

3rd Workshop on Creative Mobile Learning and Teaching (#CMLT14) – Creativity in Context: Innovative Uses of Mobile and Wearable Technologies for Teaching and Learning – The University of the Future?

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Abstract: Following the two successful EC-TEL workshops on mobile learning and creativity, i.e. Mobile Learning and Creativity Workshop in 2012 (#MLCW12, <http://cloudworks.ac.uk/cloud/view/6210>) and Computational Tools Fostering Creativity in Learning Process in 2013 (#CCL2013, <http://ccl2013.iit.demokritos.gr/cfp>), the third joint workshop on Creative Mobile Learning and Teaching (#CMLT14) will focus on innovative uses of mobile and wearable technologies to support creativity in learning and teaching. Creative Mobile Learning and Teaching is about using mobile and wearable technologies for teaching and learning how to be creative as well as teaching and learning through creative practice. As a full-day workshop, CML14 will be devoted to sharing good practice examples. Just to emphasize this point: It is the actual practice, and not theoretical approaches and concepts, that lies at the heart of #CLM14. By sharing real examples from practice, we want not only to explore existing creative practice (presentations of real examples) but also to

identify future innovation (collective ideation activity) in using mobile and wearable technologies for learning and teaching how to be creative as well as learning and teaching through creative practice.

Keywords: Mobile learning, wearable technology, creativity

1 Background and Theme of the Workshop

Internationally, there is a growing body of research related to mobile learning dedicated to the design, implementation and evaluation of mobile learning tools and scenarios (Buchem et al., 2011; Jahnke, 2011; Herrmann, 2009). However, whilst some studies within the socio-cultural framework address important aspects such as user-generated contexts (Pachler et al., 2010), ownership and changed power relations (Traxler, 2011), the role of mobile learning for fostering creativity is still an under-explored and under-researched area. As such, the relationship between mobile learning and creativity is ambiguous and in need of attention.

In our Special Issue of *IJMBL* in 2013 (Buchem, Jahnke, & Pachler, 2013) we aimed to contribute to this developing area of knowledge and practice while locating mobile learning within a socio-culturally orientated approach proposed by Pachler, Bachmair and Cook (2010). The papers contribute particularly to the role of mobile learning for fostering creativity. They explore the relationship between learning and creativity in different contexts (for instance, formal education, workplace learning, informal learning), and analyze ways in which mobile media and methods applied to in the design of mobile learning may – or may not – foster creative learning. The contributions show, however, that research on the design of mobile learning to foster creativity is still in its infancy. Further studies need to take a more analytic approach, examining in more detail how mobile learning can support teaching for creativity, creative teaching and creative learning. The contributions show, however, that research on the design of mobile learning to foster creativity is still in its infancy. Further studies need to take a more analytic approach, examining in more detail how mobile learning can support teaching for creativity, creative teaching and creative learning, allowing us to arrive at a next level answer to the question “How to design learning to be creative when the answer to the problem is not yet known?” (Fischer, 2011).

Creativity is becoming the new value and norm for a modern society and is vital to our survival, crucial for scientific innovation, social, cultural and economic progress. Already today many of the fastest-growing jobs and emerging industries rely on creative capacity, such as the ability to think unconventionally, inventing new scenarios and producing novel solutions. How can new technologies, including mobile and wearable technologies, be designed and applied to enhance creative learning and teaching? Which innovative pedagogical approaches to using mobile and wearable technologies can foster creativity in learning and teaching? As there is a gap between creative mobile pedagogies and innovative mobile technologies, it is important to bring both sides together to embed creativity into the TEL agenda.

The CMLT14 workshop is based on the belief that mobile and wearable technologies combined with innovative pedagogies have the potential to foster creativity,

which may take different forms, including everyday creativity, scientific creativity and social activity. The key question emerging is how mobile and wearable technologies can be designed and applied to enhance creative mobile learning and teaching in academic, scientific, work-based, social or everyday settings. This workshop focuses on identifying innovative approaches, practices, designs and developments harnessing the potential of mobile and wearable technologies to enhance creative learning and teaching.

2 Workshop format, topics of interests, Submission formats

The aim of this workshop is to share current practice informed by research and to initiate a joint discussion on mobile and wearable learning applications for the university of the future. The workshop starts with an opening elevator pitch of all accepted submissions. The opening is followed by the morning session devoted to mobile and wearable technologies (e.g. tools, apps) and the afternoon session to mobile and wearable pedagogies (e.g. principles, approaches). The workshop ends with a collective ideation activity as part of the Design Thinking process. All three workshop parts will be highly interactive and are described in more detail below:

Opening: The opening part will be delivered as a single-track, fast-paced “madness presentation”. This means every accepted presenter will have 60 seconds to offer a preview of their work in an elevator pitch (see some examples here: <http://www.chi2007.org/attend/madness>). In this way the audience will get a glimpse of all presentations and all presenters will be able to reach a larger audience at the beginning of the workshop.

Presentations: The actual presentations will follow during the morning and the afternoon session depending on the focus and/or the research area of the submission. Each presenter will have 10 minutes to provide the answers to the three key questions: What is your example about (goal, context, approach)? What is creative about this practice (results, implications)? What are your key take-aways (potentials, challenges)? Presentations will be grouped into 3 and followed by Q&A.

Ideation: The ideation activity aims at forming and relating ideas and will generate a great number of ideas for future projects and studies in the area. To ignite creative thinking participants will be asked to distil the inputs and discussions into insights that can lead to opportunities for further research and practice. All ideas will be visualised and shared with digital post-it notes: <http://padlet.com>. During the *ideation session*, the method of the Open World Café will be applied. The workshop organizers prepare different guided questions for different small round tables using creativity techniques in combination with mobile media. The inputs from the presentation session will be used to inspire work in small groups aiming at discussing three main parts: Why and what creativity do we need? What can we learn from presented cases? How to design the education of the future?

Topics of interests:

There is an urgent need to rethink current design approaches to mobile learning and teaching with regard to creativity. The focus is on theory in practice. All submissions should report on applications in real-life settings. The topics of interest include:

- Mobile and wearable technologies for creative learning and teaching
- Applications and tools for creative learning and teaching
- Interfaces and interaction designs for diverse users of creative mobile learners and teachers
- Pedagogies for creative mobile learning and teaching including creative skills
- Learning designs to enhancing creative mobile learning and teaching
- Research methodologies on creative mobile learning and teaching
- User stories and evaluations of creative mobile learning and teaching
- Future visions for creative mobile learning and teaching
- Ubiquitous context-aware mobile computing fostering creative learning and teaching (mobile sensors and sensor analytics, mobile social networking and social analytics, augmented reality, location-based and adaptive approaches, security and privacy aspects of mobile sensing applications)

Submission formats: We invite different types of contributions ranging from work in progress, prototypes, case studies and results from research and practice. All submissions should focus on research-led practice. Authors are invited to submit extended abstracts of max. 4 pages. Since this approach is interdisciplinary, we welcome a diversity of participants, including students, teachers, designers, researchers, practitioners and developers. Papers will be reviewed and selected by the Programme Committee for the Special Issue of an Open Access Journal.

3 Dissemination activities and Programme Committee

All presentations, abstracts and papers will be featured on the workshop website created with cloudworks to enhance dissemination of workshop results. Authors of selected best submissions will be invited to submit papers to two Special Issues of Open Access Journals. The workshop will result in the creation of a European network of stakeholders interested in creative mobile learning and teaching, leading to new projects and research.

The dissemination activities exploit a range of social media for the viral spread of information, including Twitter, personal blogs and social media networks, such as the Facebook group and Cloudscape, and will be accompanied by the use of the unified hashtag #CMLT14. These activities will be important to attract high quality submissions from various communities and to build a European network of stakeholders interested in fostering creative mobile learning and teaching. Resources from the workshop will be available under the Creative Commons License in the Mobile Creativity Cloudscape (see: <http://cloudworks.ac.uk>).

Programme Committee (requested)

Merja Bauters, LeGroup, Media Lab, Aalto University, Finland
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