

## **Learning 2.0: Digital literacies and innovation**

Research-based development of learning designs

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# Learning 2.0: Digital Literacies and Innovation

## Research-based development of learning designs



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### Overall objective:

1. to galvanise innovative learning processes for a diverse development of knowledge societies.
2. to strengthen the processes towards a creative and intelligent knowledge society on the European level.

### Method:

1. systematic, interdisciplinary studies of young people's digital literacies, in the
2. semi-formal learning sites of Danish science centres and museums, through
3. the use of web 2.0 technologies

### Collaborators in science, the arts, and industry:

1. National Gallery of Art in Denmark (*Online art communities*)
2. Danish Science Experimentarium (*The weird adventurers' club*)
3. Danish Media Museum (*Digital reflexivity through media history*)
4. Arken Art Museum (*Moving art*)

**Main thesis:** Digital literacies and innovative competences arise symbiotically through the unfolding of collective intelligence (Jenkins 2006) in creative learning processes in two fundamental, well-documented domains of innovation: the arts and sciences. If we want to nurture innovation, we need to nurture digital literacies.

**Approach:** Our insights will be produced through theory-driven empirical and organisational fieldwork resulting in the concrete design of user-driven and experience-oriented products and services, within areas whose growing economic and societal importance is clouded by scant national research.

**We seek:** International collaborators across Europe, in the area of research-based development of learning designs.