

ID: 312

Academic paper (20+10 min)

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

Keywords: Creative coding, maker movement, commons, peer production, peer learning, art +tech, education, art education, craft education, media education, critical thinking, software studies

Creative Coding at the arts and crafts school Robotti (Käsityökoulu Robotti)

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The increasing use of digital technologies presents a new set of challenges that, in addition to key economic and societal viewpoints, also reflects similar use in both education and culture. On the other hand, instead of a challenge, digitalization of our environment can also be seen as new material and a new medium for art and art education. This article suggests that both a better understanding of digital structures, and the ability for greater self-expression through digital technology is possible using creative coding as a teaching method.

This article focuses on art and craft school Robotti (www.kasityokoulurobotti.fi), a type of hacker space for children that offers children teaching about art and technology. Through ethnographic research this article examines how creative coding works as a teaching method in Käsityökoulu Robotti to promote both artistic expression and a critical understanding of technology.