

DYACIT - Developing Young Adults' Creativity through Information Technologies

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ABSTRACT

The European project *DYACIT - Developing Young Adults' Creativity through Information Technologies* is co-financed by the European Commission within the Socrates-Minerva programme (ref. no. 229629-CP-I-2006-I-RO-MINERVA-M).

Starting from the idea that all the young, irrespective of the geographical area they live in, are attracted by the new technologies, the partnership aims at creating and developing a flexible innovative learning environment using specific didactic and pedagogical methods with the final goal of capturing the interest and increasing the motivation of the young adults, in order to determine them to study throughout their whole lifetime.

The project addresses young adults, aged between 16-20 years old who have completed 1st level of secondary education, and face the risk of being “early school leavers”, due to a multitude of factors.

The project emphasises transnational cooperation between the young people of the partner countries who, by means of information technology, will develop mixed virtual photo exhibitions on the website of the project <http://www.srep.ro/dyacit>

The main communication means between the young and their trainers will be the communication platform of the project <http://www.srep.ro/dyacit/platform/> that offers the ideal environment for the exchange of information and opinions.

By means of the new technology the partners aim at determining the young people of the target group to use their creativity and to achieve their aspiration, finally determining them to become consumers of continuous education.

The outputs of the project are: curricula for workshops, creative Lab, 6 virtual photo exhibitions, communication platform, site of the project, guide of good practices, internal and external evaluation.

INTRODUCTION

At present, the motivation for learning of young people is very low and this is very well reflected in the high rate of the school drop-out.

In the European educational system there is a need of higher flexibility so that the system should be adaptable to all the needs of the young people.

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The project addresses young adults, aged between 16-20 years old who have completed 1st level of secondary education, and face the risk of being “early school leavers”, due to a multitude of factors.

They can be: victims of poverty and violence, immigrants, people with disabilities, experiencing behavioural problems, etc.

The main objective of the project is to create a new learning environment in which young people in risk of being “early school leavers” can develop their creative talent in close cooperation with their European counterparts, through the means of communication technology.

Specific objectives of the project are:

- Improving the attractiveness of learning;
- Expressing creativity through photography, using ICT in learning processes;
- Learning English as a means of communication with other European young people;
- Facilitating social integration of young adults, according to their own aspirations;
- Exchange of good practices in the field of education.

The partners of the project are:

- Societatea Romana pentru Educatie Permanenta (RO)- coordinator
- Berufsbildungswerk des DGB gGmbH (bfw) – Unternehmen für Bildung Competence Center EUROPA (DE) - partner
- ARIES Formazione (IT) - partner
- Drugestvo ZNANIE – Sofia (BG) - partner
- die Berater – Röhnsner Unternehmensberatung GmbH (AT) - partner
- Euroreso (IT) - partner

Pedagogical and didactical approaches:

- Computer Lab - use of useful software for photo processing (Photoshop);
- Language Lab – use of English as a means of communication; teaching of words, simple phrases and dialogues accompanying pictorial exchanges; the language is taught only in the context of the project, in order to help the young communicate and share their exhibition also with the other partners.
- Creation Lab – where the young will learn how to make photos on themes chosen by themselves, how to process them with the help pf the software learnt in the Computer

Lab and with the help of English that they will have previously studied in the Language Lab; thus the young people will be able to develop their own virtual photo exhibition and within this context they will be encouraged to express their talent and creativity.

- **Communication platform** - it will be the environment for communication and exchange of information for the young and their trainers. By the means of the platform the young will be able to exchange emails with the colleagues from the team they will be working with, and they will also be able to exchange opinions on the themes they choose and on the way their activity evolves.

The modules will not be separated, but they will be integrated in order to accomplish a final aim.

Each module will allow each member of the team to discover and to use his/her abilities playing different roles within the team.

The phases of the project are:

WP1–Project Management

WP 2 - Development of the learning environment

WP 3 - Piloting of the workshops

WP 4 - Development of the Guide of Good Practice

WP 5 - Evaluation

WP 6 - Dissemination

The results of the project are:

1. Curricula for workshops – 3 curricula for English, Adobe Photoshop and photography have been developed at the beginning of the project, representing the basis for the material that will be presented within the workshops.

2. Creative Lab (training workshop - 6 groups, working in tandem 2 by 2 (SREP+ARIES; Znanie+Bfw; SREP+Znanie) will be organised during each school year. Each partner will carry out the workshops in their native tongue and in English (at the English workshops);

3. 6 virtual photo exhibitions - the 3 groups of young in tandem will develop in common an exhibition each year (3 exhibitions per year). At the end of June 2007 on the website of the project the first 3 exhibitions developed by the teams that work in tandem were available online in English - <http://www.srep.ro/dyacit/galleries.php>

4. Communication platform - <http://www.srep.ro/dyacit/platform/> - On the communication platform, each team of groups have: a discussion area for the young and a discussion area for the instructors that work with the young

5. Site of the project - Information on activities developed under the project, objectives, partners, meetings, virtual photo exhibitions, etc.- <http://www.srep.ro/dyacit>

6. Guide of good practices - it will contain information on the experiences and work in the project printed/on line, CD. The guide will be developed in English, but also in the languages of the partner countries (Romanian, Italian, German, Bulgarian).

7. Internal and external evaluation

Conclusion:

The products obtained during the project can be easily transferred also to other target groups. We are thinking especially to the institutions that are in charge of the education of

young people with disabilities as for these institutions the good practices guide can be a useful tool for creating new disciplinary courses.
The concept of “creation laboratory” can be transferable also to other fields and can represent a starting point for new teaching and learning methodologies.