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.