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Academic paper (20+10 min)

Topics: Digital and new materialist artistic and art educational practices and theories

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Design thinking in the art education

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The aim of the research project suggested for presentation is to reveal the role of design thinking in education. Different uses will be investigated, like educational program development, or course and task design. Design thinking is defined as a process of creating the idea or product. In this case, product is an educational method that helps participants to understand their needs and develop solutions for them with the methodology of design. The educational program to present develops and nurtures creative ideas that can affect our society and culture through developing creative thinking and stimulating idea generation activity.

My presentation will focus on these points: 1. Give the explanation about the subject “Design thinking” 2. Design thinking and creative thinking, comparing and cross points. 3. Design thinking in the art education 4. Methodology for organising the class for learning and stimulating creative thinking 5. Creative thinking is as a factor of searching the ideas and concepts for creation the art works or design products. 6. Design the education programs basing on design thinking. 7. Useful education model - an innovative perspective. Experiments and results of organising the workshops and education programs.

Design thinking is a new way for finding the solutions in the education systems creating new models and opportunities for studying the subjects transforming new interests in theory and practice. Education is a creator of culture and social environment. that develops intelligence, politeness, humanity, mutual aid and trust. Art influences on the social life and culture. We create the robots for reminding about our HUMANITY.