

## ICT 2008 Conference Working Group

### *“Human Learning and Creativity: Creatively learning and learning to be creative”*

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#### 1. TIMING & VENUE OF THE SESSION

- Tuesday 26 Nov 14:00 – 15:30
- Centre de Congr s, Lyon, France.
- Salon Pasteur

#### 2. PREPARATORY MEETING

- Tuesday 26 Nov 10:00 – 11:00
- Centre de Congr s, Lyon, France.
- Coffee Corner (Exhibition, Zone A, Commission Stand). Commission staff at the Coffee Corner will also take messages and contact us by mobile phone. However, you can contact us on the following mobile: +352 621131379. We will be there from late Monday evening.

#### 3. SCOPE & DESCRIPTION OF THE SESSION

Learning and creativity are closely related; they are both fundamental human experiences, influenced by factors such as motivation, imagination and intuition, and they are similarly affected by contexts, situations and cultures.

The purpose of this session is to discuss the role of technologies on the crossroads between human creativity, cognitive and learning processes. The discussion should help to identify novel ICT-based approaches, strategies and methods that would effectively mediate and nurture the synergies between these processes. The panellists and the audience will be challenged to identify how and under which conditions ICT would facilitate the emergence of creative and innovative practices, creative behaviours, critical thinking and problem solving (in education and organisations) in order to support the generation of new ideas, innovation and the application of knowledge for social and economic benefits.

#### Participants

Yrj� Engestr�m	University of Helsinki	Director - Center for Activity Theory and Developmental Work Research
Gerhard Fischer	University of Colorado	Director of the Center for Lifelong Learning and Design, Professor in the Department of Computer Science, and Fellow of the Institute of Cognitive Science, at the University of Colorado, Boulder.
Lizbeth Goodman (CHAIR)	SMARTlab Digital Media Institute & MAGICGamelab University of East London	Director SMARTLab and MAGICGamelab Chair of Creative Technology Innovation - University of East London

Lars Nyengaard	LEGO	Director of Innovation, LEGO Education
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### 3.1. Topics to be addressed:

**Topic 1:** *ICT for knowledge practices and creativity: new ways of organizing work in multi-activity settings and how this will change the ways we educate and train* (**Yrjö Engeström**)

**Topic 2:** *Cognition, learning and creativity: Extending the Power of the Individual Human Mind.* (**Gerhard Fischer**)

**Topic 3:** *Convergence of creativity and innovation: Games, toys, tools – how will technologies stimulate new forms of human creativity?* (**Lizbeth Goodman**)

**Topic 4:** *How do learning appliances stimulate creativity: LEGO Mindstorm – a scientific and business case.* (**Lars Nyengaard**)

### 3.2. Choreography:

Each panelist will be given 15 min. to present their perspective. This will be followed by a round table where the chair will recap major issues and then stimulate – with questions - a cross-panel discussion. Audience may contribute with specific questions.