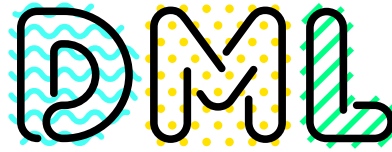


Digital Media + Learning Conference
October 5-7, 2016 at the
University of California, Irvine



**Let's Build.
Let's Design.
Let's Solve.**

New This Year: Geek Out Day

Take part in these in-depth, hands-on pre-conference workshops on **October 5**.

Creating Inclusive Maker Programs and Environments, led by **Kylie Pepler**, Indiana University, and **Jessica Ross**, Project Zero.

The maker movement emphasizes learning through making. With its roots in the do-it-yourself culture, making can span low-tech activities, such as crafting and sewing, to high-tech activities such as 3D printing or laser cutting. Maker activities and programs have been used in schools, in libraries, in museums, and in a variety of other environments. This workshop focuses on how to leverage such making to be inclusive of a wide range of backgrounds and abilities. It is a hands-on workshop to design maker activities, opportunities, and environments that connect to a variety of non-dominant communities, and will explore a variety of ways that programs and spaces can be designed for inclusive learning.



Learning Games Design Jam: Crafting Learning in Minecraft, led by **Katie Salen**

Tekinbaş, Institute of Play and Connected Camps, and **Greg Livingston**, Connected Camps.

Kids love Minecraft. Its open-ended, Lego-esque quality offers flexibility and variety when it comes to the crafting of in-game experiences, be they rollercoasters, haunted houses, design jams, or games. While learning how to do things is a natural part of growing one's expertise in the game, designing experiences with explicit learning outcomes requires some applied know-how. Crafting Learning In Minecraft explores how key principles of game-like learning can be applied to the design of learning activities for youth. In this hands-on workshop, participants will work individually or in pairs to conceive of, design, build and playtest a learning activity in Minecraft. Activities will be designed on one of Connected Camps' multiplayer servers, with support from a team of in-room and in-game design and learning experts.

Slow Meets Social Media: Digital Storytelling, Listening, and Learning Via Out of Eden, led by **Carrie James** and **Liz Dawes Duraisingh**, Project Zero at Harvard Graduate School of Education, and Pulitzer Prize-winning journalist and National Geographic Fellow **Paul Salopek**.

Drawing from Salopek's Out of Eden Walk and Project Zero's Out of Eden Learn initiative, participants will experience the activities and platform designed to promote digital storytelling, listening, and learning. Emphasis will be on the value of integrating slow, low-tech and/or offline creative activities with opportunities to connect and share with others via social media. Participants will engage with Salopek's journalism, try out activities from the Out of Eden Learn initiative, engage with fellow participants and develop ideas for incorporating the leaders' broad principles or specific activities into their own practice.



Transmedia Worldbuilding for Civic Engagement, led by USC's **Sangita Shresthova** and **Gabriel Peters-Lazaro**.

Transmedia worldbuilding is an approach to creative collaboration in which practitioners build on shared values to create a fantastic vision of the future. After brainstorming the large-scale contours of a future world, workshop participants will craft human-scale narratives within that shared fictional space and then reflect on the themes of the stories as pathways to understanding contemporary concerns of their home communities. In this way, imagination provides a point of entry to discussions of civic engagement and activism so that participants will be guided through the planning stages of a participatory transmedia experience that integrates storytelling and civic action across multiple platforms by any media necessary.

Designing Youth Participatory Action Research Pathways: Toward Collaborative Inquiry, Participatory Culture, and Social Justice, led by **Nicole Mirra**, University of Texas at El Paso; **Antero Garcia**, Colorado State University; and Columbia University doctoral candidate **Danielle Filipiak**.

Digital media platforms allow more voices than ever before to dialogue about issues of public concern. These platforms offer particularly exciting opportunities for young people to wrestle with the most pressing issues of our time while developing identities as citizens and scholars. How can educators design digital learning experiences with, rather than for, young people, building upon the principles of connected learning and treating youth as knowledge producers oriented toward social action and justice as they navigate digital and analog environments? This workshop offers youth participatory action research (YPAR) as a framework for inquiry that pushes back on traditional models of the key actors (youth), processes (participatory), and purposes (action) of learning and research in classroom, community, and digital spaces. Participants will learn not only from the presenters, but also from educators and students in Los Angeles who use YPAR in formal and informal learning contexts. They also will explore connections between YPAR, youth organizing, and participatory politics by interacting with scholars across the educational spectrum.



Register online at
dml2016.dmlhub.net
Questions? Email us at dmlhub@hri.uci.edu.