

Dr. Alexandra Bal

New Media @ RTA School of Media

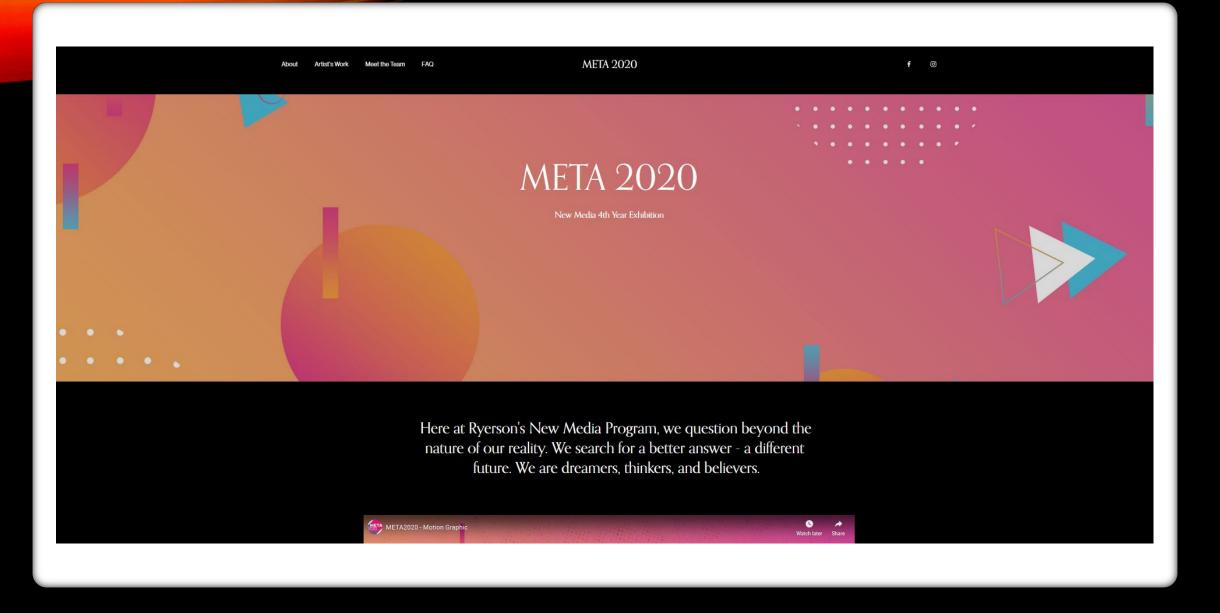
FCAD virtual teaching forum, Wednesday July 22, 2020

NEW MEDIA PROGRAM

- Arts Education → Innovative thinking
- Maker culture
- Learning by making
- Creative problem solving
- Empathic makers
- Technology/Art
 - 3D Printed Materials
 - Robots
 - Electronics
 - Virtual/AR/VR
 - Audio/Visual work



Imagination Set Free



MAKER SPACE

- Experiential Informal Learning Environment
 - Autonomous learning
 - Community
 - New media Culture
 - Knowledge Cocreation
 - Experiential Social Learning
 - Sharing Knowledge
 - Teach each other
 - Problem solving together
 - Mental/Emotional Support



RTA 107 CREATIVE PROCESSES

- Learning Objectives :
- Students will increase their capacity at being
 - Curious
 - Fearless (Self-confident, Adaptable & Resilient)
 - Problem Solvers
 - Empathic
 - Students
 - hone and develop their creative voice and identity,
 - hone and develop autonomous learning strategies and creative processes,
 - Be exposed to new media cultures
 - develop a new media community Introduction to the maker space
 - Share their work
 - Talk about their work
 - Discover their own strengths and others

2019 COURSE STRUCTURE

- Creative Challenges (no grade) –designed by all new media faculty
- Assignments (graded): Iterate a creative project
 - 6 iterations: Food master a recipe and create a "ritual" for us to experience it with.
 - 8 iterations: Sensory Project
 - 12 iterations: Copy a masterpiece and make it your own.
 - → reflections, self evaluation.

CLASS STRUCTURE

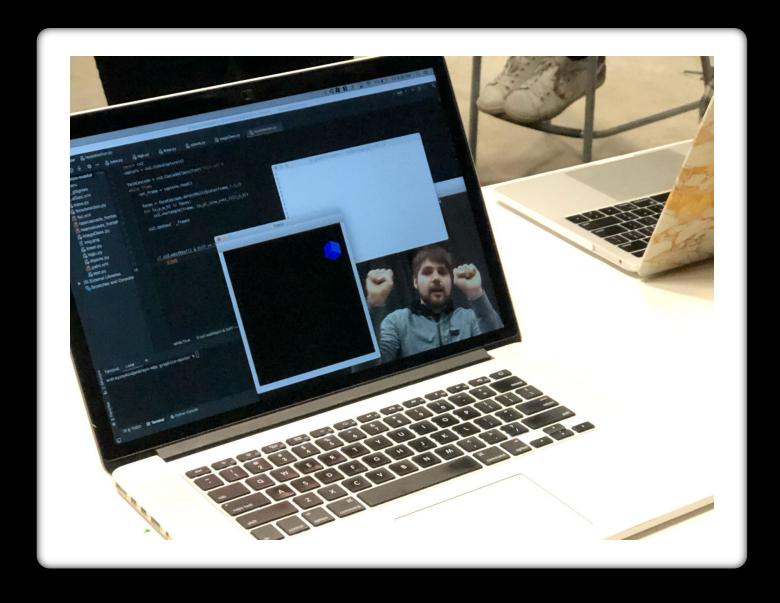
- Lecture Time: 4 conceptual lectures + faculty invited to introduce themselves
- Labs:
 - S&T: Project iterations
 - Results of challenges. Groups of 3-5.
 - Introduction of a new challenge by faculty.
 - Share work
 - Peer evaluate work (learning to discuss creative work critically)
 - D2l reflections
- Consistent Digital Workflow
 - D2I: marking, assignments, descriptions, syllabus, etc.
 - Google drive -> in class file sharing
- Outside of class: Videos/readings/viewing. Making.

TESS: MAKERSPACE CHALLENGE



PERSONAL EXPLORATIONS OF PROCESSES

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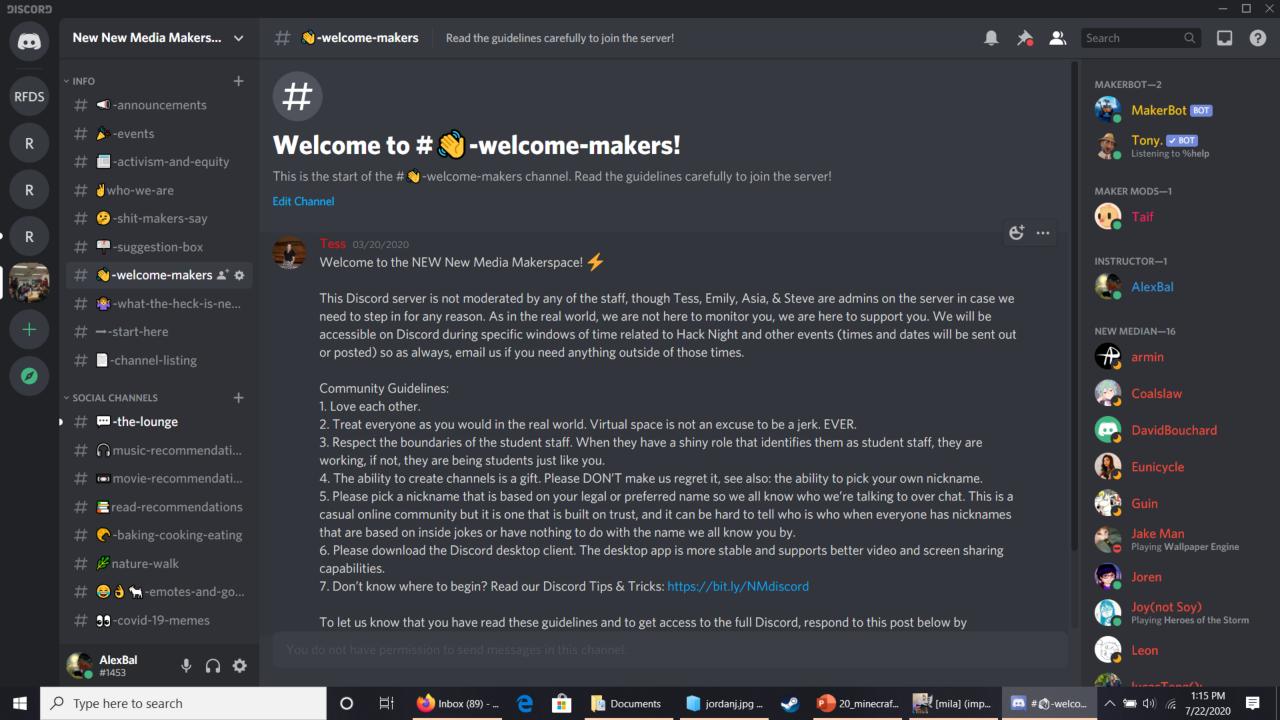


• lan

 Canessa Jordan

Mila





2020 VIRTUAL CHALLENGES

- 1st year students are new...
- How to build a maker community?
- How to facilitate social interactions, dialog, conversations, feedback?
- How to make virtually?
- How to engage students meaningfully?
- How to foster curiosity, taking chances, failing as a learning path to success, fun as a core creative value?





GAMES V



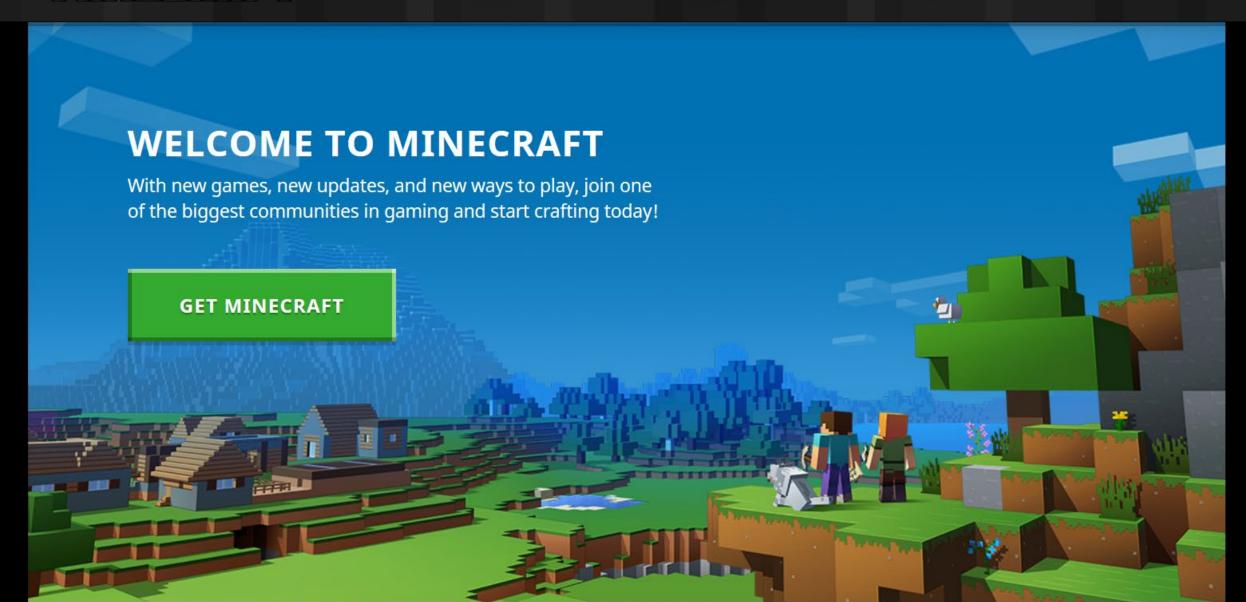
COMMUNITY



MERCH



SUPPORT



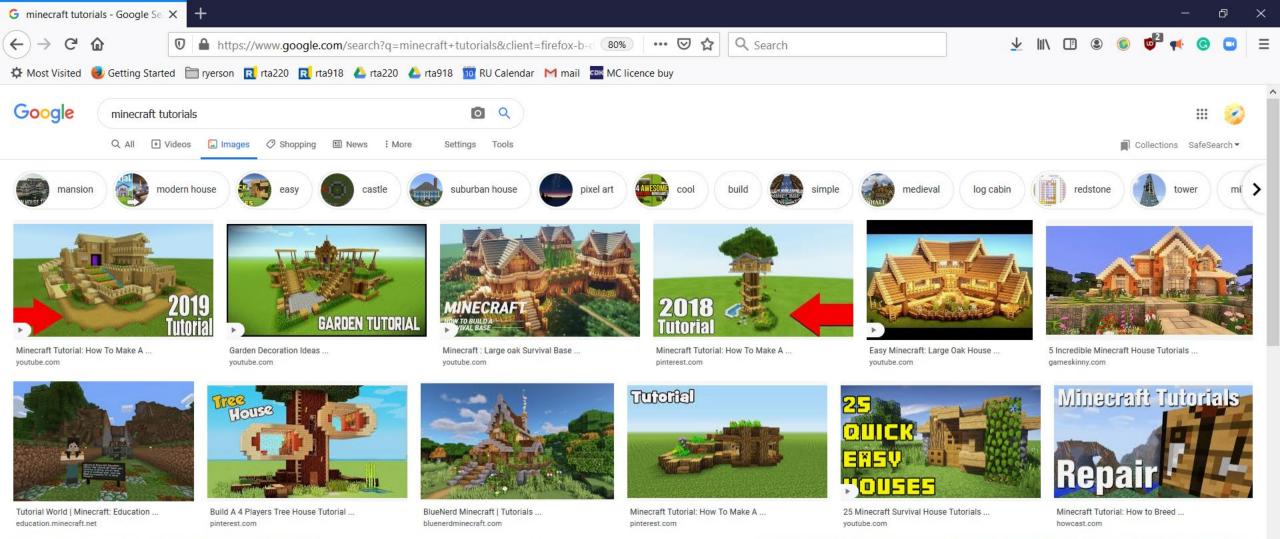
COLLABORATIVE MAKER SANDBOX



An experiential learning community



The Massively Minecraft Project
www.minecraft.net minecraft.jokaydia.com





Japanese Tutorials Archives - ...



How To Make A Minecraft Tutorial planetminecraft com



Minecraft: How To Build A Castle ...



Minecraft - How to build a Playground ...



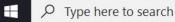
Turtle farming - Official Minecraft Wiki



Minecraft | Code.org



Survive & Thrive Minecraft Tutorials ...



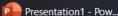
















KNOWLEDGE CO-CREATION



UPPER YEARS AMBASSADORS



2020 COURSE STRUCTURE

- Creative Challenges choose 6 out of 10 (designed by all new media faculty)
- Assignments: Iterate a creative project
 - 4 iterations: Food master a recipe and create a "ritual" for us to experience it with.
 - 8 iterations: Copy a masterpiece and make it your own.
 - 12 iterations: Open project

Everything is Pass/Fail

2020 STRUCTURE

- Lecture Time (zoom with breakouts): Show and Tell (live) faculty invited to participate
 - Emphasis on project/challenges documentation & presentation
 - Asynchronous material: All essential lectures pre-recorded and posted + transcripts. (intro to courses, fundamental concepts, faculty intro + challenges)
- Labs (Minecraft + discord): creative challenges (can be synchronous or asynchronous).
 - Social time in Minecraft
 - Introduction of a new challenge.
 - Groups of 3-5.
 - Share work
 - Peer evaluate work (learning to discuss creative work critically)
 - Emphasis on:
 - Building self confidence on how to discuss a project
 - Documentation & presentation
 - Vocabulary of creative discussion/critic
 - Outside of class: Videos/readings/viewing. Faculty introductions
- Outside of class: Videos/readings/viewing/Minecrafting.

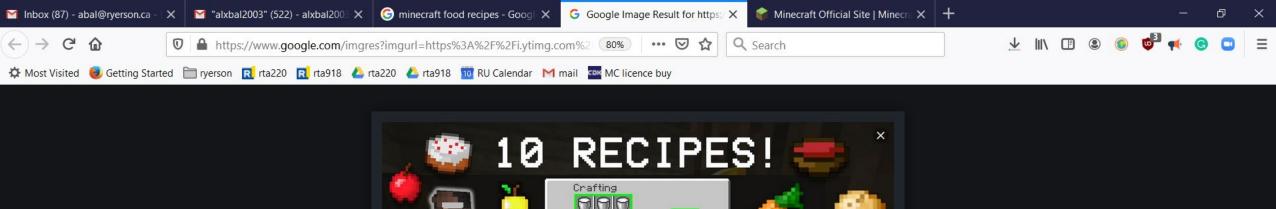
CONSISTENT DIGITAL WORKFLOW

- D2I: marking, assignments, descriptions, syllabus, etc.
- Google drive -> in class file sharing
- Discord + Minecraft: community, collaboration, sharing, discussions, exploration
- (using Zapier to integrate google drive, zoom and discord -> will be seamless to students)

FOOD AS SOCIAL ICE BREAKER

- Show and Tell
- Creative challenges
- Play as a mode of creativity
- Iterative processes
- Celebrating Failure









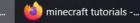
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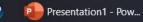














ADAPTATION

2019 – in class lab	2020 – virtual lab
Find a recipe you want to learn	Send a recipe to your group
Bring your iterations to class	Everyone makes the same recipe (1 per week)
Have a pot luck of all recipes	Everyone eats 1 dish they all made
Discuss process/results	Discuss process/results
Share the cultural significance	Share the cultural significance
Develop a "ritual" for the recipe	Develop a Minecraft ritual for your recipe