Abstract:

Today’s digital economy poses a number of critical challenges for an education system that is still firmly rooted in 20th century practices. This webinar will discuss some of those challenges and how educators can develop effective curricular strategies to meet them. Teaching students to use state-of-the-art tools such as Adobe Creative Cloud on a practical level is only part of the solution. In order to fully prepare our students to become effective change-agents in the digital economy a more systematic curricular approach is necessary. This talk proposes the concepts of digital literacy, creativity and invention as heuristics upon which a new 21st century educational philosophy can be molded. Examples from the groundbreaking Clemson-Adobe partnership will be used to illustrate how education can be reinvented to better suit the challenges ahead.

Bio:

Dr. Jan Rune Holmevik is associate professor and Co-Director for the Center of Excellence in Next-Generation Computing and Creativity at Clemson University. He holds a Ph.D. in Humanistic Informatics from the University of Bergen, Norway, 2004, and MA and BA degrees from the Norwegian University of Science and Technology in Trondheim, Norway. His research interests span three main general areas of academic inquiry: Ludology and Game Studies, Digital and Visual Rhetorics and Electracy (21st Century Digital Literacy). His latest book, Inter/vention: Free Play in the Age of Electracy was published by the MIT Press in 2012.