Introduction & Objectives

Yves Punie

Scoping workshop on Creativity and Innovation in Education, Seville, IPTS, 23-24/02/2009

The views expressed by the authors are not necessarily those of the EC
IPTS: Part of DG JRC of the EC: 7 Research Institutes across Europe

Mission: “to provide customer-driven support to the EU policy-making process by researching science-based responses to policy challenges that have both a socio-economic as well as a scientific or technological dimension”
Information Society policies & take up of ICT in Europe

ICT Industry in the evolving Knowledge Economy (ICTIN)
- Competitiveness of the ICT R&D system in EU27
- Impact of ICT on economic growth
- Innovation in the IS

ICT Applications for Society (ICTAS)
- ICT for inclusion
- ICT for Learning & Creativity
- ICT for Governance

Techno-Economic Foresight in the Information Society (TEFIS)
- Emerging technologies (mobile and augmented reality environments)
- Role of ICT in digital identity and information search
- ICT for Health & QoL; Sustainable Development
As European societies are becoming increasingly dependent on ICT, policymakers need evidence-based and strategic understanding of the (current and future) role and meaning of ICT in society and the economy….

in order to develop policies that would reap the benefits and reduce the risk of ICT for addressing EU challenges on inclusion, learning, employment, governance and participation.
IPTS research on ICT and Learning

- A report on the future of learning in the KBS. Results from a workshop with DG EAC, 3/2006

- School’s over: Learning Spaces in Europe in 2020: An imagining exercise on the future of learning


- A number of studies and reports on social computing/web 2.0
  - Studies on the implications of SC for health, inclusion, mobile 2.0, EU ICT industry competitiveness

- Two policy briefs prepared in 2008 summarize aspects from different studies:

- Three ongoing studies with DG EAC Dir A
  - Learning 2.0: The impact of Web 2.0 Innovations on Education & Training in EU (2008)
  - Innovation and creativity in national learning objectives (2009-2010) [ICEAC]

- A planned foresight with EAC Dir A on triangle “ICT, Learning & Innovation” (2009-2010)

- A planned study on quality of learning in ICT-enabled learning environments (2009-2010)
• ICT is here to stay but has not (yet) enabled disruptive change in learning & teaching

• Little evidence of innovative and creative use of ICT changing pedagogical approaches
  – ICTs are mainly used as tools to support and improve the existing learning process and its administration <-> transformative/pedagogical potential.

• A wide range and diversity of experimentation and innovation with SC & ICT is going on in formal education but also in non-formal and informal settings within Europe, involving many different actors, objectives and technologies
  – IPTS database of (innovative) Learning 2.0 practices with currently 217 cases

• ICT & Social Computing provides
  – New resources for learning & innovation (e.g. wikipedia, blogs, RSS, youtube, etc.)
  – New learning activities and skills (sharing, reviewing, connecting, etc.)
  – New possibilities for collaboration & creative expressions
    • Between learners, teachers, workers
    • Increased participation via user-produced content

• Need for change in E&T as we move towards a KBS: Innovative teaching and creative learning are become increasingly important for LLL, future skills, jobs and participation in society
Learning as a social process
Importance of guidance & interaction
Hierarchical, exclusive  heterarchical, inclusive
Learning by doing
Multiple ways of certification/validation
Informal learning: everyone, everywhere, anytime
Objectives of ICEAC study

to provide a better understanding of how innovation and creativity are:

– Framed in national and/or regional objectives;
– Enabled in education and training
– Occurring in practices of education and training at primary and secondary level.
<table>
<thead>
<tr>
<th>Phase</th>
<th>Objective</th>
<th>Method</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phase 1</td>
<td>Scoping Workshop</td>
<td>Workshop</td>
</tr>
<tr>
<td>Phase 2</td>
<td>To assess how creativity and innovation are explicitly mentioned in the national learning objectives of member states</td>
<td>Content analysis</td>
</tr>
<tr>
<td>Phase 3</td>
<td>To assess the conditions for creativity and innovation in each country at the school level</td>
<td>Survey</td>
</tr>
<tr>
<td></td>
<td>To assess the conditions for creativity and innovation in each member stage according to major stakeholders and to validate results from content analysis.</td>
<td>Interviews</td>
</tr>
<tr>
<td>Phase 4</td>
<td>Good Practices</td>
<td>Case Study</td>
</tr>
<tr>
<td>Phase 5</td>
<td>Validation Workshop</td>
<td>Workshop</td>
</tr>
</tbody>
</table>
Objectives of scoping workshop

The aim of the workshop is to discuss and get feedback from experts on:

– how to study innovation and creativity in E&T

– focus, methodology and operationalisation of studying I&C in primary and secondary education, from a European perspective, at Member States level.
Thank you