



# e-INCLUSION

## ICT for an Inclusive Society

Riga 11-13 June 2006

*No one left behind*



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# No Problem!

Leveraging engagement  
and **participation** with  
everyday technologies

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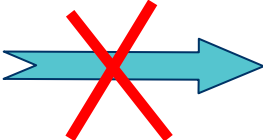


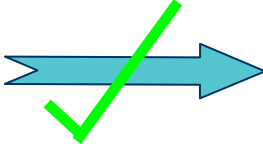
# Inclusion: what do we mean?

- Elimination of barriers to full and active participation in the economic, social and cultural life of one's community
- Understanding and valuing diversity
- Typically, but not exclusively, an issue for marginalised groups
  - Marginalised may lack choice
  - Others may fail to exercise choice
- Higher Education: “access” initiatives
  - Finding the key to leverage **participation**



# A paradigm in need of reversal?

ICT skills/literacy training  To foster participation/inclusion

Participation/Engagement with relevant issues *through* everyday technologies  Develops and hones ICT skills and the confidence to learn and formalise

**Digital Media: forget the driving lessons!**  
**Focus on the scenarios for participation**  
**Reverse engineer the learning**



# Everyday Technologies...the **personal infocloud** (Thomas Vander Wal)

1. Everyday digital devices people carry, such as camera/media phones, iPods, media players, PDAs, laptops
2. Wireless networks: connectedness as they move about
3. The Internet and its growing store of socially-generated knowledge, and web-based, on-demand social/entertainment/gaming applications.



**Strange world of  
SUPERPRESSURE**

**SECRETS OF  
SHARPENING**

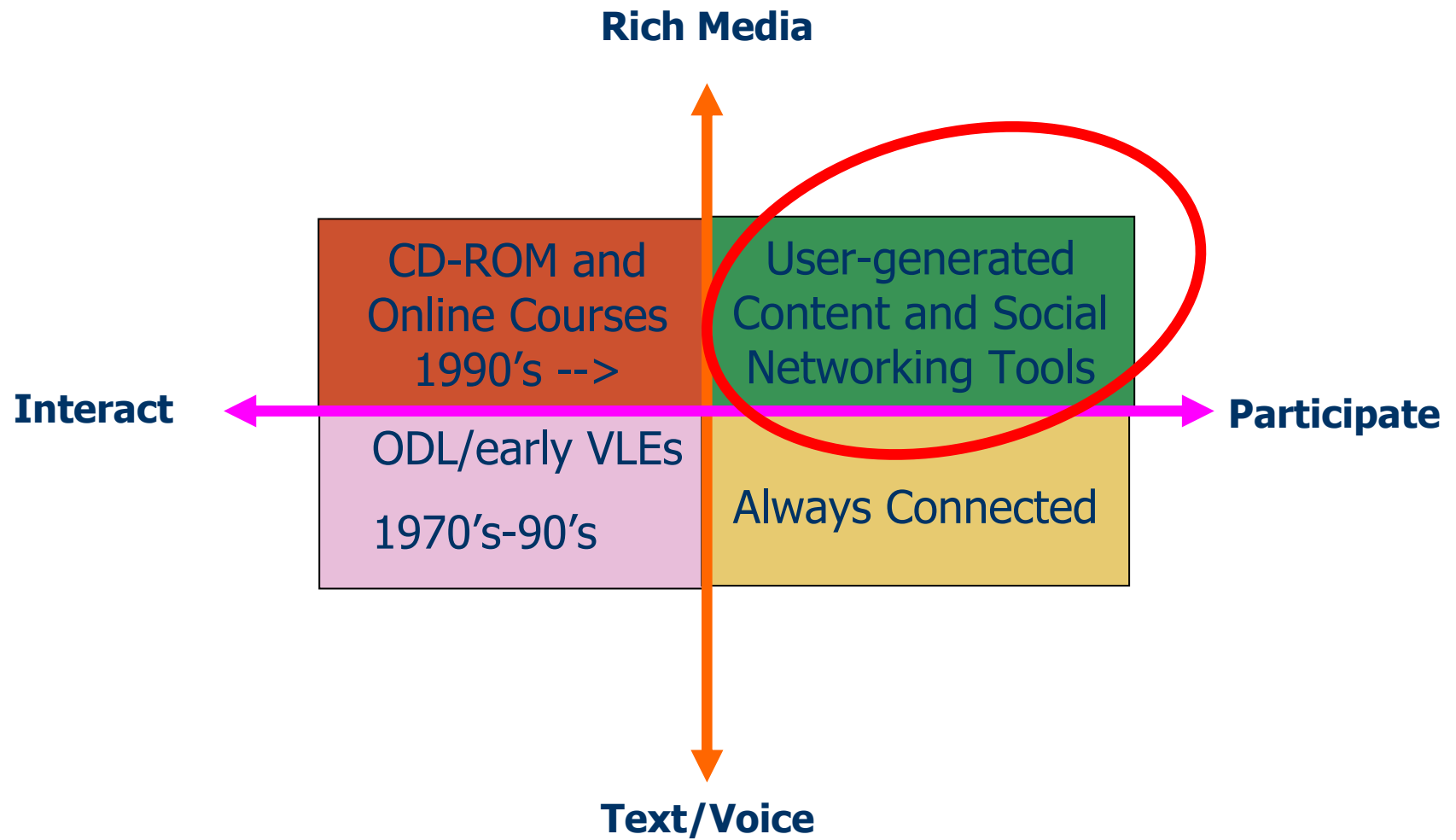
**BIG BOATING  
SECTION:**

- Ski-hull boat
- Windsurfing thrills
- Kevlar-replace fiberglass?
- '77 outboards
- Hot cats
- Cuddy cabins
- Marine CB

**ICE-BLOCK HOUSE**  
cools with  
winter heat



TV PICTURE SIMULATED





# Same...Everyday Technologies ...can be **“conversation avoidance devices”**

(Stephen Miller)

“Television and radio, alas, are no longer the only irresistible forces destroying conversation. They are now supported, perhaps even outdone, by iPods, cell phones, computers, Blackberries, electronic games, Netflix and the Internet”.



# Learning for Inclusion

- Subject-specific [domain] knowledge and skills
- Enhancing transferable, communications, project and team skills
- Opportunity of “Learning to Learn”



# Making Learning Inclusive

- Engagement with Media is unavoidable
- In a world of digital media, “storytelling” blends seamlessly with “meaning making” in all disciplines
- Problem-based learning, involving a participatory experience, can replace solitary experiences with/without computers, particularly in mathematics and the sciences
- Teachers/tutors’ skills are irreplaceable, but must be continuously enhanced



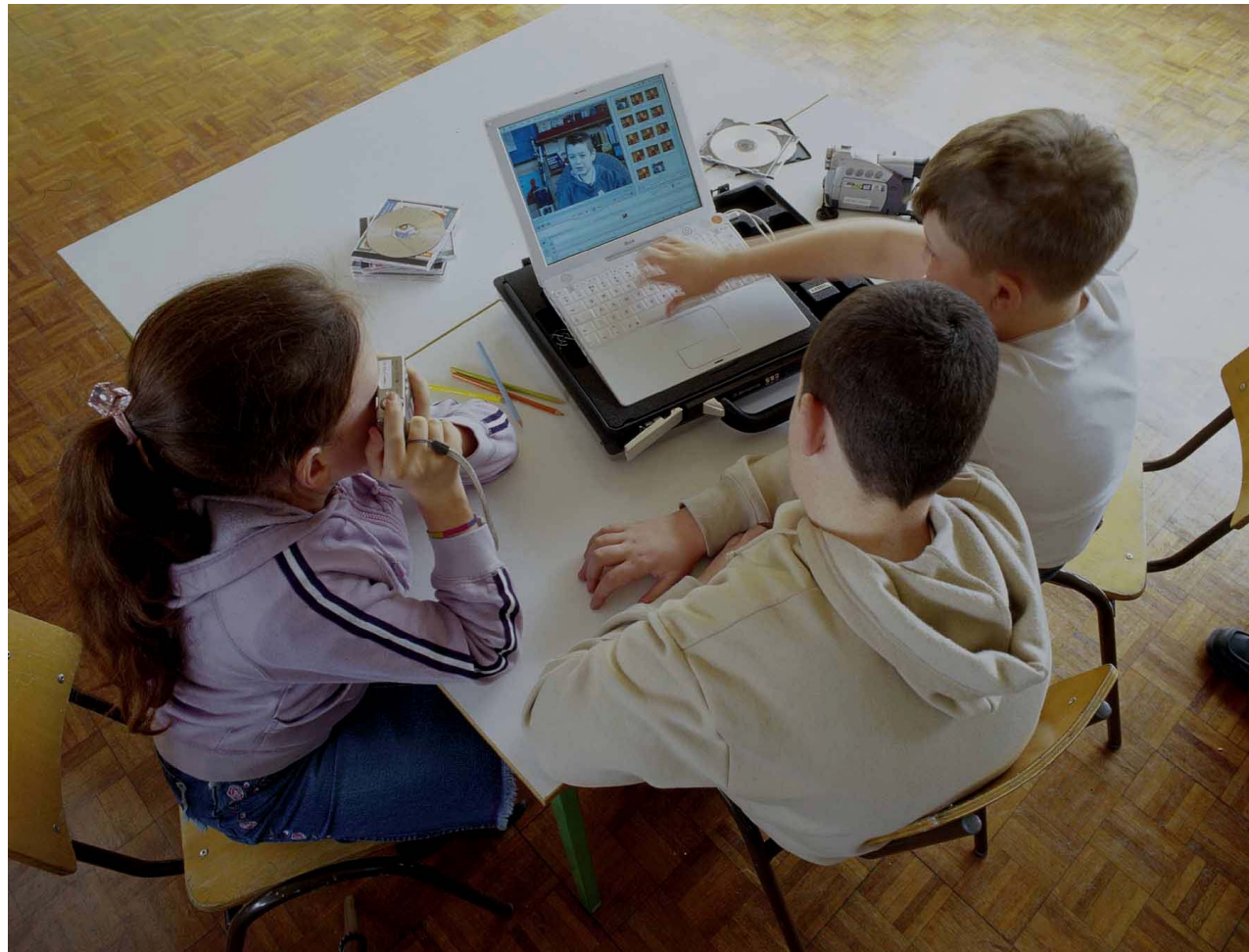
*“Learning cannot be designed:  
it can only be designed for - that is,  
facilitated or frustrated”.*

Wenger [1998]



# **Technology is never the problem! Versatile teachers/tutors badly needed!**

“we too often act as if we believe that each new delivery technology requires a new theory of learning and performance. Thus we 'reinvent the wheel' constantly but inadequately.” [Clark, 1994]



## FIS: the Film in Schools project



## To Conclude

1. Promote a positive engagement with digital media - for both formal and informal learning situations
2. Think ‘**participation**’ not simply ‘interaction’
3. Media literacy for teachers/tutors - even in ‘non media’ disciplines, is essential
4. Move from ‘facilitation’ to ‘mediation’ of learning
5. Support ‘communities of practice’
6. Leverage trans-national opportunities



Barry Moore, IADT Graduate 2004

Thanks!



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## ICT for an Inclusive Society

Ministerial Conference  
Riga 11-13 June 2006

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