INNOVATIVE LEARNING TOOLKIT

PROJECT TITLE: Mixed, Experimental and Digital Media

Tags; digital media, mixed media, education

This area is probably the most innovative of all the creative and innovative learning methods and tools. It is the place where most experimentation takes place, where new technology is piloted, where hybrid practices that merge art, science and other disciplines are created. It is often hard to see how this material could fit into traditional educational practice, or community development, however there are a number of case studies where education, and behavioural change...possibly even transformation of values is taking place using an experimental mix of media and technology.
examples and case studies

Project Twin Streams

Creating projects with a wider mix of media (including digital media), and involving more experimental local artists is an area of great opportunity within Project Twin Streams. Particularly if these projects are cross-disciplinary and involve collaboration with local scientists and environmental activists.

The [Flanshaw Road Primary School](#) snapshot is an example of working with school children to create an art project, and a book, inspired by the local stream. It is a great example of art being used for educational and community engagement purposes, and of a resource being created by children for children.

Regional, National and International Examples

[Slowflow](#) is a concept created by Green Bench in Whanganui, aiming to create a mixed media exhibition, web site and publication based on people's experiences as they travel down the Whanganui River and relate stories and perspectives as they go.

Amy Franceschini's [Futurefarmers](#) group are a collective of artists carrying out great participatory projects to engage people around sustainability issues. They have created a range of art and installations relative to energy, water use, conservation and other sustainability issues.

[Travelling River](#) was an art exhibition comprising a series of pictures and photographs designed to explore life and science interelations along the Moteueka River catchment. The exhibition was the major outcome of the Mountains to Sea Arts–Science collaboration between Landcare Research scientists and local artists from Nelson.

[1% Water](#) is an art exhibition that creates physical and emotional connections to water - specifically the 1% of the world's water that can be used for human consumption. Part of the exhibition, the Water Archive, is an aquatic lab immersing the visitor in water samples

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collected from around the world. It aims to provoke questions about the character of natural waters and to raise awareness of man-made issues such as pollution.

The walkumentaries and locative learning case study relates a number of different innovative educational projects combining locative technologies (GPS), nature activities (eg.hiking) and educational information from the Art Mobile Lab - a research initiative of the Banff New Media Institute.

The Oxley Creek Water Festival offered a range of events and activities from school projects to hands-on work at various sites along the creek. The festival, and its website, also incorporated a collection of local artists' works and impressions of the area, and a collection of photos reflecting the environment, history and cultural heritage of the area.

Biology and art practice combined together by Brandon Ballengee has created educational and scientifically useful work see: http://www.disk-o.com/malamp/bio-diversity.html, and http://www.disk-o.com/fishsmart, http://www.greenmuseum.org/content/artist_index/artist_id-19.html

IDEA INCUBATOR

There is a major opportunity to undertake a pilot, cross catchment, cross disciplinary project that brings together a number of the ideas in the case studies we mention but particularly those of the The Art Mobile Lab, and NZ's own Greenbench. By combining these ideas with some of those put forward in the community monitoring section, an incredibly innovative regional project could be researched and piloted. It could easily include digital and physical components, art and science collaboration, and have a number of benefits culturally, environmentally, educationally and economically (through increased tourism and training opportunities, possibly even job creation).

Creating a virtual view of stream life could be a part of this project, or a pilot in of itself. 3D technology is rapidly being developed and not for profit organisations such as nextspace, could partner to provide the technological support.

Invite emerging and digital artists to art exhibitions by sponsoring prizes in these areas, and create opportunities for them to tender for activities by creating pilots for experimental public art.

FURTHER INSPIRATION AND DISCOVERIES

Organisations:

Leonardo is the world's best known international arts/science collaboration organisation.

Australian Network of Arts and Technology believes technology and mobility can change habits and inhabitation of public spaces. They have been exploring mobile and portable

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platforms as innovative creation and distribution systems since 2003. Working across art forms, sectors and with a range of national and international partners, we have enabled young, emerging and professional practitioners through workshops, commissions, forums and touring exhibition programs. http://www.anat.org.au/programs/3

The Institute for Research/Creation in Media Arts and Technologies has an amazing variety of extremely innovative projects...this is a great site for getting ideas and inspiration http://www.hexagram.org/spip.php?page=home&lang=en&sid=0

For a collection of different works that examine the relationship between culture and nature see: http://nextnature.net/

Individual Artists:

Angelo Vermeuleun: an interactive art piece called BIOMODD involves people playing a video game to keep the plants inside the case growing. The game is a modified version of Armagetron, an open-source game for Linux that is based on the 1982 movie "Tron."
http://www.athensnews.com/entertainment/2008/jan/14/artwork-turns-computer-gamers-green-thumbed-sculpt/
http://nl.youtube.com/watch?v=EGuMrrpO8LU
http://www.ibknet.be/files/Interview%20Katherine%20Milton%20and%20Angelo%20Vermeulen.pdf