



INVESTIGATION ON BEST PRACTICES IN INNOVATION AND RESEARCHES ON EXTRACURRICULAR MEDIA COMPETENCES

ASPECTS TO TAKE
INTO CONSIDERATION
FOR THE DEVELOPMENT
OF THE DIGITAL ATELIERS

Co-funded by the
Erasmus+ Programme
of the European Union



THE DIGITAL ATELIER

The “digital atelier” is a “laboratorio” in which the teacher proposes ICT activities using the Alberto Manzi and Bruno Munari Methodologies. The teacher will be able to design an educational experience that starts from an ICT content (for example an app) to develop then a manual task, with tools and materials, in order to start a personal and collective research with students.

Contemporary art and installations, ICT, cultural services and common work materials will be mixed in students' and teachers' hands. The media content is a new space of "signification" and becomes the material of labour of the student who interacts in a divergent way.

Students are asked to use their extracurricular skills to solve problems in new ways, being the attitude that of the "researcher" who is both autonomous and involved in the group. The digital atelier focuses on the creative use of the new media and apps, on the promotion of a creative and innovative attitude to use and interact with media, to carry out successful digital actions embedded within life situations.

For this purpose each consortium interviewed and analyzed 5 innovative best practices in their countries and 3 researches on extracurricular media competences, defining each 5 key aspects to take into consideration for the development of the Digital Ateliers.

Innovative activities

Palazzo Grassi, Punta della Dogana, Venice



Key aspect [1]

App your school



Co-funded by the
Erasmus+ Programme
of the European Union

Innovative activities

Museo Africano (Basella di Urgnano, BG)



**Augmented Reality
in the Museum**

The museum uses AR not only for the visit in the museum but also for the online guide, opening so the museum to the wide virtual world. With the use of AR for content production and through the posting and sharing of this contents to the virtual showcase (google keep) the project also gives continuity to the experience from museum to the school and back to the museum.

Key aspect [1]

App your school

Innovative activities

Adriano Siesser with MART, Museum of Modern and Contemporary Art of Trento and Rovereto



Bugbits

born within a doctoral research at the University of Trento, the experimentation became part of a workshop series at the MART Museum of Modern and Contemporary Art, of Trento and Rovereto. The project creates a mix between play and aesthetics and allowing the kids to build their own interfaces through “bugs”, that they construct and in which they insert an arduino card. With the bug, that guides them randomly through the museum, they create their own interaction with the work of art, trying to understand how to discover the museum in a playful matter - like a treasure hunt.



Innovative activities

Vinz Beschi (Avisco), Brescia



Puzzle
Smartphone

is a “laboratorio”, where people are invited to attend with their smart phone, purely individual devices that will be put at the disposal of others, to build something together. Innovative in this project is to take a so daily and intimate “tool/ instrument”, that is so essential and important for the adolescents and to use it in a diverse way, in a group work to create art.

Key aspect [1]

App your school

Innovative activities

Scuola di Robotica, Genova



Scuola di Robotica:

The school is engaged in the research on robotics, and applied pedagogy with small educational robots from primary schools to high school ages. They use standardized robotic kits, depending on the workshop: LegoEV3, NAO, as well as all kind of e.g. recycling materials with softwares for programming like Makey Makey and Arduino. By designing, constructing, programming and testing mobile robots, children learn the basic concepts of today's technical systems. In a playful approach, they learn to handle sensors, motors, programs and a graphical software development environment. In addition, they learn that constructing technical systems is a creative process that is not easy but strengthens their self-confidence in their own technical skills.

[App your school](#)

Approach to the digital

- The use the technology as a tool, a conductor, that leads the kids to see and hear differently, through play and the joy of discovery - approximating art through play, science and marvel.
- Technology is used together with other tools in order to create “hands-on”, sonorous and visual experiences in order to see art works in the museum, not only from different “points of view” but also from other sensorial aspects. (Soundscapes, Bugbits, palazzograssiteens)
- Creating a link between the physical and the digital :Together with arduino, makey makey, important materials are pens, glue, scissors, etc. (Bugbits)
- Workshops start with a “story” and research, which students work out together (cooperative writing) : also in robotics - “understand and create the environment in which the robot has to act” (Scuola di Robotica)
- use of robotics within the framework of existing and teaching institutions and integrating it within different school subjects - and not as an extra subject itself. (Scuola di Robotica)
- Divergent use of devices like the smart phones in “Puzzle Smartphone” to create animations different interaction between the various devices, and a “real” non filtered interaction between the teenagers. To work as a group , reflect on the tool itself and on what they are doing - so the intimate in a collective reflection. Transform the relation with a device from consumer to producer, to produce something as a collective work.

Key aspect [2]

App your school



Co-funded by the
Erasmus+ Programme
of the European Union



Link to civic engagement

Learning about the concept of democracy itself, adolescents have to use and develop various competences that are linked to active citizenship:

Critical approach to world in general, to art, to what is around you with the creative use of technology. Development of critical thinking(Bugbits, palazzo grassi teens)

To realize their environment through hearing and so enhancing perception of your environment using different senses. (Soundscapes)

Work in a group to achieve a common goal - to work within a community. (e.g. in robotics, NAO challenges and First Lego League important evaluation is how the groups work together)

The experience of the “small” transported in a field of participation - active use of your device in a participatory way, responsibility in the use of a communication device with the conscious use of contents and finding a “together” in this consciousness. (Puzzle Smart Phone)

Listening to each other and to mediate - so not to be a simple user but a mediator

Reflection on “public”/“private”: In the process of sharing their opinions and impressions and in making them public they reflect about “what to share” - sharing and publishing of information (Museo Africano)

Key aspect [3]

App your school



Co-funded by the
Erasmus+ Programme
of the European Union



Valorization of the students Competencies

Students competencies emerged from the interviews

- | Willingness to try out and play
- | Ability to explore
- | Competent in the functionality of their own devices
- | Great synthesis competences: through facebook and whats app
- | Cooperative work: are used to play games together, “they live it naturally”
- | Ability to search for instructions and help: youtube tutorials,etc.
- | Are very happy in “making”
- | **CURIOSITY**

“We use the tools of their everyday life, which they are very competent in using, as tablets, smart phones, social networks to under guidance produce rich and meaningful contents....” (palazzo grassi teens)

Key aspect [4]

App your school



Co-funded by the
Erasmus+ Programme
of the European Union



Valorization of the students Competencies

Researches on extracurricular competences

MOBILE OPPORTUNITIES. EXPLORING POSITIVE MOBILE MEDIA OPPORTUNITIES FOR EUROPEAN CHILDREN. Polis & Media and Communications Department London School of Economics and Political Science 2015

Children are the early adopters of smart technologies. How they choose to use them will shape their futures and influence future generations



Advisors

Have a good knowledge of how things work and act as the mentors and advisors to other members and children



Explorers

Capacity of research : searching for information needed to execute real actions, like tutorials, etc



Problem Solvers

Find solutions for the problems they encounter along the way based on their online experience and that of peers



Sharers

Sharing of experiences, homework, news, and updates on activities
Community engagement in sharing in collaborative online spaces: collaborative working

Based on the research NET CHILDREN GO MOBILE.Risks and opportunities. 2nd Ed. 2014

“We use the tools of their everyday life, which they are very competent in using, as tablets, smart phones, social networks to under guidance produce rich and meaningful contents....” (palazzograssiteens)

Key aspect [4]

App your school

Role of the Teacher

- The educator gives room to “tale of experiences”
- Is a mediator , coordinator and director
- Fosters horizontal knowledge transfer : peer-to-peer - from teens to teens;
- Is open for commune learning: learning and explore together with the students
- Develops and fosters an environment in which participants can move with the knowledge, that the result depends precisely on their choices and actions.
- Organizes space: for example in small tables in order so students can work in small groups, interact with each other and have open access to the materials
- Adopts the activity to the group: for example to define for each and every time the digital tools that are useful to students to carry out their tasks.

Key aspect [5]

App your school



Co-funded by the
Erasmus+ Programme
of the European Union





european development agency



Zaffiria
Zaferinizi Alıştırıncaza Anıtsal



Co-funded by the
Erasmus+ Programme
of the European Union

