DIGITAL MEDIA & ART IMPACT ON ADULT SOCIAL INCLUSION

GO DigiART

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GO DigiART Project

Digital media & Art are an integral part of adult education and learning. But adult education still has to deal with the accusation of not reacting adequately to current existing challenges connected to digital media. What role does digital media play for adult education? What societal task does adult education have in connection with digital media? Given the extensive presence of digital media within all areas of life and the long history of the examination of technical support of learning, the legitimate question seems to be whether or not there is still a need for a fundamental exploration of the relation between digital media and adult education.

GO DigiART delves into the current status of digital media & Art for teaching and learning and retraces the discussion on digital media within the field of adult education. Taking into account the current opportunities to exploit the dissemination and the power that media applications hold for developing the key qualifications and competences of marginalized groups are quite a lot, our project is looking to foster new educational interventions.

GO DigiART's main aim is to enhance skills development and competences of marginalized adults, that reinforce creativity, thus contributing to their engagement in new educational environments and settings of Digital media & Art. As the COVID-19 crisis has hit the cultural and creative sectors particularly hard, some latent social tensions have been explored along with exclusion. Educators have in their hands a great variety of all-encompassing educational environments and tools that are user-friendly and can be accessed by all, independent of their digital literacy, which is as well attractive and engaging for marginalized groups. However, there is a deficiency when it comes to adequate in-service coaching for them because of a poor investment of means and resources.
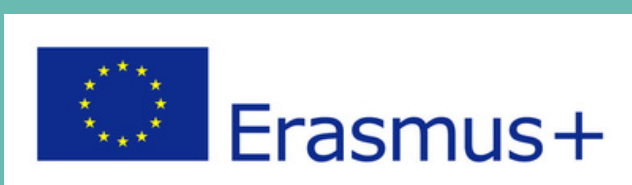
GO DigiART Kick-Off Meeting
Bucharest, Romania
21 & 22 September 2021

In the Kick-off meeting of the **GO DigiART** project, project coordinators discussed project management issues, planned the next steps, and shared new ideas.

Our 1st partners' meeting, was held in **Bucharest, Romania** in **September 2021**, in which we discussed issues that are related to the development of our project!

But, the most important is, that we met in person, taking all the necessary health measures, and we all enjoyed our time together!

GO DigiART Completed Activities

IO1 IN-SERVICE COACHING & METHODOLOGICAL GUIDE

The In-service Coaching will place a significant emphasis on working with non-traditional embedded-learning and enquiry-based approaches and on capitalizing on the ubiquity of new online learning environments. It will explore the different roles of educators and support workers in these environments. The proposed key competence resources will potentially bring a wide range of new educational environments into the learning process and especially social media platforms. The emphasis of the In-service Coaching will be to ensure that adult educators and any other potential intermediaries have the necessary skills: a) to provide training in audio-visual production using available media devices and open-source software, b) to be comfortable working with the new resources and suitably trained so they can deliver training in a blended learning and enquiry-based learning environment, c) to be fully bought into the benefits that online learning can bring and yet fully aware of the risks that pertain in on-line environments and d) to be able to safeguard against possible negative on-line factors.

You can access IO1 here

IO2 EMBEDDED-TEACHING & RESEARCH-BASED LEARNING BASIC SKILLS RESOURCES

The project proposes a completely new Basic Skills development approach based on a media production environment. It will use a range of bespoke Embedded-teaching and Research-based Learning approaches to engage target groups and build their competences. The Basic Skills areas to be developed with embedded learning approaches are social and civic competence and cultural awareness and expression. While the Research-based Learning approaches will focus on literacy, numeracy, and critical thinking, a learning content framework for the proposed Basic Skills learning resources will be designed. It is difficult to teach social and civic competence and cultural awareness and expression when these topics are removed from real-life contexts. It is much more beneficial and rewarding if learners can engage with the issues or topics being addressed and see and investigate what is different. This action learning approach helps learners to understand the difference and to accept it and the more learners learn about themselves, their own society, and their own traditions; the more they can understand and accept different situations in other cultures and countries. The social and civic, and cultural awareness and expression resources will comprise templates for a series of documentary type digital media productions to be produced by the target group members themselves under the guidance of their adult education tutors. While common themes for programmes to be made in each country will be agreed – to support awareness-raising of the diversity within Europe – the topics chosen will be generic and will focus on everyday norms like: (1) What we eat for breakfast - (2) Who our MEP is - (3) What our National sport is.

You can access IO2 here

Meet the Partners

○ ASOCIATIA A.S.E.L. RO / A.S.E.L. RO

www.aslel.ro

○ Social Innovation & Cohesion Institute/Fifty-Fifty

www.fifty-fifty. gr

○ ARISTA DEKA LIMITED

www.aristadeka.eu

○ ASOCIACIÓN DE INNOVACIÓN, EMPRENDIMIENTO Y TECNOLOGÍAS DE LA INFORMACIÓN Y LA COMUNICACIÓN / INNETICA

www.innetica.org

○ FUNDACJA AUTOKREACJA

www.autokreacja.org

○ STEPP - STRATEGIE E SVILUPPO / STEPP

www.stepp-up.com

○ FilmWorks Trust

www.filmworkstrust.co.uk

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WEBSITE: https://go-digiart.eu/

Facebook: GO DigiArt

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