

TEACHING AND ASSESSING CREATIVITY

The aim of this research project is to develop learning and teaching strategies which support students in their development of creative solutions to digital media and product design problems.

The strategy selected to enhance provision is that of collective learning. This will entail the design of a collective learning environment supported by a distributed resource. As far as possible, the resource will be modelled on the distributed networks employed by design experts from within the creative industries. It is envisaged that the learning activities will provide students with highly motivating learning experiences, which will also prepare them for future employment in Creative Industries.

Effective collaboration requires coordinated schedules and mutually accepted goals and objectives. In support of the collaborative activity, the students will be encouraged to develop the skills required for autonomous learning. An autonomous learner has the ability to take charge of their own learning by planning an efficient route to their goals and employing effective feedback mechanisms to keep them on track. Students will be supported in setting learning and developmental goals appropriate to the activity and critique from peers and tutors, combined with personal reflection will form the feedback mechanisms which keep them on track.