Mapping Creative Pedagogies in the Digital Culture

Creativity and digital technologies are considered central for success and development in the current society. Indeed, creative skills are essential to face the social, economic changes which feature the XXIst Century. The labour market depends more and more on employees' inventiveness and digital skills. Indeed, an innovative workforce requires both the ability to work with technologies and to adapt, generate new ideas, products and practices. As a result, digital and creative competences have gained the attention of world-wide policies and have become crucial educational objectives, both in schools and universities. Nevertheless, there is a gap between policies and practices, as education fails to keep pace with the creative and digital economies.

The research community acknowledges that creativity can be taught, even though creative teaching practices are often hindered by institutional constraints such as overloaded curricula and standardized evaluation procedures. Furthermore, there are no tangible guidelines for helping educators to adopt teaching strategies that may nurture their students' creativity. Hence, teachers need innovative approaches and tools to effectively apply creativity in the classroom.

This talk examines the use of digital technologies to stimulate creative teaching approaches. It shapes the concept of "digital creative pedagogies", that is, the application of strategies supported by ICT to develop processes that are particular to creativity, i.e. promoting learner-centred methodologies, allowing for self-learning, helping to make connections, boosting exploration and discovery, providing a safe environment that encourages risk-taking behaviours, or encouraging collaboration. I will examine different strategies to foster digital creative pedagogies, including serious games, wikis, and digital making, in the lens of collaborative, constructivist and constructionist approaches. Drawing on a substantial body of research, the talk intends to identify the different facets of digital creativity (i.e. learning, social and technical aspects), so to map it in the education and digital culture.