

1. Record Nr.	UNINA9910784058803321
Titolo	Young people, creativity and new technologies : the challenge of digital arts // edited by Julian Sefton-Green ; foreword by David Puttnam
Pubbl/distr/stampa	London ; ; New York : , : Routledge, , 1999
ISBN	1-134-63059-X 0-203-25687-5 0-203-07081-X 1-280-33566-1 1-134-63060-3
Descrizione fisica	1 online resource (186 p.)
Altri autori (Persone)	Sefton-GreenJulian
Disciplina	372.5/044
Soggetti	Arts - Study and teaching (Elementary) - United States - Computer-assisted instruction Arts - Study and teaching (Elementary) - United States - Interactive multimedia Interdisciplinary approach in education - United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Book Cover; Title; Contents; List of figures; List of plates; Notes on contributors; Foreword; Acknowledgements; Multimedia literacies: developing the creative uses of new technology with young people JULIAN SEFTON-GREEN AND VIVIENNE REISS; The Moving Picture Science Show: working with multimedia in the classroom VIVI LACHS; The Rosendale Odyssey: multimedia memoirs and digital journeys REBECCA SINKER; A digital big breakfast: the Glebe School Project AVRIL LOVELESS; PhotoWork: a case study in educational publishing for and by young people JO BOOTH; The NEMA experience IRENE ORDIDGE Roath Village Web: the Marlborough Road Online School Scrapbook SUE WILLIAMSTranslocations: from media to multimedia education ANDREW JONES; 'What makes you switch on?': young people, the Internet and cultural participation ROZ HALL AND DARKEN NEWBURY; Web publishing by young people CHRIS ABBOTT; Teaching online: issues and problems HELEN CUNNINGHAM AND MIRIAM RIVETT; From hardware to

software: the resource problem? JULIAN SEFTON-GREEN; A framework for digital arts and the curriculum JULIAN SEFTON-GREEN; Index

Sommario/riassunto

What is the creative potential of the new technologies? How can computers create new possibilities for artistic and creative work in education? Young People, Creativity and New Technologies describes ways in which ICTs (Information Communication Technologies) can produce new possibilities for creative work both within the formal curriculum and in complementary educational arenas. It provides a series of case studies which show how 'digital arts' are currently being used across school and community arts curricula and demonstrates how ICTs can be used in a genuinely inter-disciplinar
