EE06 Theater Pedagogy and digital media in Education

(1) GENERAL

SCHOOL	School of Humanities		
ACADEMIC UNIT	Department of Primary Education		
LEVEL OF STUDIES	Postgraduate		
COURSE CODE	EE06	**SEMESTER**	B
COURSE TITLE	Theater Pedagogy and digital media in Education		
INDEPENDENT TEACHING ACTIVITIES		**WEEKLY TEACHING HOURS**	**CREDITS**
			7,5
COURSE TYPE	special background, specialised general knowledge		
PREREQUISITE COURSES:	None		
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes		
COURSE WEBSITE (URL)			

(2) LEARNING OUTCOMES

Learning outcomes

The main goals of the course are for the students to: a. Get acquainted in theoretical and practical terms with the basic subjects concerning the role and applications of digital technologies in artistic activities and with the possibilities of using new technologies in the creation of interactive and intercultural educational activities as well as the development of applications on the techniques of drama arts in digital environments. b. get acquainted, evaluate and apply New Technologies in cultural and artistic environments and develop innovative ideas relating to the dynamic of identifying new applications and viewpoints for arts using new technologies.

Following the successful completion of the course the students will be able to:

Knowledge domain

- To know the role and the application of digital technologies in artistic events (eg theatrical performances)
- To acquire a holistic view regarding modern, social, aesthetic and cultural challenges
- To comprehend the application of drama arts in digital environments (eg digital role play games etc)
- To be familiar with the possibilities to use New Technologies in the creation of interactive intercultural activities through art.

Skills domain

- Familiarize with new methodological tools of teaching and learning, based on the modern outcomes in social and humanitarian sciences
- Develop personal inquiries as well as innovative ideas concerning the possibility to demonstrate new applications and views on art through the use of new technologies
- Be able to use New Technologies in cultural and artistic environments.

General Competences

Students, after the successful completion of the course will have acquired the following competences:

- Generate new research ideas

- Search, analyze, synthesize and evaluate data and information with the use of the appropriate technologies
- Decision making
- Autonomous work
- Team work
- Development of free, creative and deductive thinking
- Self-assessment and reflection

(3) SYLLABUS

Digital revolution creates new ways of access to the artistic creation and shapes a new form and push to the so-called industry of culture. The always expanding use of ICT not only affects the way that contemporary audiences approach, perceives and understands artifacts of cultural nature but also redefines the traditional role of cultural organizations (eg museums etc) Based on the above the syllabus of the course focuses on the expansion of the role of New Technologies on the forms of contemporary arts. Through the use of certain examples the complex ways that digital media are used in contemporary artistic events re explored as well as their impact on the experiences of the spectators.

The sylalbus of the course refers, among others, to the following:

- New technologies and experiential learning through arts
- Technology, science and creative thinking in school
- Role paly games in digital environments
- Use of ICT in contemporary art (eg digital theatrical sceneries)
- Integration of art in ICT (advertisements etc)
- New technologies, art and contemporary society

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY	100% via distance learning
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY	ICT's are used for teaching, lab work and communication with the students.

TEACHING METHODS	***Activity***	***Semester Workload***
	Lectures	24
	Participation in online public forum activities	30
	Experiential seminars (team work and activities)	15
	Laboratory exercises (guided laboratory education)	10
	Independent work: Study and analysis of bibliography	36
	Independent work: Developing and writing of theoretical framework	50
	Independent work: Design and development of research methodology	50
	Paper presentation: Analysis and reflection	10
	Course Total	***225***
STUDENT PERFORMANCE EVALUATION	The evaluation of the students performance is carried out through a final research assignment that is presented during the course and accounts for 100% of the final evaluation.	

(5) ATTACHED BIBLIOGRAPHY

- Course Bibliography

- Anderson, M., Cameron, D., & Sutton, P. (Επιμ.). (2015). *Innovation, Technology and Converging Practices in Drama Education and Applied Theatre*. Routledge.
- Anderson, M., Carroll, J., & Cameron, D. (Επιμ.). (2009). *Drama education with digital technology*. Continuum.
- Γραμματάς, Θ. (2014). *Το θέατρο στην εκπαίδευση. Καλλιτεχνική έκφραση και παιδαγωγία*. Διάδραση.
- Γραμματάς, Θ. (2017). *Θεατρική αγωγή και παιδεία*. Διάδραση.
- Κλαδάκη, Μ., & Μαστροθανάσης, Κ. (Επιμ.). (2023). *Αναδυόμενες τεχνολογίες στο εφαρμοσμένο θέατρο και το εκπαιδευτικό δράμα*. Gutenberg.
- Κλαδάκη, Μ., & Μαστροθανάσης, Κ. (Επιμ.). (2023). *Θέατρο στην εκπαίδευση: Σύγχρονες τάσεις, εξελίξεις και προοπτικές*. Πατάκης.
- Λαλιώτη, Β. (Επιμ.). (2022). *Ψηφιακές τεχνολογίες και τέχνες*. Εκδόσεις Ροπή.
- Μαστροθανάσης, Κ., & Κλαδάκη, Μ. (2023). *Η παιδαγωγική του θεάτρου για την περιβαλλοντική εκπαίδευση και την αειφόρο ανάπτυξη*. Διάδραση.
- Masura, N. (2023). *Ψηφιακό Θέατρο: η δημιουργία και η σημασία των πολυμεσικών παραστάσεων, ΗΠΑ & Ηνωμένο Βασίλειο 1990-2020* (Μ. Κλαδάκη & Κ. Μαστροθανάσης (Επιμ.). Εκδόσεις Παπαζήση.
- Πίγκου-Ρεπούση, Μ. (2019). *Εκπαιδευτικό Δράμα: από το θέατρο στην εκπαίδευση*. Καστανιώτης.
- Πούλου, Α. (2020). *Η αρχαία ελληνική τραγωδία και το ψηφιακό θέατρο. Ερείπια, μεταμορφώσεις, δραματουργίες*. Αιγόκερως.
- Φανουράκη, Κ. (2016). *Το θέατρο στην εκπαίδευση με τη χρήση των ψηφιακών τεχνολογιών. Στοιχεία διδακτικής μεθοδολογίας*. Εκδόσεις Παπαζήση.
- Φανουράκη, Κ., & Πεφάνης, Γ. (Επιμ.). (2021). *Εφαρμοσμένο Θέατρο. Ποιοτικές*

μέθοδοι έρευνας και μάθησης μέσω παραστατικών τεχνών. Εκδόσεις Παπαζήση.

- Relevant scientific journals:

- Παιδαγωγικά Ρεύματα στο Αιγαίο https://ejournals.epublishing.ekt.gr/index.php/revmata/issue/view/1795
- Παιδαγωγική Επιθεώρηση: http://www.pee.gr/?page_id=71
- Εκπαιδευτικός Κύκλος: http: //www.educircle.gr/periodiko/
- Επιθεώρηση Εκπαιδευτικών θεμάτων: http://www.pi-schools.gr/publications/epitheorisi/
- Μέντορας: http://www.pi-schools.gr/publications/mentor/
- Επιστήμες Αγωγής: http://www.ediamme.edc.uoc.gr/index.php?2014
- Νέα Παιδεία: http://www.neapaideia-glossa.gr/
- International Education Journal https: //openjournals.library.sydney.edu.au/index.php/IEJ
  Policy Futures in Education: journals.sagepub.com/home/pfe
- Practical Assessment, Research & Evaluation: http://pareonline.net/Articles.htm
  Teacher Development http: //www.tandfonline.com/toc/rtde20/current
- Canadian Journal of Educational Administration and Policy
  https://www.umanitoba.ca/publications/cjeap/
- Educational Researcher: http://journals.sagepub.com/home/edr