



École Doctorale Internationale
Culture, éducation, communication



Centre Norbert Elias (UMR 8562)

École internationale d'été « Communication des patrimoines »

Mardi 7 juin 2011

Workshop 3

Participative design of digital environments for cultural heritage education

Responsable : Pierpaolo Lemone (Université de Foggia)

Title

Participative design of digital environments for cultural heritage education

Learning goals:

The workshop will deal with educational aspects of ICT applied to cultural heritage; we will specifically explore the role that children can play in the design of museum web sites.

The theoretical framework is rooted in the Scandinavian tradition of "Participative Design" and in the Australian pedagogical approach of "Learning by design", that foster active involvement of children in the design process. The workshop will briefly explore the different theories of design that have been adopted for work with children; it will look at usability as a crucial component of the design process, its definition, its role, and how it is implemented in technology design.

The goal of the workshop is to offer an introduction to a set of theories and methods of cooperative design involving a multi-disciplinary partnership with children, field research, and iterative low- and high-tech prototyping. No specific ICT background is required.

Corpus:

The workshop will be focused on the case study analysis of an interactive museum web site developed for kids in the South of Italy. Participants will be initially asked to discuss their "best example" of a kids' museum web site and to motivate with 5 reasons their choice.

The following is a list of some well-known kids' sites, but participants are free to select other relevant examples from the web:

<http://www.childrensmuseum.org/>

<http://www.nga.gov/kids/>

<http://kids.tate.org.uk/>

<http://www.metmuseum.org/explore/>

<http://www.si.edu/Kids>

<http://www.brooklynkids.org/>

Articles:

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GAVER W.W., DUNNE A., PACENTI E. (1999), *Cultural Probes*, in "Interactions magazine", VI (1), pp. 21-29.

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DRUIN, A. (2002), *The role of children in the design of new technology*, in "Behaviour and Information Technology", 21, 1–25.

GUNAWARDENA, C. N. , HERMANS, M. B. , SANCHEZ, D. , RICHMOND, C. , BOHLEY, M. TUTTLE, R. (2009) 'A theoretical framework for building online communities of practice with social networking tools', *Educational Media International*, 46: 1, 3 — 16

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NIELSEN, J. (2000), *Designing Web usability*. Indianapolis, IN: New Riders Publishing.

SCHULER D., NAMIOKA A. (eds.) (1993), *Participatory design: principles and practices*, Lawrence Erlbaum Associates, Hillsdale, NJ.