Abstract

The book presents theoretical investigations and empirical experiences related to the new learning environments. Digital environments and trans-media storytelling represent some of the emerging opportunities that aim to innovate the traditional models used for knowledge transfer.

Main findings

The textbook – a ‘cultural object’ and paradigmatic Italian school medium – is changing and its evolution is deep. The introduction of digital tools in schools has undeniably modified and set out new directions for educational design. The present state of educational research – after the introduction of digital media in learning contexts – is, sometimes, extraordinary. In the text we analyse elements emerging from this new scenario and propose to observe them from the point of view of the school. The new forms of storytelling use different and shared media, diversification of spaces and opportunities for learning and a plurality of languages and cultures. The volume provides some methodological traces and concrete examples. The key element of the experiences was participatory design that – through work in the classroom and in the laboratory – involves several actors and facilitates the inclusion process of people with disabilities or learning difficulties. Through dedicated educational strategies, ‘new media and digital tools’ resources permit the design of paths to inclusion and the personalisation of learning paths.

Web link for additional information

http://www.carocci.it/