



crelCTivity project | Conclusions and results

After two years of work, the crelCTivity project will conclude at the end of August 2023. During the development of the project, the six organizations that make up the consortium have explored creativity and its application in education, particularly in the teaching of basic ICT skills. The joint work of the partners has resulted in the creation of different tools and materials to explore the application of ICT in education, and in addition, the proposed results and objectives of the project have been achieved.

Creativity turned out to be a very interesting topic that played with our expectations and challenged our mental habits. We discovered that it really has many forms and can be applied in most life situations. To make the abstract concept of creativity more tangible and connect it to the practical skill of ICT, we

focused mainly on practical creativity understood as the ability to be creative in solving different kinds of problems.

In this newsletter we compile all the work done in the last two years and everything we have learned during the development and implementation of the project.

crelCTivity learning modules and creativity enhancing games

We have developed 7 learning modules containing different basic ICT skills which, if mastered, facilitate adults' daily use of ICT and allow them to gradually build on their ICT skills. The modules are based on practical situations, which we have called ICT Challenges, and are a starting point for learning. Adults analyse the challenges with the support of a teacher and try out the solutions, adding the missing context to their ICT (in)knowledge. We have also added several simple ICT games and exercises to the



modules to stimulate creative thinking in the students. These modules were tested by the project partners in their countries where workshops were held with different target groups to check the appropriateness of the developed materials. The result was satisfactory and allowed us to continue with the development of the project.

Using creativity to support adults in ICT education - teaching methodology for adult educators

The primary goal of creICTivity was to provide ICT educators with an opportunity to view ICT instruction from a distinct vantage point. The intention was for them to comprehend and acknowledge the significance of creativity within the realm of learning, employing it as a means to establish stronger connections with their students. This would, in turn, lead to increased engagement and the cultivation of both the educators' and the students' creative abilities.

It's worth mentioning that a certain educational approach disregards the concept of creativity due to its challenging quantifiability. Nevertheless, incorporating an element of creativity into the educational process offers numerous benefits, particularly considering the often informal nature of adult education.

Throughout the duration of the project, we have delineated the methodologies, approaches, and prerequisites necessary for education to amplify the creative potential of adult learners and enhance their educational outcomes.

Design thinking workshop guidebook

A manual has been created to bring together

the instructions and materials needed to conduct a Design Thinking workshop on the theme of attitudes, needs, obstacles and motivations that different groups of learners have in relation to ICT. Through 6 activities, participating adult learners and ICT educators will be able to look at ICT from different perspectives.

The Design Thinking method aims to identify the needs, barriers, opportunities of different target groups. It is based on empathy and empathy with the members of a particular group and includes activities to enhance creative thinking. The method is an important step in the creICTivity learning process described in the methodology, but it can also be adapted to identify the needs of different target groups in education, regardless of the topic and type of education. It can therefore help educators to identify and define learning objectives and thus achieve better learning outcomes.

Last steps

In these last months of the project, each partner will hold a multiplier event in their countries except Turkey (5 events total) to disseminate project goals, activities, methodology and outputs among adult educators and stakeholders in the field of adult education.

Dissemination will continue through partner websites, Facebook profiles and professional contacts with stakeholders. Each partner will make the materials created through their website or social networks available to the public and easily accessible in electronic format as free downloads in 5 partner languages and in English. The visibility and user-friendliness of the project results will be maintained so that they are accessible and

consulted by all interested parties.

Conclusions

The consortium consisting of DISORA Association, NAVICULAM Sp. z o.o. (Poland), INIBIA (Germany), Učilište Magistra Institution for Adult Education (Croatia), Neotalentway (Spain) and Tokat Gaziosmanpasa University (Turkey) have made the completion of this project possible.

The project recognizes the value of creativity and its application in adult education and has demonstrated that creativity is a skill widely recognized and valued by both learners and

educators. showing different ways of using creativity in their work.

The potential of creativity, the most universally applicable yet highest human cognitive function, remains largely untapped in education. The creICTivity project was created to encourage adult educators to become more aware of creativity and to give it a place in their educational activities.

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