



1st Newsletter



ABOUT creICTivity PROJECT

creICTivity project is financed by the ERASMUS+ project of the European Union, managed by the Slovenian ERASMUS+ national agency, CMEPIUS. It aims to strengthen the ability of adult educators to use creativity strengthening methods in the learning process to increase effectiveness of ICT learning and, consequently, (practical) creativity of the learners - vulnerable adults with low ICT skills.

It is a 2-year project that brings together 6 partners from Slovenia (Društvo za izobraževanje in socialni razvoj), Poland (NAVICULAM Sp. z o.o.), Germany (Institut für Internationale Bildungs- und Arbeitsmarktprojekte), Croatia (Učilište Magistra), Spain (Neotalentway S. L.) and Turkey (Tokat Gaziosmanpasa University).

RATIONALE

Creativity is seen as something only gifted people have and is largely neglected in adult education. In reality everybody can be creative if their creativity is nurtured. Practical creativity is manifested as ability to solve problems. It has strong connection to critical thinking, ability to analyse information and learn, plan actions, adapt to situations. ICT is an excellent way to increase creativity and learn an essential skill at the same time, because it presents problems that allow creative solutions.

The concept of creativity is an ever-developing and self-renewing concept. Thus, it is frequently used in interdisciplinary studies. Its study area includes many disciplines such as educational sciences, individual recognition and organisational creativity (Porter, Lawler 1968). This enriched the concept in the course of time. Therefore, creativity has been used as a medium to produce new and appropriate ideas in every field of human activity from science to art, education to business administration. The concept of creativity, which has such importance in daily lives of individuals, also plays a key role in social life. It is an important motivation that individuals' tendency for creativity is supported by the society. On the other hand, creative individuals not only are valuable people for the society but they also nourish and provide new living spaces to the society. Therefore, creativity contributes positively to the sustainability of the society and all of the factors of social life by making use of all sorts of potentials within the society. The connection between the society and individuals could clearly be revealed

through creativity. Namely, creative practices enrich the society.

169 million or 44% of Europeans between 16 and 74 years of age lack basic ICT skills and 19% of them have zero skills. Lack of ICT skills is strongly linked to education, socio-economic status and older age. They are victims of the digital gap and digital exclusion which will impact EU negatively, economically and socially: 9 of 10 future jobs will require some ICT skills thus a large number of work-age adults will be unable to compete in the job market. They will not be able to find information on education, active citizenship, health, social activities etc., preventing them to become productive members of society, affecting the economy, democratic processes, health systems etc. around EU.

By introducing the aspect of creativity into the ICT learning, we will not only improve the educational outcomes but also strengthen learners' key socio-economic competences like critical thinking, problem solving and creativity.



ROADMAP

1. Research about creativity and needs of adults with low ICT skills

Each partner will conduct a research about the concept of creativity and its application in adult education. We will also research the needs of vulnerable adults in regard to ICT learning and ICT usage. The lead partner will create a common report.

2. Finding the participants

Each partner will find a group of 6-8 adults with low ICT skills who will help us better understand their needs, obstacles and attitudes towards ICT and latter test our project results. Each partner will also find 2 ICT mentors who will help us develop and test our results.

3. Workshops

Partners will conduct workshops with low ICT skilled adults and ICT mentors to find out more about their needs, views and attitudes towards ICT education. The workshops will be prepared using design thinking methodology, very suitable for finding out the needs of participants.

4. Preparation of creICTivity theoretical framework and methodology

Based on our joint research and results of the workshops we will create a methodology and guidelines for educators

focused on fostering creative thinking, critical thinking and problems solving in the context of ICT learning with the aim to provide the learners with more context and to achieve better and longer-lasting learning results.

5. Pilot testing of the creICTivity theoretical framework and methodology

We will test our methodology with the help of adults with low ICT skills and selected ICT mentors. Testing will be evaluated.

6. Finalisation of the project results

Based on the results of the pilot testing the creICTivity theoretical framework and methodology will be improved, finalised and disseminated to adult educators and other stakeholders.

The activities listed above will be supported by 4 transnational project meetings and a joint Learning, teaching, training activity for the preparation of our ICT mentors. For dissemination purposes there will be a multiplier event organised in every partner country.



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