

Digital media as learning tools outside the classroom

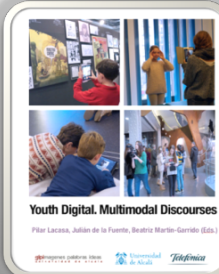
Lacasa, P., Méndez, L., de la Fuente, J. & Manzur, K. 2016



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ble BRIDGING
LEARNING
EXPERIENCES



Youth Digital. Multimodal Discourses

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Youth Digital. Interactive Workshops

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Social networks and adolescents
Creation and participation



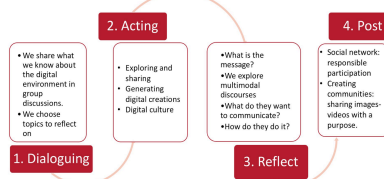
Literacy & Collective Intelligence

Beyond reading and writing, and even multimodal discourses. It relates to the human capacity to build collective knowledge, often overcoming cultural differences and with a commitment to responsible social participation (Jenkins, 2014).

PRODUCTIONS THAT INVOLVE COLLECTIVE RECONSTRUCTION
The remix culture



The workshops



Technology & Apps

Why an iPad?



- The particular combination of weight, size and material
- Powerful and stable enough to support the multiple apps that are used.
- The resolution of the camera and the screen resolution
- They allow all types of connection both to the Internet, and to Apple TV.
- Management of applications and data can be done via the Apple Profile Manager.
- Mobile Device Management (MDM) controls a group of iPads from a single device.

Networks & Communities

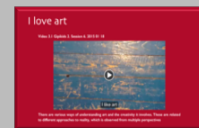


Avatars are a bridge that establish links between the public and private spaces. Good educational resource. The avatar is a virtual character who represents the individual online. They can be a bridge to help children reflect on the dilemmas involved in their online lives (Hinton & Hjorth, 2013).



This app allows for the simple creation of avatars. These are some members of the avatar club by choice during the workshop.

Creativity



An act that produces effective surprise - this I shall take as the hallmark of a creative enterprise. The content of the surprise can be as various as the enterprises in which men are engaged." (Bruner, 1979: 18)

Art: Symbols, metaphors, images

Empirical sciences: Predictions

Formal sciences: organization of a set of elements