GEM

**Introduction to the
Alternative learning spaces
workshop for the GEM project**

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What is GEM (Green Education in Media)

- GEM is an Erasmus+ Project which intends to develop new ways in which digital media can build and support a more streamlined and rewarding relationship between creators, academics, audiences and nature. It will contribute to both institutional capability building in green approaches and student empowerment in the fight against climate change

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, Pland

The Polish National Film, Television and Theatre School, Lodz

Institute for Art and Innovation e.V., Germany

GEM's activities will:

- explore the extension of the teaching hall into both nature and virtuality, creating compelling hybrid learning spaces.
- create a course concept that goes beyond mere storytelling into science-based artistic envisioning of solutions for a more sustainable future, using a transmedia approach.
- connect media disciplines with other related disciplines in order to search for solutions and opportunities based upon interdisciplinary discourse.
- collect good practices and continuously evaluate the findings of the project to design curricular building blocks and method guidelines to both enhance institutional capabilities to fight against climate change and to empower students and researchers to make an impact on their profession and on society.

GEM's objectives:

GEM seeks to make nature a pervasive theme in digital media education. It will create environmental awareness and teach competencies to empower both individual students and universities to make a lasting positive impact to a sustainable future. To reach this goal, the project sets the following objectives:

- To increase nature awareness in media education by embracing nature as a source and place of learning (WP2)
- To increase self-reflection on sustainability of media professions by fostering dialogue and creative collaboration with sciences (WP3, WP4)
- To empower students and teachers will become green changemakers in their institutions b
- To provide a co-creation methodology for envisioning artistic solutions to a sustainable future by developing pivot project-based learning (WP4)y providing knowledge resources and tools
- To integrate sustainability themes and international collaborative learning as parts of regular curricula by designing flexible curricular building blocks (WP5)

GEM – Green Education in Media / Course 2022
Course Theme: Alternative learning spaces

nature serves as a learning environment and as inspiration for virtual worlds - nature goes indoors and indoors goes outdoors

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

Students from different institutions and localities will experience nature and create nature inspired digital artworks

Students will collaboratively create a virtual environment that showcases all works produced

Workshop 1 | 22.11.2022 | 14:00 – 16:00 CET

Introduction, Online

Introduction to the GEM project
Description of the course procedure
Description of the desired results
Overview and introduction of the platform that will be used to create the virtual space and to
embed in it other media formats
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

GEM

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