



## **Art Education to Develop Creativity and Critical Skills in Digital Society: Integrating the Tradition in an E-Learning Environment**

**Alice Bajardi, Dolores Álvarez Rodríguez**

Granada University (Spain)

[alicebajardi@gmail.com](mailto:alicebajardi@gmail.com)

Today the importance of art education and developing creativity is increasingly recognized at all levels of education systems. However, there are still many issues to clarify and develop, such as teacher training, their collaboration with artists and other professionals for a complete and efficient education and further connected to society. Furthermore, a key point to clarify is the use of new media, since teachers often diverge between who reject the use of digital equipment by preserving traditional methodologies and tools, and who fully adopt the use of new media growing away from the tradition. To solve this dichotomy we have experienced a contemporary-art education-project in schools, universities and museums in various European countries that integrates traditional teaching methods with new technologies using an on-line platform.

The on-line platform is based on artistic practical experiences that were conceived by educators and artists to make understandable the poetics and the language of contemporary art. In this project students, using these experiences as model or source of inspiration, conceive and develop their own artistic practical experiences with the teacher aid, and finally upload their works on the platform. The main goal is not to form artists or computer scientist, but critical and creative persons that live the contemporary digital society and that are able to understand the topics and language of the contemporary art.

The on-line platform was positively evaluated by students and practitioners, as evidenced by results of practical experiences and the submitted assessment questionnaire. Furthermore, the didactic strategy used integrates both conventional way (face-to-face class with traditional tools) and digital way (e-learning and new media).