Record Nr.	UNINA9910349334403321
Titolo	Mobile Media In and Outside of the Art Classroom : Attending to Identity, Spatiality, and Materiality / / edited by Juan Carlos Castro
Pubbl/distr/stampa	Cham:,: Springer International Publishing:,: Imprint: Palgrave Macmillan,, 2019
ISBN	3-030-25316-3
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XV, 226 p. 24 illus., 23 illus. in color.)
Disciplina	700.71
Soggetti	Art - Study and teaching
	Education - Curricula
	Learning, Psychology of
	Educational technology Crostivity and Arts Education
	Creativity and Arts Education Curriculum Studies
	Instructional Psychology
	Digital Education and Educational Technology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	1. Introduction: The MonCoin Project 2. The Connected Image in Mobile and Social Media: The Visual Instances of Adolescents Becoming 3. The Social Organization of Students in-class Versus in an Online Social Network: Freedom and Constraint in Two Different Settings 4. Girls and their Smartphones: Emergent Learning through Apps that Enable 5. Spatiality of Engagement 6. Spatial Missions: My Surroundings, My Neighbourhood, My School 7. Integrating Traditional Art Making Processes with New Technology in the High School Curriculum 8. The New Point and Shoot: Photography Lessons Using Phones and Scanners 9. Visual Mapping Workshop: Materializing Networks of Meaning 10. Heeding Enchantments and Disconnecting Dots: A Socio-materialist Pedagogy of Things
Sommario/riassunto	This edited volume explores a range of educational effects on student learning that resulted from a long-term study using a creative visual arts curriculum designed for mobile media (smartphones and tablets)

and used in art classrooms. The curriculum, entitled MonCoin, a French phrase meaning My Corner, was initially designed and piloted in a Montreal area school for at-risk youth in 2012. Since then, it has been refined, deployed, and researched across secondary schools from a range of socio-cultural educational contexts. This book is comprised of contributions from researchers and practitioners associated with the MonCoin project who address critical insights gleaned from our study, such as the social context of teen mobile media use; curriculum theory and design; influences of identity on creative practice; and specific strategies for creative applications of mobile media in schools. The purpose of this edited book is to offer art education researchers and teachers innovative curriculum for mobile media and the networked conditions that influence identity, space, and practice with and through this ubiquitous technology.