The 2nd INTERNATIONAL CONFERENCE of the JOURNAL SCUOLA DEMOCRATICA “REINVENTING EDUCATION” will be hosted online June 3 through 5 2021, by Scuola Democratica, Centro Interuniversitario per la Ricerca Didattica (University of Cagliari and University of Sassari), Il Mulino. The challenges posed by the contemporary world have long required a rethinking of educational concepts, policies, and practices. The question about education ‘for what’ as well as ‘how’ and ‘for whom’ has become unavoidable and yet it largely remained elusive due to a tenacious attachment to the ideas and routines of the past which are now far off the radical transformations required of educational systems. Scenarios, reflections, and practices fostering the possibility of change towards the reinvention of the educational field as a driver of more general and global changes are centerstage topics at the Conference and will have a multidisciplinary approach from experts from different disciplinary communities, including sociology, pedagogy, psychology, economics, architecture, political science, etc. We hope with this opportunity to confirm the participation obtained at the first edition of the conference. Organizers, promoters and partners of the Conference wish to invite educators, teachers, researchers, scholars, academics, scientists, professionals, experts and policy makers to join the conversation and bring the disciplines towards a more integrated set of alliances by:

- promoting a trans and interdisciplinary discussion on urgent topics;
- fostering debates among experts and professionals;
- diffusing research findings all over international scientific networks and practitioners’ mainstreams;
- launching further strategies and networking alliances on local, national and international scale;
- providing a new space for debate and evidence to educational policies.

We invite you to submit ABSTRACT/PAPER for your presentation at the Panel session:

L.7 LEARNING DIGITAL CREATIVITY IN FORMAL AND INFORMAL ENVIRONMENTS: CHALLENGES AND OPPORTUNITIES FOR EDUCATION

Convenors
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Keywords
creativity; digital literacy; platform society; participatory cultures; education for creativity

In recent years, the discussion and attention on the role of creativity in education systems has widely grown. Creativity has become part of an overall program aimed to empower capacities of individuals, not only for their emotional and cultural growth, but also for acquiring skills that enable them to face a society dominated by change, uncertainty and the continuous need for innovation (Shaheen 2010). The debate on what is meant by creativity, its quality and social validation mechanisms, however, is wide and still open. There are many meanings of creativity found in literature, also because it is an interdisciplinary theme.

To mention only one, creativity may be viewed as understanding and application of the skills we possess. It involves questioning, discussing and interpreting of what has already been said (Mróz & Oceńkiewicz, 2021).

Nowadays, especially among adolescents, we are witnessing an acceleration of online creative practices, enabled by user generated content platforms. These practices, however, are highly diverse in processes and results. Some authors highlight the enormous potential of creative re-elaboration processes; others, on the other hand, underline the risk of standardization and trivialization of creative practices, due to the algorithmic logic for the generation of popularity and consensus within the platforms, part of a broader process of platformization of culture and education (Landri 2018; Piromalli & Vitteritti 2019).

The processes of creativity development are, in turn, connected to specific models of literacy. Lee et al. (2015) identified new media literacy as the intertwining of two continuums:

- from consuming to prosuming;
- from functional literacy to critical media literacy.

Furthermore, they identified the production issue as a continuum between functional and critical production, also distinguishing production methods based on a low level of autonomy and originality from methods adopted by users to produce original artifacts which are the result of their own point of view and critical sense. Since the issue of creativity is in a complex phase of evolution, also the educational practices and literacy models should be revised.
The panel wants to invite scholars to debate the challenging theme of the new forms of creativity experienced by young people in the field of participatory cultures and how these practices are related to educational processes, also in order to improve them, in the logic of a closer integration between formal and informal learning. Therefore, starting from the evolution of youth creative skills in online participatory environments, the panel invites scholars to submit contributions that attempt to answer to questions as:

- How are youth media practices changing the concept of creativity?
- How is education at creativity changing inside and outside the school?
- How is the school connected to the informal learning environments of young people, in relation to creative practices?
- What challenges and critical issues related to the development of digital literacy are stimulated by the use and interaction with digital entertainment platforms and social networks?

References
- ABSTRACT/PAPER must be allocated to a specific Panel session. Therefore, you must select the proper Panel when submitting. For a complete listing of Panel sessions please click here.
- If possible, write your ABSTRACT/PAPER highlighting methods, outcomes, references. Word count is affected by inclusion of references.
- Convenors and the Scientific Committee will review all submitted ABSTRACTS/PAPERS. Notification regarding acceptance and scheduling will be sent to the submitting author via the pre-conference tool.

Please note, if your ABSTRACT/PAPER is accepted, you will be permitted a maximum of 20 minutes for oral presentation.