



# GEM – Green Education in Media / Course 2022

## Course Theme: Alternative learning spaces

As part of the GEM Erasmus+ Cooperation Partnership Project

In this course, nature serves as a learning environment and as inspiration for virtual worlds. You could say that nature goes indoors and indoors goes outdoors.

As the power of digitalization constantly grows and people spend more and more time in virtual environments, it is important that nature too plays a significant part in the digital world. The role of nature in artistic and design practices will be questioned and redefined and you will gain nature-centric ideation skills and get practical experience on how to digitise your ideas.

Together with local students you will experience nature and create nature inspired digital artworks. In common online sessions you will collaborate with international students with different academic backgrounds from Greece, Finland, Germany, Malta, Poland and Croatia and create a virtual environment that showcases all works produced.

**ECTS:** The amount of ECTS granted for this course is subject to the individual implementation of the partner universities.

### Course Outline:

- **Workshop 1 | 22.11.2022 | 14:00 – 16:00 CET**  
**Introduction, Online**
  - Description of the course procedure
  - Overview and introduction of the virtual space used and compatibility with other media formats
  - Description of the desired results
  - Assign student lead and Tutor
  
- **Interim Activity | Free time planning | appr. 4 hours or more**  
**Nature walks, Onsite**
  - At each location students go into nature to seek inspiration
  - In nature, drawings are made, photos or videos are taken or small installations are created.
  - The whole process and the results have to be documented**Ideation Session, Onsite or Online**
  - Guided Ideation Session with one of the Tutors on how to enhance and further develop the nature artefacts.
  
- **Workshop 2 | 29.11.2022 | 12:00 – 16:00 CET**  
**Meet-up, Online**
  - Presentation of the results insights gained and ideas so far from the local groups
  - Break-out sessions in small groups on how to compose the virtual world in which the local artworks are displayed.
  - Voting on a concept
  
- **Interim Activity | Free time planning | appr. 6-8 hours or more**
  - Further work and Implementation of the ideas developed
  - Displays in the shared virtual world



- **Workshop 3 | 13.12.2022 | 14:00 – 16:00 CET**  
**Virtual Walk, Online**
  - Local groups pitch their artworks to the international audience
  - Discussions, Mutual feedback

### **Competencies and Themes of the Course:**

- Knowledge
  - Sustainable design
  - Ideation processes
  - Working and Co-working in virtual worlds
- Skills
  - Ideation in nature
  - Capturing and recreating nature in the digital domain
  - Methods of structured online ideation
  - Exploration of virtual technologies and practices
  - Prototyping
- Social Competencies
  - Working in interdisciplinary and international teams
  - Creative processes and decision making
  - Self-reliance and empowerment
  - Self-organisation within teams

### **Teachers and Tutors (tentative)**

- Dimitris Charitos, Head of Department of Digital Arts and Cinema, National and Kapodistrian University of Athens, Greece
- Katerina Antonopoulou, National and Kapodistrian University of Athens, Greece
- Charalampos Rizopoulos, National and Kapodistrian University of Athens, Greece
- Carita Forsgren, Senior Lecturer of Visual Design, freelance writer and producer, Tampere University of Applied Sciences, Finland
- Kirsi Karimäki, Senior Lecture, User Experience Design, Finland Tampere University of Applied Sciences
- Sophie Tummescheit, Researcher, Film University Babelsberg KONRAD WOLF, Germany
- Björn Stockleben, Professor of New Media Production, Film University Babelsberg KONRAD WOLF, Germany
- Wojciech Olchowski, Guest Doctoral Student at Film University Babelsberg KONRAD WOLF, Lodz Film School, Poland



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### **About GEM**

GEM - Green Education in Media is an Erasmus+ Cooperation Partnership between nine international partners:

- Film University Babelsberg KONRAD WOLF, Germany (Project Lead)
- Tampere University, Finland
- Tampere University of Applied Sciences, Finland
- National and Kapodistrian University of Athens, Greece
- University of Malta, Malta
- Academy of Dramatic Art, University of Zagreb, Croatia
- Jagiellonian University in Kraków, Poland
- Lodz Film School, Poland
- Institute for Art and Innovation e.V., Germany

Together they are working on:

- Environment and fight against climate change
- Supporting digital and green capabilities of the higher education sector
- Green skills
- Creating new, innovative or joint curricula or courses
- Digital content, technologies and practices

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