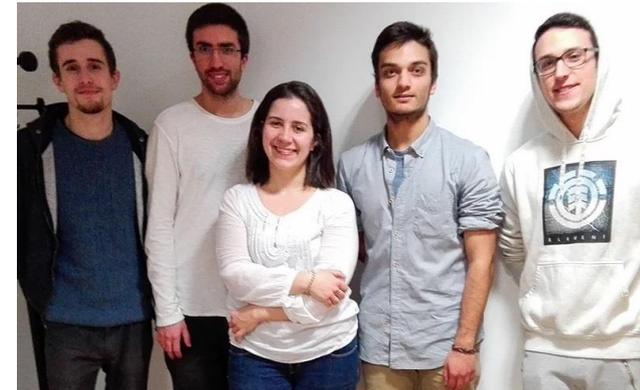
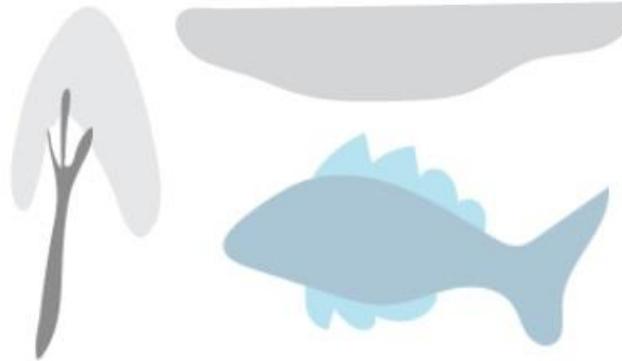


EXPLORATORY MUTUAL LEARNING WORKSHOP ON GENDER AND DIGITALIZATION

INTERACTIVE MULTIMEDIA EXPERIENCES IN HIGHER EDUCATION

GAMING, AUGMENTED AND VIRTUAL REALITY, AND RESEARCH



HOW TO THINK ABOUT THE DIGITAL TRANSITION IN TERMS OF OPEN SOURCE AND NON-COMMERCIAL TECHNOLOGIES?

HOW TO USE DIGITAL TECHNOLOGIES TO ENHANCE WOMEN EMANCIPATION AND PARTICIPATION?

HOW TO ENGAGE WOMEN FROM SEVERAL COUNTRIES IN A SHARED PROJECT-BASED RESEARCH ENVIRONMENT?

HOW TO USE ARTS-BASED RESEARCH TO PROMOTE WOMEN INCLUSION AND DIGITAL LITERACY?

EXPLORATORY MUTUAL LEARNING WORKSHOP ON GENDER AND DIGITALIZATION

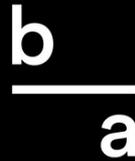
THIS TALK WILL SHOW CONCRETE EXPERIENCES IN USING GAMING AND INTERACTIVE MEDIA IN HIGHER EDUCATION ENVIRONMENTS CULMINATING IN THE 2020 YEAR WHEN THE COVID-19 PANDEMIC FORCED TEACHERS AND STUDENTS TO ADOPT DIFFERENT WORK METHODOLOGIES.

PARTICIPATORY DESIGN FRAMEWORKS AND A TRADITION OF CRITICAL AND INTERDISCIPLINARY STUDIES IN HUMANITIES MEDIATED BY ONLINE TECHNOLOGIES HELPED SHAPE THESE STRATEGIES ENHANCED BY THE COOPERATION FROM THREE DIFFERENT FACULTIES FROM LISBON UNIVERSITY (FBAUL, IGOT AND IST).

THE AIM OF THESE EXPERIMENTS WAS TO AUGMENT THE POTENTIAL FOR INNOVATION AND RESEARCH TAKING ADVANTAGE OF GAMING RESEARCH METHODOLOGIES INVOLVING TEACHERS AND STUDENTS IN A COMMON CONTEXT.

THIS PRESENTATION ALSO SHOWS RESEARCH DONE IN INTERACTIVE MEDIA, AUGMENTED AND VIRTUAL REALITY, GAME ART, AND GENDER EQUITY.

2020 SHOWED HOW INSTITUTIONAL COLLABORATION CAN OPEN LEARNING SPACES TO A MORE FOCUSED APPROACH ON THE INTERESTS OF YOUNG PEOPLE, AND TO PROMOTE A MORE SUSTAINABLE AND DYNAMIC FUTURE.



THE LAST 5 YEARS (2016...)

CURRICULAR REFORM AT THE FINE ARTS FACULTY (FBAUL): MULTIMEDIA ART BACHELOR, MASTER AND PHD.

PARTNERSHIPS WITH IST AND IGOT (OTHER FACULTIES AT LISBON UNIVERSITY).

FBAUL/IST GAMING (2017, 2018, 2019, 2020, 2021...) * FARADAY MUSEUM (IST) * IGOT RESEARCH INTERCHANGE.

PARTNERSHIPS WITH A FRENCH AND GERMAN UNIVERSITY (ESTIENNE PARIS AND MAINZ UNIVERSITY).

A Center for interdisciplinary HCI

ITI is dedicated to the interdisciplinary field of Human-computer Interaction and explores Psychology and Social Sciences, Computer Science, Creativity and Design.

[Learn more](#)

•1 PSYCHOLOGIST, RESEARCHER AND POST DOCTORAL CANDIDATE FROM BRASIL: Dr. LUCIANA LIMA.

6 DOCTORAL CANDIDATES: ANNA UNTERHOLZNER (GERMANY), ISABELLE ARVERS (FRANCE), TERHI MARTTILA (FINLAND)

DIANA CARVALHO, Dr. TERESA FURTADO AND TIAGO MINDRICO (PORTUGAL).

8 MASTER STUDENTS (BRASIL, ITALY AND PORTUGAL).



EMOVERE, HOW CAN WE USE EMOTIONS AND AFFECTIVE COMPUTING IN A GAME DESIGN

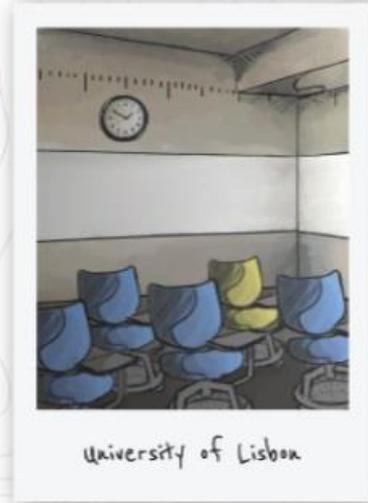
Andreia Batista, Master Thesis 2017/19 * Emotions; Affective Computing; Affective Game Design; Game Design.

MOBILITY AND PERMANENCE IN PUBLIC SPACE.

Narratives of young university students with different self-determination of gender and sexual orientation

START EXPLORING

THIS IS WHERE THE STORY BEGINS FOR ALL OF US. CLICK TO GET STARTED!



Prof. Dr. MARGARIDA QUEIRÓS (IGOT-UL RESEARCH GROUP)



URBAN MAZE, Tiago Mindrico Master Thesis 2017/19, Almeirim * Ludification; critical play; game studies; urbanism; civic media.

ViViDo

Management Platform of the National Support Network for Victims of Domestic Violence

Working together for an **INCLUSIVE**
Europe



ViViDo Projet 2020-2022

Prof. Dr. MARGARIDA QUEIRÓS (IGOT-UL RESEARCH GROUP)



João Barreto, Master Thesis 2016/18

<https://www.youtube.com/watch?v=sCwpNK1iZfo>

VJ2018 – 10TH CONFERENCE ON VIDEOGAME SCIENCES AND ARTS

Extended Play at Faraday Museum

JOÃO BARRETO,¹ RUI PRADA,² PATRÍCIA GOUVEIA³

ABSTRACT

Taking advantage of augmented reality technologies this paper proposes a solution to enhance human-machine interaction with museums. People are rarely able to manipulate objects in classical object-oriented exhibitions or when it is possible, they do it with constraints. Museums can use augmented reality technologies more often in a playful way to enhance interaction and deliver new content among their public. This project was created for Faraday Museum (FM) at Instituto Superior Técnico in Lisbon. In order to increase the amount of interaction inside and outside Faraday's Museum exhibitions, we created and developed a gaming application that uses augmented reality technologies named *Extended Play at Faraday Museum*. Using this application, the user/player can learn content about real objects allowing her/him to interact with digital replicas of the original pieces. Our goal is to provide interactive experiences in Museums questioning the relationship between users/players and objects to understand if people connect more deeply with the available content and learn through the process of interacting with digital augmented content.

KEYWORDS

Augmented Reality;
Interaction Design;
Applied Gaming;
Player/User Experiences;
Museum Experiences.

"FACULTY AND STUDENTS AT STANFORD ARGUE FOR INCREASED STUDY OF GAMES AND INTERACTIVE MEDIA. FACULTY, STAFF AND STUDENTS ARE PUSHING THE STANFORD COMMUNITY TO EMBRACE AND PURSUE THE STUDY OF GAMES AND INTERACTIVE MEDIA, AN INTERDISCIPLINARY, APPLICABLE AND SOCIALLY RELEVANT TOPIC."

<https://news.stanford.edu/2017/05/03/interest-grows-study-games-interactive-media/>

**GAMING ENABLES A TRANSDISCIPLINARY APPROACH THAT PRESUPPOSES
A RESEARCH BASED ON MULTIPLE AREAS AND KNOWLEDGE.**

CRITICAL THINKING.

**THE ACQUISITION OF COMMUNICATION SKILLS AND TEAMWORK
CAPABILITIES (SOFT SKILLS) MERGE WITH KNOWLEDGE FROM VARIOUS FIELDS (HARD SKILLS).**

IN A 2018 REPORT ABOUT EDUCATION IN USA UNIVERSITIES AND COLLEGES AUTHORS INSTIGATE EDUCATORS TO PROMOTE AN INTEGRATION OF DISCIPLINES TO AVOID THE SPECIALIZATION “DISEASE”. ACCORDING TO THIS REPORT, “AN IMPORTANT TREND IN HIGHER EDUCATION: EFFORTS TO RETURN TO—OR IN SOME CASES TO PRESERVE —A MORE INTEGRATIVE MODEL OF HIGHER EDUCATION THAT (...) WILL BETTER PREPARE STUDENTS [IN FUTURE] FOR WORK, LIFE, AND CITIZENSHIP” (SKORTON & BEAR, 2018, QUOTED IN GOUVEIA 2020).

SKORTON, D. & BEAR, A. (Ed.:2018), *The Integration of the Humanities and Arts with Sciences, Engineering, and Medicine in Higher Education: Branches from the Same Tree*, Washington DC, The National Academies Press. p. 10.

ARTS AND DESIGN INTERPLAY (PROBLEM CREATION AND RESOLUTION).

PROBLEM-BASED LEARNING / PROJECT-BASED LEARNING

CREATE AND SOLVE PROBLEMS (MERGING ARTS AND DESIGN).

FBAUL-IST GAMING

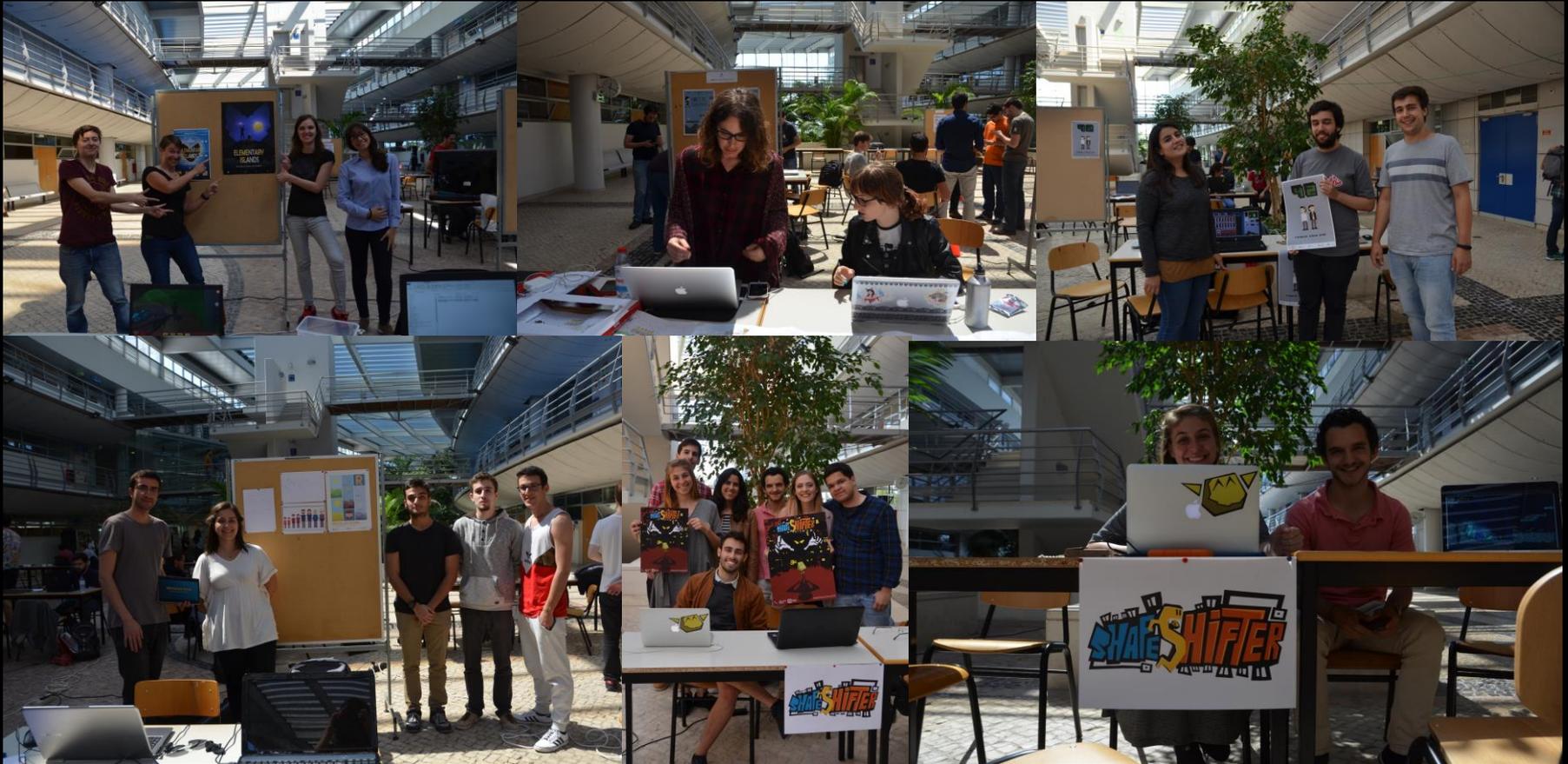


HIGHER EDUCATION TEACHERS INVOLVED:

IST TAGUS PARK RESEARCH GROUP: RUI PRADA (Prof. Dr.), PEDRO SANTOS (Prof. Dr.), AND CARLOS MARTINHO (Prof. Dr.).

FBAUL / ITI/LARSys: PATRÍCIA GOUVEIA (Prof. Dr.).

EXPLORATORY MUTUAL LEARNING WORKSHOP ON GENDER AND DIGITALIZATION



FBAUL/IST GAMING 2017 * MOJO AT TAGUSPARK IST _ 30.05.17

[HTTPS://FBAULGAMING.WIXSITE.COM/GAMING2017](https://fbaulgaming.wixsite.com/gaming2017)

MOJO 2018



FBAUL/IST GAMING 2018 MOJO AT TAGUSPARK IST _ 29.05.18

[HTTPS://FBAULISTGAMING2018.WIXSITE.COM/FBAUL-ISTGAMING2018](https://fbaulistgaming2018.wixsite.com/fbaul-istgaming2018)

Mojo '19



FBAUL/IST GAMING 2019 MOJO AT TAGUSPARK IST _ 28.05.19

[HTTPS://FBAULISTGAMING2019.WIXSITE.COM/FBAULISTGAMING2019](https://fbaulistgaming2019.wixsite.com/fbaulistgaming2019)



MOJO '20

This year, due to the COVID-19 pandemic, MOJO was an online event transmitted live ([part 1](#)) ([part 2](#)) on Facebook.
Below are some screenshots of the live stream.



FBAUL/IST GAMING 2020 MOJO ONLINE_ 26.05.20: [HTTPS://FBAULISTGAMING2020.WIXSITE.COM/FBAULISTGAMING2020/MOJO](https://fbaulistgaming2020.wixsite.com/fbaulistgaming2020/mojo)

Instagram

Search



GAMEDEV
TÉCNICO

11

Game Dev Técnico Meet and Greet

SINY - The Future Is Our

Join our team! Ask us questions in chat!

ANNA UNTERHOLZNER (FINE ARTS / MULTIMEDIA DOCTORAL CANDIDATE AT FBAUL) AND IST DOCTORAL STUDENTS

EXPLORATORY MUTUAL LEARNING WORKSHOP ON GENDER AND DIGITALIZATION

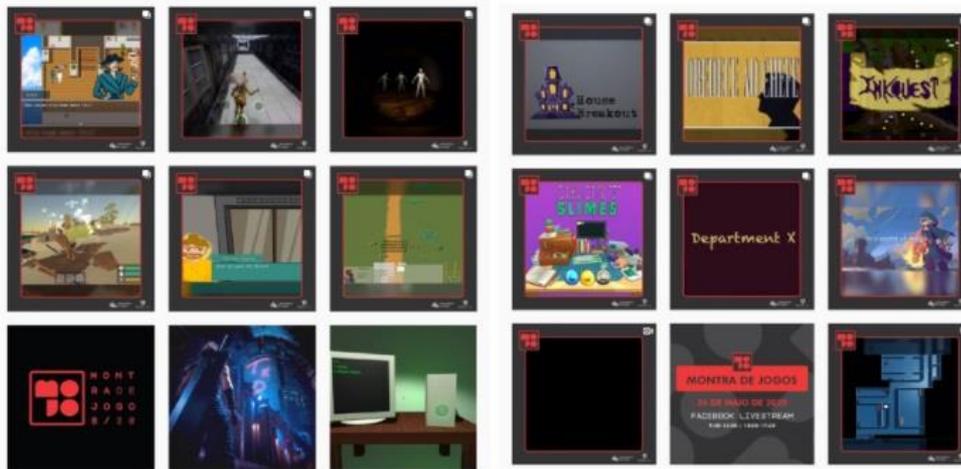


ANNA UNTERHOLZNER (FINE ARTS / MULTIMEDIA DOCTORAL CANDIDATE AT FBAUL)

May 2020

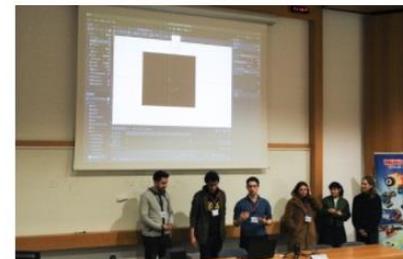
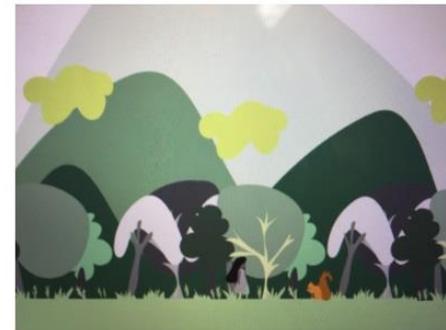
26.05.2020

MOJO: attendance online via facebook live
(Instagram channel:)



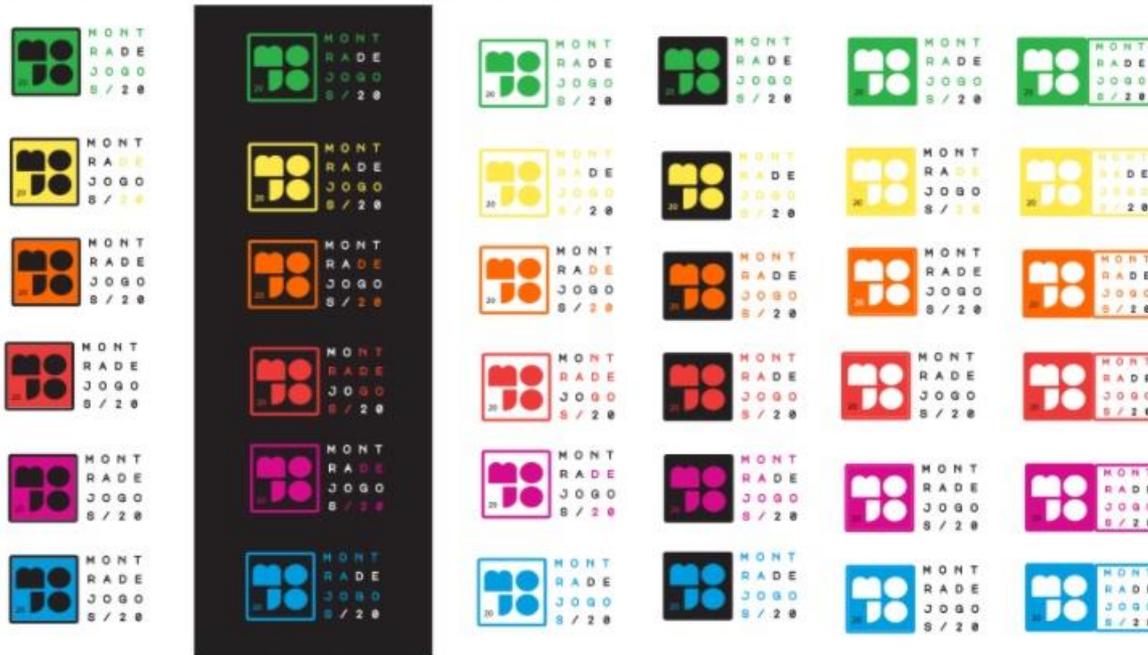
GameDevTécnico: support at Poster designs / Brochure / Gadgets / Correction English version / organisation / Marketing / Sharing / Recruitment / Instagram & Facebook

1. participation as visual 2D artist, developed Game in collaboration with [Ariana Parrilha](#), [Mariana Ribeiro](#), [Francisco Henriques Venda](#), [André Fidalgo Silva](#), [Samuel Gomes](#), "I should have" <https://github.com/SamGomes/I-should-have>



ANNA UNTERHOLZNER (FINE ARTS / MULTIMEDIA DOCTORAL CANDIDATE AT FBAUL) WORK REPORT (2019/2020)

Working on the MOJO logo design for LabJogos



Working on gadgets/assets and the brochure of GameDevTécnico for sponsors etc.

SEA OF ROSES (ARIANA PARRILHA, ANDREIA BATISTA (FBAUL) ANDRÉ SILVA (IST) _ 2020

<https://tecnico.ulisboa.pt/en/news/campus-community/sea-of-roses-wins-second-place-in-international-game-design-contest/>

About Técnico

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Research and Innovation

Alumni and Partners

Campus Life

News



CAMPUS AND COMMUNITY

“Sea of Roses” wins second place in international game design challenge

🕒 October 28th 2020

The winning team comprised one Técnico student, André Fidalgo Silva, and two FBAUL students.



Sea of Roses | from Crescent Tea Studios | coming June 2021

[View the game trailer for Sea of Roses](#)



"PLAYFUL INTERFACES AND INTERACTION STRATEGIES TO DEVELOP MEDIA LITERACY ABOUT MIGRATION"
WAS A COMMUNICATION AND GAME DESIGN WORKSHOP WHICH TOOK PLACE IN PARIS BETWEEN THE 18TH AND THE 22ND
OF MARCH 2019. THIS PROJECT WAS ORGANISED BY PATRICK DOS SANTOS AND PATRÍCIA GOUVEIA AND IS THE SECOND PART
OF A DUAL WORKSHOP BETWEEN TWO DIFFERENT SCHOOLS, THE FINE ARTS FACULTY FROM LISBON UNIVERSITY (FBAUL)
AND ÉCOLE ESTIENNE PARIS (ESAIG).

ShaSha Project

Projects

About us

Media

WORKSHOP **ESTIENNE** FBAUL

WORKSHOP

PLAYFUL INTERFACES

École Estienne(Paris)

Faculdade de Belas-Artes da Universidade
(de Lisboa)

DUAL WORKSHOP ESTIENNE PARIS / FINE ARTS FACULTY AT LISBON UNIVERSITY 2018 (LISBON) 2019 (PARIS)

BLOG 2018: <https://fbaulestienneparis.wixsite.com/workshop2018>

BLOG 2019: <https://numeriqueestienne.wixsite.com/playfulinterfaces/pictures>

EXPLORATORY MUTUAL LEARNING WORKSHOP ON GENDER AND DIGITALIZATION



2019 (PARIS) * 2018 (LISBON)

6

SOUND OF LISBON 2019

Fado, Miratejo, Water Events, Fishermen,
Abandoned Places and more

A joint production of the courses
Sound Design and Film Directing
at the unit of
Time Based Media / Zeitbasierte Medien (B.A. / M.A.)
Hochschule Mainz – University of Applied Sciences

in collaboration with
Faculdade de Belas Artes
Universidade de Lisboa - FBAULisboa

supported by
Institute for Media Design – img, Mainz School of Design
DAAD – German Academic Exchange Service

Artistic Director
Prof. Dr. Paulo Ferreira-Lopes
Prof. Hartmut Jahn
Prof. Dr. Antonio Sousa Dias

Assistant:
Bastian Bley



**IDENTITY CONSTRUCTION (TELLING YOUR OWN STORY) AND POLITICAL OR SOCIAL ENGAGEMENT
(TELLING A COLLECTIVE STORY). THE DISTINCTION BETWEEN THE INDIVIDUAL AND THE GROUP BECOMES
LESS AND LESS CLEAR.**

(BOLTER, 2019, LOC. 3362 OF 4599: KINDLE).

terhimarttila.com/presentations/marttila-2019-ENIAD.html

Welcome, friend.

the web representation of Terhi Marttila

Terhi has made these things:

we-cannot-take-them-all (2018-2019)

Give Me a Reason (2016)

Mostly photography

Terhi has said these things:

2019

Marttila, Terhi (2019) Linguistic accents and xenophobia in *we-cannot-take-them-all* - Preliminary findings in the design of a voice interface. At ENIAD 2019, Encontro de Investigação - Arte e Design, 1. - 3.10.2019, Lisbon, Portugal. [Slides](#) and [pdf](#)

Marttila, Terhi (2019) "*Tell me a story, Siri.*" The voice as an emerging medium for interaction in digital art, case studies of selected artworks. At ELO 2019, Electronic Literature Organisation Conference, 15. - 17.7.2019, Cork, Ireland. [Slides](#)

WE-CANNOT-TAKE-THEM-ALL

linguistic accents and xenophobia : Preliminary
□ findings in the design of a voice interface

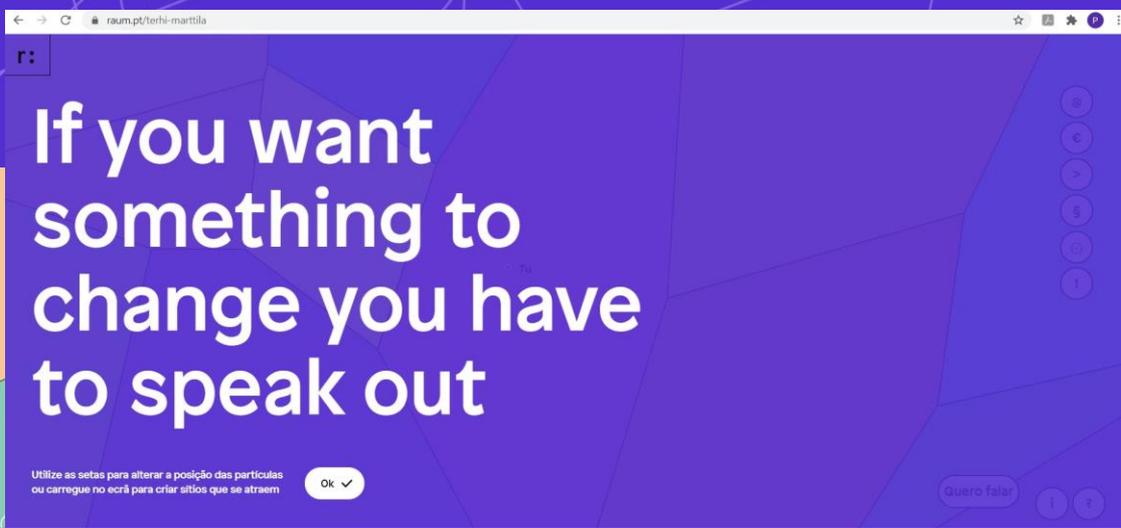
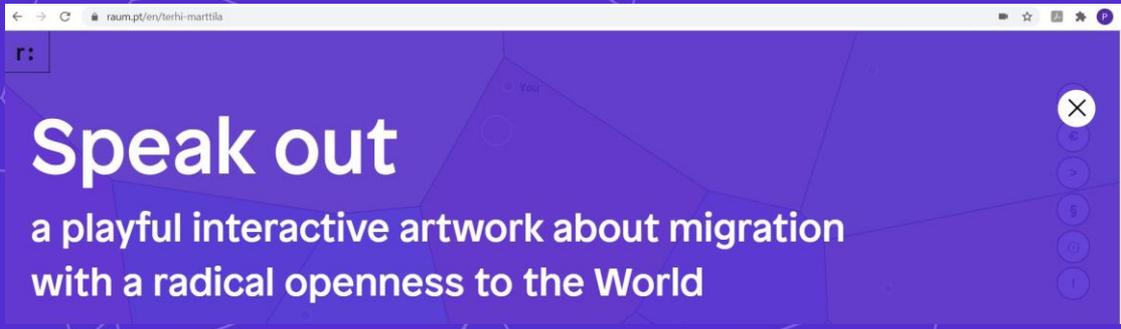
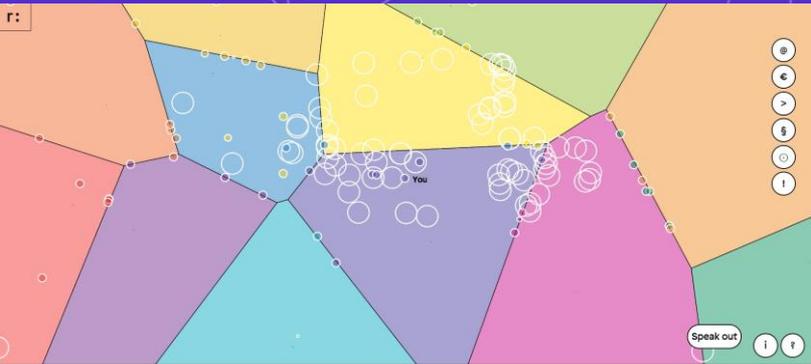
Terhi Martilla * PhD. 2017_2021

28 Dez — 05 Fev.
2020

Speak out Terhi Marttila

ITI / LARSyS / FBAUL - curadoria de Patrícia Gouveia

ver residência →





VIRTUAL WOMEN ART MUSEUM

Women-Centred Activist Art

M.ARS VIRTUAL WOMEN ART MUSEUM

M.ARS Virtual Women Art Museum, M.ARS Virtual Women Art Museum is a museum that operates in participatory and multimedia art, social museology and gender studies, highlighting the role of women in art.

This museum is not intended to be a static museum model for the mere dissemination of artistic content, but an interactive museum platform for online and real-time artistic production.

© M.ARS 2020

PROF. DR. TERESA FURTADO (CHAIA RESEARCH GROUP / UNIVERSIDADE DE ÉVORA)

EXPLORATORY MUTUAL LEARNING WORKSHOP ON GENDER AND DIGITALIZATION

HOW TO THINK ABOUT THE DIGITAL TRANSITION IN TERMS OF OPEN SOURCE AND NON-COMMERCIAL TECHNOLOGIES?

DO-IT YOURSELF MIXED WITH DO-IT TOGETHER STRATEGIES CAN HELP PEOPLE USE MORE COMPLEX DIGITAL TOOLS.

HOW TO USE DIGITAL TECHNOLOGIES TO ENHANCE WOMEN EMANCIPATION AND PARTICIPATION?

GROUP ARTS-BASED RESEARCH PROJETS CAN HELP WOMEN DEVELOP DIGITAL COMPETENCIES.

HOW TO ENGAGE WOMEN FROM SEVERAL COUNTRIES IN A SHARED PROJECT-BASED RESEARCH ENVIRONMENT?

**CREATING CONDITIONS FOR WOMEN PARTICIPATION IN A SHARED ENVIRONMENT AVOIDING GUETTOS:
INTERDISCIPLINARY WORKSHOPS AND FORMAL AND INFORMAL MEETINGS.**

HOW TO USE ARTS-BASED RESEARCH TO PROMOTE WOMEN INCLUSION AND DIGITAL LITERACY?

MERGING ARTS AND ENGINEERING COULD BE INSTRUMENTAL (ARTISTS CAN COLLABORATE WITH ENGINEERS).

ERIC RAVENSCRAFT

GEAR 12.18.2020 07:00 AM

Discord Gaming Parties Are Better Than Zoom Meetings

You're probably using it to chat with friends, but if you're not using it to stream, play games, and chat with friends too, it's time to start.



AN ARTS-BASED RESEARCH APPROACH CAN BE INSTRUMENTAL TO OTHER AREAS BESIDES HIGHER EDUCATION AS IN ITSELF MERGE A CAPACITY TO CREATE AND IDENTIFY PROBLEMS (ARTISTICAL SKILLS) WITH A DESIGN APPROACH (DESIGN SKILLS) TO SOLVE THEM. AN ARTISTICAL APPROACH SHOULD QUESTION THE TIME WE ARE LIVING AND GENERATE CRITICAL DEBATES FOLLOWING AN EXPLORATORY METHODOLOGY WITH A CAPACITY TO DESIGN POSSIBLE SOLUTIONS FOR THE IDENTIFIED PROBLEMS.



ARTS BASED
RESEARCH

LYNNE RABAK & LISA HAMMERSHAIMB
MARCH 11, 2014 ■ EDDE 802: ASSIGNMENT 2



I NEVER MAKE A
PAINTING AS A
WORK OF ART...IT'S
ALL RESEARCH.

— PABLO PICASSO —

ARTS-BASED RESEARCH PRESENTATION CREATED BY LISA HAMMERSHAIMB AND LYNNE RABAK * ATHABASCA UNIVERSITY, 2014

RESEARCH RESEARCH METHODS + THEORY

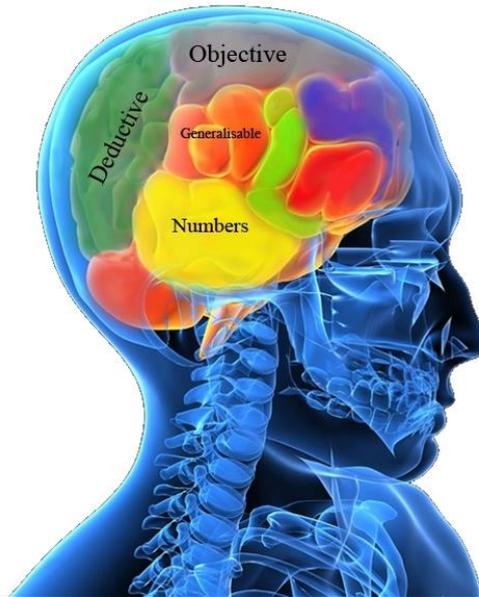


QUANTITATIVE

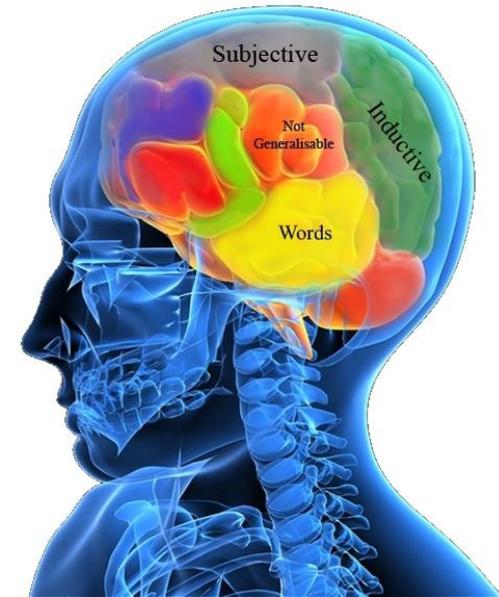


QUALITATIVE

Quantitative



Qualitative



BRENDA CRENSHAW CDS COMMUNITY DEVELOPMENT STRATEGIES, 2016

Gender Asymmetries in the Digital Games Sector in Portugal

 Luciana Lima  Patricia Gouveia

2020, DiGRA '20 – Proceedings of the 2020 DiGRA International Conference: Play Everywhere

 72 Views  16 Pages  2 Files ▾

 Game studies, Gender Equality

Show more ▾

In this paper, we describe the results of a research in progress that seeks to analyze gender asymmetries in the digital games sector in Portugal. The results of its first phase indicated that the percentage of girls enrolled in digital games courses is significantly lower than the percentage of boys. This suggests that tertiary training in digital ...read more

DIGITAL TOOLS ENABLED THOSE WHO ALREADY WORKED WITH THEM TO COPE WELL IN COVID-19 CONTEXT.
WE HAVE SOME RESEARCH DONE IN THIS AREA WITH INTERVIEWS TO WOMEN WORKING IN THE GAMING FIELD IN PORTUGAL.
WE OBSERVED THAT LABOUR FLEXIBILITY AND THE USE OF ICT CONTRIBUTED TO NO SIGNIFICANT CHANGES IN THE ROUTINE
OF THESE WOMEN. THE MAIN CHANGES REPORTED WERE: BEING HIRED IN COVID TIMES, THE SUBSTITUTION OF TRAVEL TIME
FOR WORK-RELATED/BREAKUP ACTIVITIES, THE SAVING OF TIME AND MONEY BY NOT HAVING TO MOVE ANYMORE FROM HOME
TO WORK, THE INCREASE OF WORKLOAD, THE DROP IN PRODUCTIVITY AND THE SPATIAL REORGANIZATION OF THE DOMESTIC
ENVIRONMENT SINCE ALL HOUSEHOLD MEMBERS WERE ALSO FORCED TO STAY AT HOME.

LIMA, GOUVEIA, PINTO, 2021

VISIONING 2050



LIVING



☑ POSITIVE

⊘ AVOID

🐕 FUN

WORKING



POTENTIAL of SCIENCE

REGRESSIVE IDEOLOGY FEAR of SCIENCE

TELEPORTATION

PLAYING



CONNECTED Communities and SYSTEMS + ENERGY

DISCONNECTION

HELLO ROBOTS RECREATION joy

LEARNING



WELLNESS and CONNECTION

inequity

PASSION and LOVE I ♥ MY JOB

MOVING



EMPOWERMENT

TOXICITY

FREEDOM

COMMUNITY CENTRED more PLAY in our WORK

INEQUALITY

ENJOYING the OUTDOORS

COMMUNITY based LEARNING

TECHNOLOGY as DISTRACTION

STEWARDS of NATURE

FUTURE CAPABLE LIFE LONG LEARNING

CORPORATOCRACY and PROFIT

ISOLATION

HEALTHY active LOCAL

OPTIONS and WALKABLE

DRIVING DEAD

CONGESTION

SPINNING wheel OF OPPORTUNITY

FLYING CARS and HOVER CRAFT ACTIVE

GRAPHIC RECORDING by SARAH FIRTH @sarahthefirth sarahthefirth.com



DIGITAL ALLOWS FOR GREATER INCLUSION IN VERY CONCRETE CONTEXTS SUCH AS:

**THE CASE OF RECENT MOTHERS WHO CAN PARTICIPATE IN CONFERENCES, FESTIVALS AND OTHER
EVENTS WITHOUT ALL THE RELATED LOGISTICS CONCERNING BREASTFEEDING.**

**DISABLED PEOPLE WHO HAVE RESTRICTED MOBILITY AND WHO CAN ACCESS AND FOLLOW REMOTE
CLASSES WITHOUT CONSTRAINTS.**

EXPLORATORY MUTUAL LEARNING WORKSHOP ON GENDER AND DIGITALIZATION

DIGITAL ALLOWS FOR GREATER INCLUSION IN VERY CONCRETE CONTEXTS SUCH AS:

ACCESS TO INTERNATIONAL EVENTS AND RESEARCH NETWORKS IN PERIPHERAL COUNTRIES
SUCH AS PORTUGAL IS ESSENTIAL TO SOLVE GENDER ASYMMETRIES AND OTHERS,
THE DIALOGUE WITH THE NORTH IS ENHANCED THROUGH INFORMAL CONNECTIONS WHICH ALLOWS
TO DISMANTLE BIASES IDEOLOGICAL (BOTH FROM SOUTHERN AND NORTHERN EUROPE) AND POLITICAL
INSTRUMENTALIZATIONS IN EDUCATIONAL CONTEXTS.

CONCLUSIONS:

AN ARTS-BASED RESEARCH APPROACH WITH NO PRE-DETERMINED IDEAS OR CONCEPTS.

AN OPEN SAND BOX WHERE PARTICIPANTS/PLAYERS CAN ENGAGE IN A FICTIONAL WORLD THAT CREATES
EMPATHY AND AFFECTION FOR OTHERS, FOR STRANGERS, FOR THOSE WE CANNOT UNDERSTAND.

PARTICIPATION AND COOPERATION MEDIATED BY MEDIA CAN ENHANCE CIVIC ENGAGEMENT.

THE INTERNET IS NOW A MASS MEDIUM AND, UNLIKE THE REAL WORLD, IT IS BORDERLESS.

CONCLUSIONS:

DIGITAL MEDIA PLATFORMS ARE INSTRUMENTAL TO STIMULATE TEAM PROJECTS WITH DIFFERENT GEOGRAPHICAL LOCATIONS ENHANCING DIALOGUE OUTSIDE GEOGRAPHICAL BOUNDARIES.

THE INTERNET FACILITATES DIALOGUES INSTEAD OF SPEECHES.

THOSE WHO ONLY EMPHASIZE HATE SPEECH FORGET THE ACHIEVEMENTS OF THE LAST THIRTY YEARS.

EXPLORATORY MUTUAL LEARNING WORKSHOP ON GENDER AND DIGITALIZATION

THANK YOU! / OBRIGADA!