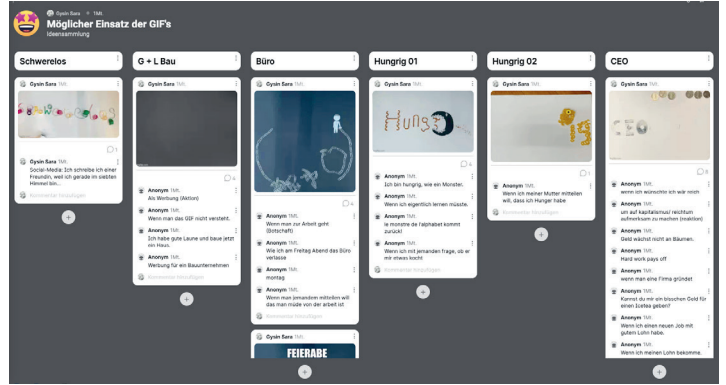Process of the assignment "Print it!" by Patricia Schneider, HKB Berne 2021.
(Image: Patricia Schneider)

Process of the assignment "Semantic Typography" by Sara Gysin, Gymnasium Kirchen-
feld, Berne 2021. (Image: Sara Gysin)

DIDAE – Digital Didactics in Art Education

The project "Digital Didactics in Art Education" (DIDAE) gathers tools and ideas for teaching in art and design in a digital state of mind in schools and universities. In cooperation with four other European universities, a platform is being developed to provide digital tools along with their various features and tasks. The project is being funded by the Erasmus+ programme of the European Union.

Das Projekt Digital Didactics in Art Education (DIDAE) versammelt Werkzeuge und Ideen für die digitale Lehre in künstlerischen und gestalterischen Fächern der Schule und Hochschule. In Kooperation mit vier weiteren europäischen Hochschulen wird eine Plattform erarbeitet, die digitale Werkzeuge mit ihren Eigenschaften und Aufgabenstellungen zur Verfügung stellt. Gefördert wird das Projekt durch das Erasmus+ Programm der Europäischen Union.

Introduction: A specific skills gap has revealed itself among both school teachers and staff at tertiary education institutions, at least in part because of the COVID-19 pandemic: the ability to use digital resources effectively for teaching online and offline. In the school sector, accessibility and the use of open digital resources have emerged as particular concerns.

Methods:
– Intellectual output 1: Gathering digital tools and ideas for teaching art & design
  The intellectual output of Work Packages 1 and 2 will be an inventory of digital tools for making art and a collection of easy-to-follow, step-by-step instructions for using these tools. This output will also be a collection of creative ideas for teaching in the expanding digital classroom.
– Intellectual output 2: Digital didactics and the potential of the body in art education
  Work Package 3 focuses on the potential of the physical body in the digital classroom.
– Intellectual output 3: Online platform, Digital Didactics in Art Education (DIDAE)
  The output of Work Package 4 will be an online platform to bring together the intellectual output and the content. The criteria to be used for selecting tools and creating ideas are: open access; data protection; online stability; different enddevices; peer-to-peer learning among users; social inclusion.

Results: The DIDAE platform will serve as an open educational resource (OER). It will nourish the use of digital resources for learning in art & design during the current pandemic when distance learning is a necessity, and also in the times after the pandemic when students and teachers have returned to physical classrooms. Moreover, digital education has many benefits beyond the needs created by COVID-19, e.g. by allowing equal participation in education to students with special needs and to those unable to physically attend classes. This underlines the great potential of DIDAE for fostering different dimensions of inclusion.