

Program

Training program

Day 1 - Monday: Creative computing introduction and digital citizenship issues	
09:00-10:30	Welcome meeting at University of the Aegean <i>Registration</i> <i>Presentation of the participants' background and expectations</i> <i>Introduction to the training program (syllabus, facilities, organization)</i>
10:30-10:45	Coffee break
10:45-12:15	Creative computing for learning and teaching introduction <i>Introduction to ICT tools for creative teaching and learning e.g. Educational programming environments (Scratch, Starlogo TNG), Interactive Fiction, Branching Stories, Graphic Adventures, and Mobile Augmented Reality Games authoring tools</i> <i>Learning design for creative teaching and learning</i>
12:15-12:30	Coffee break
12:30-14:00	Creative computing, education and digital citizenship <i>Copyright, Privacy and Online Reputation Management</i>
Day 2 - Tuesday: Digital Storytelling for creative teaching and learning	
09:00-10:30	Introduction to Digital StoryTelling (DST) <i>Key concepts, educational value, online communities and resources</i> <i>Samples and case studies discussion. Assessment of DST</i> <i>Teaching and learning using DST</i>
10:30-10:45	Coffee break
10:45-12:15	Media editing for DST – Hands on laboratory <i>Image processing, Audio processing, Video processing, Animation</i> <i>Introduction to tools e.g. Gimp, Audacity, MovieMaker, WeVideo, and Animoto</i> <i>DST using creative programming and multimedia authoring tools e.g. Scratch, CourseLab etc.</i>
12:15-12:30	Coffee break
12:30-14:00	The DST process and educational integration - Workshop <i>DST project management process, story design/mapping, storyboarding, collecting and creating media, montage, production, publication of DST. DST in online communities.</i>
14:15-18:00	Break
18:00-21:00	Field trip to the cultural environment of Rhodes <i>Guided tour to monuments of the medieval city.</i> <i>Organized by thematic routes.</i> <i>The anchoring learning to the sociocultural environment using creative computing. Situated learning pedagogy in practice.</i> <i>Historical sources of Rhodes for learning activities design</i> <i>The information and media that trainees will collect during the field trip will be used for their practice for the program.</i>

Day 3 - Wednesday:

Interactive Storytelling for creative teaching and learning

09:00-10:30 Introduction to Interactive StoryTelling (IST)

*Key concepts, types of interactive storytelling (Interactive Fiction, Branching Stories, Graphical Adventure Games, and Simulations), educational value
Samples and case studies discussion
Teaching and learning using IST*

10:30-10:45 Coffee break

10:45-12:15 IST Authoring – Hands on laboratory

IST authoring tools and step by step samples production

12:15-12:30 Coffee break

12:30-14:00 IST Authoring – Hands on laboratory

IST authoring tools and step by step samples production

Day 4 - Thursday:

Mobile Augmented Reality Games for learning and entertainment

09:00-10:30 Introduction to Mobile Augmented Reality Games (MARG)

*Key concepts, types of MARG (Quests, Adventures, Scavenger Hunts, Treasure Hunts, Mobile Interactive Storytelling, Inquiries, Simulations, Guides), educational value
Samples, case studies
Teaching, learning and entertainment using MARG*

10:30-10:45 Coffee break

10:45-12:15 MARG Authoring – Hands on laboratory

IST authoring tools and step by step samples production

12:15-12:30 Coffee break

12:30-14:00 MARG Authoring – Hands on laboratory

IST authoring tools and step by step samples production

Day 5 - Friday:

Practice and closure

09:00-10:30 Scaffolded practice – Trainees Project

*Participants form small groups and develop learning creative computing artifacts (DST, IST, and/or MARG) to practice their new capabilities. During their practice the trainers supporting them to the new ICT skills.
The story contents of the trainees' projects are inspired by the cultural environment of Rhodes.*

10:30-10:45 Coffee break

10:45-12:15 Scaffolded practice – Trainees Project

*Practice continuation.
Presentation of the projects.
Group collaboration, presentation, and discussion of the projects could continue online.*

12:15-12:30 Coffee break

12:30-14:00 **Closure of the program**

Evaluation and assessment of the program

Follow up information, and guidelines

Certificates – Mobility Europass

Farewell Closure

Social and cultural program:

The program will be accompanied by a rich bundle of free and optional social events e.g. visit Lindos village and Butterfly valley. Detailed social program will be announced on time.