I was able to express my creativity through technology.»
S., 13 years old,
Monteveglia, Italy
(*Search myself on the web* - pag. 43)

- **THE DIGITAL ATELIERS HAVE MADE TECHNOLOGY EASIER FOR TEACHERS TOO**

Not all teachers are able to integrate the potential of technology into their everyday school practice. The methodological approach of the project has tried to set them free from the anxiety of technical performance and let them rediscover the joy of didactic design. The mix between analogue and digital has proved to be fundamental to attract the less enthusiastic teachers into the experimentation of new languages.

The digital allows and facilitates productions, and makes the collective contents creation exciting and shareable. Participation is likely to be an abstract verb if it does not live on concrete occasions and paths. In the **APP YOUR SCHOOL** project, participation was understood as an opportunity to create something for one's community, with the organization of an exhibition, for example. Digital technologies have opened up a world of non-exploited possibilities by teachers and operators that were held

back by the fear of technical performance, of potential negative behaviors of the dangers on the internet and by the lack of technological skills.

Our Digital Ateliers have been designed to have very little technological requirements; this characteristic enable an easy re-design of their digital experiences, so that schools may offer variations to their students and their own community.

We are experiencing a renewed need for security in Europe, but the enhancement of people's creativity can lead to a regeneration of a common good that can no longer speak only of unease, problems, or dissatisfaction but must find new paths: that of aesthetics, beauty, poetry, metaphor, enchantment and wonder. If the same objectives moves us, the other is no longer an enemy, but a companion on the road.

The spaces and the possibilities of digital technologies are mostly still to be explored: it is necessary to break away from the anxiety of learning notions and

programs -for a moment- and dedicate some time to a personal or a collective research that puts technologies at the service of people's creative development.

But it is essential to support schools and innovative teachers, provide them with time and tools, to ensure that as much students as possible are given new expressive possibilities.

Our experimentation has revealed, despite the complexity and peculiarity of the different territorial contexts, that a challenge to a new design of Digital Ateliers -closer to teachers' and students' creativity- exists and can be tested.

Hoping that our path has been inspirational, we wish you all the best in your work.