



Media & Learning News

Free programming lessons for children

CoderDojo is a non-profit and volunteer-based organisation that teaches children from 7 to 17 how to create media content like web sites, apps, games and



programs starting from the very basics: computer language and learning to code. The basic idea behind the work of CoderDojo is that learning how to create tools for the media, web and the ICT at a young age in a fun and social way is essential for developing children's skills, preparing and equipping them to play active roles in the technology-driven world in which they are growing up. Since it began in Dublin in 2011, CoderDojo has spread to 43 countries all over the world. Find out more [here](#).

New reports on Media Education available



Six new reports released by EMEDUS (The European Media Literacy Study) describe the present situation of Media Education in Austria, Belgium, Cyprus, Bulgaria,

Czech Republic and Denmark. These reports provide an overview of the education system with a summary of relevant policies that are in place along with a description of how Media Education is addressed in the curriculum and in teacher education. For more information and to read the reports for yourself, click [here](#). This site also includes a series of interviews with media education and media literacy experts [here](#).

Mediane – European Exchange of Media Practice

The Council of Europe and its MEDIANE partners (CMFE, EFJ, EJTA and Media Animation) are working together to provide opportunities for media professionals to widen the scope of their practice by having exchange visits with other media professionals. This initiative provides participants with financial and logistical support to travel and to work with colleagues in other parts of Europe. The idea is that during such exchanges participants have to produce joint outputs and share professional practices and tools on how to develop diverse and inclusive media content. Find out more from the MEDIANE [website](#).



72 Tips for Using Media to Engage and Teach



The eLearning Guild in the US has recently published "72 Tips for Using Media to Engage and Teach" by Karen Forni, a free eBook with tips and tricks by learning professionals who have worked successfully with multimedia for learning. Tips cover topics like planning, process, and instructional design for media, making media accessible, recording live video, creating whiteboard and animated videos, editing and

incorporating video, recording live audio, editing and incorporating audio and podcasting. To download this guide, click [here](#).

Digital Literacies and ecompetence research

The latest edition of the eLearning Papers tackles the topic of Digital Literacy and includes a series of articles and studies emerging from European researchers. It provides



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Opening up education through innovation

new documentation on research and practice with the aim of furthering

European endeavours to close the digital divide. The authors define digital literacy as the ability to access digital media and ICT, to search, understand and critically evaluate different aspects of digital media and media contents, and to communicate effectively in a variety of contexts. One of the articles in this issue from the Universitat Autònoma de Barcelona, Spain focusses specifically on measuring citizens' competences in Media and Information Literacy. Currently there is an open call for papers on performance support & learning analytics. To access all published issues click [here](#).

ELIADEMY: Free platform for creating content

Eliademy is an open source and completely free learning platform for students, teachers and educators who would like to create video courses, enriched with uploaded attachments. Eliademy also allows teachers to create MOOC-like video courses where the uploaded content will be visible only to the actual course participants. The platform was launched in 2012 and is backed by CBTEC Ltd, a company founded by ex-Nokia veterans and developed in cooperation with Finnish educators and learners. More information available [here](#).



Winner of the iPro survey draw receives prize



On Thursday May 22, the winner of the iPro Survey draw in Belgium, Casimir De Kimpe, received his prize - an iPad. Casimir is an editor who works at the Austrian television broadcaster. The prize was delivered by Sally Reynolds, from ATIT. The iPro project is all about matching the needs of the interactive media and arts design business and higher and further education institutions for Media and Arts Design Studies. To date over 1000 surveys from Belgium, Lithuania, Poland, Italy, Ireland, Croatia, Bulgaria and Romania have been completed by working multimedia professionals describing their educational experiences and needs. You will find more information [here](#).

Armenian Initiative on Media Literacy

The Media Initiatives Center (MIC) in Armenia promotes freedom of expression and open media. Towards this end, MIC organises training courses for established and emerging journalists, promotes media literacy, advocates for improved media legislation and protects journalists' rights. The center has recently published a handbook for teachers and high-school Level curriculum on media literacy. This handbook supports the teaching of school children on handling information critically and is linked to multimedia materials and a computer game. You will find more information about the handbook and the work of MIC [here](#).



Media Literacy Education centre in Hungary

Recently set up by the National Media and Infocommunications Authority, Magic Valley is Hungary's first Media Literacy and Education Centre. The centre's mission is to teach Hungarian children how to use the media more consciously and safely. Dedicated spaces deal with press, film, news, advertising, sound, internet and mobile communications. A key objective of the centre is to play an active role in teacher training and plans include an in-service training programme adapted to the National Core Curriculum. Visit the [centre](#).





Featured Articles

Media and Information Literacy Forum in Paris brings together wide range of stakeholders

by Sally Reynolds, ATiT, Belgium

About 300 people gathered in the Parisian headquarters of UNESCO for the first Media and Information Literacy Forum on 27-28 May. Coming from all over the world, this forum served to highlight just how much interest there is in the topic of media and information literacy (MIL), and perhaps more importantly, just how wide-ranging this interest is.

This forum jointly organized by UNESCO and the [EMEDUS project](#) represented the final event of EMEDUS which is a European Commission supported project investigating media literacy in Europe. It made for a fitting end to this project and was very successful in bringing together such a rich diversity of speakers and stakeholders to review the work of the project and consider its recommendations. It also served as the occasion on which to launch the new European Media Literacy Observatory which plans to take forward the work of EMEDUS. The forum also had a range of other related objectives which included the preparation of a set of recommendations on the inclusion of media education in the curricula of



Sally Reynolds

European Schools and the support of the European chapter of the UNESCO-initiated Global Alliance for Partnerships on Media and Information Literacy ([GAPMIL](#)). But as is typical of these events, it was really much more about sharing, benchmarking and networking, finding out who is doing what and looking for ways to share and compare initiatives, policies, research findings and strategies for the development of media literacy.

Although conceived as a largely European event, the involvement of UNESCO ensured that there was a strong non-European engagement which meant that the discussion often extended beyond typically European concerns. It also addressed not only media and information literacy in compulsory school education but also in the broader community and there were several reminders as to the importance of media and information literacy for all citizens in a healthy democratic society. José Manuel Pérez Tornero from the Universidad Autónoma de Barcelona the main driver behind this forum put the case for MIL well in his opening remarks when he made the point that freedom of expression is not enough for an effective democracy – such freedom needs to be accompanied by literacy for it to be successful.

Right from the start of this forum it was clear that definitions were important with different communities represented at the forum staking their claims while equally volubly promoting the theme of greater collaboration. Typical of this type of input came



from well-known researcher and media literacy advocate Divina Frau-Meigs from Université Sorbonne Nouvelle in France who in her lively intervention during one of the first plenaries argued for an understanding of Media and Information Literacy than includes Digital Literacy rather than the other way

round. She also made a strong case against the introduction of programming skills to school curricula unless it is accompanied by equal attention to the teaching of critical media analysis competences. At the same time in her highly engaging input outlining the [ground breaking research work](#) on MIL related themes being done by Ofcom in the UK, Alison Preston made a good case for not getting too caught up on definitions.

While the plenary sessions were interesting of themselves, the parallel tracks were where real experience was shared; these were each directed towards a separate sub-theme ranging from the more operational like Research and Assessment of MIL to sub-themes that highlighted the desire for strategic cooperation like Regulatory Authorities and MIL and Media Industry and MIL. Each sub-theme began with short inputs from invited panellists and then opened up to a discussion related to a set of generic questions.



Many of the findings and inputs to the forum will be made available on the websites of the [EMEDUS project](#) and the [forum](#) itself and are worth investigating. The MIL Observatory launched at the forum will feature during a special session at the Media & Learning conference on 20-21 November when the progress of this initiative will be presented along with inputs on the European Chapter of GAPMIL and other developments featured during the forum.

Media Education Futures: Coding skills not enough in an information society

by Rauna Rahja, MEF conference secretary, University of Tampere, Finland

The need to learn coding as one of the civic skills needed in the 21st century has been particularly emphasised in the Western world. Whether coding skills should be included in the new national core curriculum is debated in Finland where IT companies have even organised coding clubs for children. However, the conclusion of the international conference Media Education Futures held at the University of Tampere, Finland, on 7 - 9 May was that coding skills alone are not enough in information societies.



Rauna Rahja

The conference brought together over 140 researchers, teachers and policymakers in the field of media education from 26 countries. According to the research results presented at the conference, for young people to develop the critical awareness they increasingly need in information societies, technical skills must be supported by pedagogy. Critical thinking is also based on creativity which is one of the starting points for competitiveness in all fields, even in the creative industries. The conference also called for increasing multidisciplinary cooperation in order to develop research in this field.



The Media Education Futures Conference was co-organised by the School of Education and School of Communication, Media and Theatre, University of Tampere where the Media Education Master Program has been established earlier.

At the MEF conference, it was also announced that a new International Master's Degree Programme in Media Education (120 ECTS) will start in 2015 at the University of Tampere. The essential focus will be centred on developing expertise in the discipline of media education formed by media literacy linked to information and communication technology in learning, media production and critical thinking in media saturated societies. The emphasis encourages the development of conceptual awareness and practical skills that are necessary for competence in reading and writing media, also creating suitable learning environments.



The conference website can be found [here](#). More online material is available from the conference: [Media Education Blog of the University of Tampere](#), [Twitter](#), [Instagram](#). For further information please contact: [Professor Sirkku Kotilainen](#), University of Tampere, School of Communication, Media and Theatre, tel. 040 190 9719. [Professor Reijo Kupiainen](#), University of Tampere, School of Education, tel. 050 318 6924.

Devoxx4Kids: The Why, The Goals, The How, The History and the Workshops

by Daniel De Luca, Devoxx4Kids, Belgium

The impetus for the [Devoxx4Kids initiative](#) came from some of the DEVOXX team who were looking around in 2012 for ways to teach their own kids computer programming. DEVOXX is the biggest developer conference in Europe and the team went looking for tutorials aimed at children aged between 8 and 14 years (in a language other than English) because they wanted to show to their own children that it is possible to do something more creative with computers than just watching YouTube videos or reading comments on Facebook.



The goals of Devoxx4Kids are to:

- teach children Computer Programming while having fun and introduce them to concepts of robotics, electronics and generally being creative with these kinds of devices.
- inspire not only children but also the classical education system, so they too can start including computer science in their curriculum.
- demystify programming for girls and introduce them to computer science in order to improve gender equality in that field.

To reach these goals, the Devoxx4Kids teams organise sessions where children (ALL children: boys, girls, poor, rich, with disabilities) can develop computer games, program robots and also have an introduction to electronics. Teachers are computer professionals that are volunteering to spend some of their time to transmit their passion to children.

Since the very first edition of Devoxx4Kids Belgium in 2012 with a session in Dutch (Gent) and a session in French (Brussels), the initiative has expanded quickly and has now reached Brazil, Canada, China, Denmark, France, Germany, Holland, India, Indonesia, Luxembourg, Mexico, Philippines, Poland, Switzerland, UK and USA and is moving forward along with other equivalent initiatives organised by other JUGs (Java User Group).

So far, more than [60 Devoxx4Kids events](#) have been organised and more than 1000 children have been enjoying programming thanks to more than 30 official [Devoxx4Kids teams](#) and the various partnerships in place worldwide.

The workshops and tutorials created and used by the Devoxx4Kids organisation are freely available in open source mode on the [Devoxx4Kids web site](#). These workshops are tailored for children aged from 8 to 14 so it's very easy for them to quickly start programming step-by-step while being able, at every step, to see immediate results.

We use tailor-made tools for children such as Scratch, Alice, Greenfoot and also the famous Minecraft Game to teach programming concepts (using as a basis Java Programming Language).



In the robotics field, using Lego Mindstorms and NAO Humanoid Robot, we show that programming concepts can also be applied to robotics in a very fun way.

Regarding electronics, our "Internet of Things" set of workshops gives children the possibilities of learning Ohms, Ampere, Voltage using the Arduino Platform and also building their own computer/tablet using RaspberryPi.



We firmly believe that sharing our work and showing children how programming can be fun and rewarding will inspire everybody at school, in a neighbourhood, region or country to use this material to initiate children to Computer Programming.

Daniel de Luca is WorldWide Manager and Steering Member, Devoxx4Kids Belgium co-organiser and Devoxx and BeJUG Steering Member, Belgium, he will be one of the speakers at the Media & Learning Conference on 20-21 November.

Tools of the Trade

Rights free music at your fingertips

Tired of looking for music that you can use in your videos or simply in your lessons without having to deal with copyrights? Why not make music yourself? Music making is a fun learning activity, and the music you make yourself can be used in many ways: to make maths exercises more pleasant or to support (foreign) language learning, see for example "5 Little Ducks" in the [Media Gallery](#) of the MEDEA Awards web site or to use as an original soundtrack for your videos.



Music making is easier than ever with applications like GarageBand for Mac (also available for Apple's mobile devices) or the lesser known but equally amazing Songsmith by Microsoft. Songsmith automatically generates musical accompaniment with your voice and can help teach music, maths, languages etc. in new ways. Songsmith is very easy and fun to use: choose a musical style, sing into the PC's microphone, and Songsmith creates the music for you. You can remove your voice track (if you like to or if you can't sing like me) and you end up with a score that you can further refine and adapt (speed, pitch, instruments etc.) and then use with your video or in your lessons. Free for education purposes ([PC only](#), for Mac users see GarageBand).



Resources of the Month

This section includes a selection of resources from the Media & Learning Resources Database.

- [EUscreen](#) offers free online access to videos, stills, texts and audio from European broadcasters and audiovisual archives. 
- [New Media and Society](#) is a course that will explore how new media technologies are changing the environment of our professions. 
- [Low budget filming and editing](#) is a presentation where you can find tips on filming and editing for teachers. 
- [The Big Myth](#) is an animated, educational storytelling app, showing 25 different stories of creation from around the world. For children aged 4-14. 

MEDEA News

Webinar on hosting video services on the cloud

MEDIA & LEARNING ASSOCIATION Hosting video services on the cloud is increasingly popular amongst educational institutions all over the world. In our June webinar we will be joined by a number of different vendors who will present their solutions and answer your questions about security, QoS, total cost of operation and deployment issues. This free webinar takes place on Thursday, June 5, 15.00 CET. More information [here](#).

MEDEA Awards – First submissions received

The first submissions to the MEDEA awards have started to come in well in advance of the closing date which is 30 September 2014. These awards are open to both user-generated and professional productions and were set up to recognise and promote excellence in the production and pedagogical design of media-rich learning resources. Check the promo video [here](#). For more information on how to submit your entry, click [here](#).



Mark your agenda for Video in Higher Education pre-conference event at Media & Learning

The Media & Learning Conference organisers are delighted to announce a full day pre-conference event on Wednesday 19 November in Brussels on the topic of video in Higher Education. This event will be organised in association with the new SIG Media & Education which is taking over the work of the WEBstroom and Weblectures SIGs in the Netherlands. A full description will be available on the conference website shortly, click [here](#).



Related Awards Schemes, Training Opportunities & Events

Media Literacy Award in Austria

The Austrian Federal Ministry of Education and Women's Affairs invites teachers and pupils at all school levels and school types to submit their best practice media projects to the Media Literacy Award (MIA) which promotes creative and critical practice with media. The deadline for entries



is 15 July 2014 and you can find out more [here](#). Entries should be innovative, amusing, original, exciting and/or experimental.

Evens Foundation calls for good practice

After the success of 'Media Literacy in Europe: 12 good practices that will inspire you', the Evens Foundation will publish a second media literacy magazine in 2015. This will highlight 12 European practices that can inspire others, focusing exclusively on projects that actively include parents (and / or grandparents) in their media educational activities. Six selected projects will each receive a grant of €6,000 each and will also be highlighted in the publication of good practices. Deadline for submissions is 1 July 2014. For more information click [here](#).



Plural+ Youth Video Festival deadline 27 June

PLURAL+ is a youth-produced video festival which encourages young people to explore migration, diversity and social inclusion, and to share their creative vision with the world. It is a joint initiative between the United Nations Alliance of Civilizations and the International Organization for Migration, with a network of over 50 partner organizations, who support the creative efforts of young people and distribute their videos worldwide. 3 winning videos will receive \$1000 and the makers will be invited to New York City to attend PLURAL+ 2014 Awards Ceremony. Find out more [here](#).



ECTEL Conference on 16-19 September, Austria

The European Conference on Technology Enhanced Learning (EC-TEL) is a unique opportunity for researchers, practitioners, and policy makers to address current challenges and advances in the field. Through EC-TEL, established and emerging researchers as well as practitioners, entrepreneurs, and technology developers explore new collaborations, strengthen networks, and complement their core expertise. This conference will take place from 16 to 19 of September in Austria. For more information click [here](#).



Dallas VideoFest 27, 9 – 19 October, USA

The Video Association of Dallas is launching its 2014 Call for Entries, inviting filmmakers around the world to submit feature films, documentaries, shorts, animation and experimental works. Dallas Videofest is the major event presented by the Video Association of Dallas, which is dedicated to promoting an understanding of video as a creative medium and cultural force in society. For more information click [here](#).



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