

## **Thestrup, Klaus: DIGITAL WORLD CITIZENS - the experimenting community goes on-line**

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I work together with pedagogues and children in kindergartens to define a pedagogical strategy, which combines media, play culture and pedagogy: *The experimenting community*. This research is inspired by *media play*, where children transform the use of any technology and any narrative into another use through playing and experimenting (Rønnberg 1983, Thestrup 2013) and children's ability to stage play between formula and improvisation (Mouritsen 1996).

Digital World Citizens is a network so far consisting of 4 institutions that communicate with others in the world asking: *How can children and pedagogues in an experimenting community be and become digital world citizens?* The methods are basic and applied research inspired by visual interventive anthropology, action research and practice-led research. The paper will present categories unfolding the community:

- *The open laboratory*: The kindergarten is a workshop where communication, technologies, narratives and materials can be taken apart and re-mixed.
- *The participating pedagogue*: The pedagogue is the guide who makes sure everybody can contribute, the participant, who knows as little as the other participants, the master, who know more and the agent, who sustains the culture.
- *The necessary point of interest*: The desire is to find out more about a narrative or tool to be able to communicate and play.
- *The transformative communication*: Ideas, narratives and visual material from others are transformed to local actions and then again posted on the internet for others to use.
- *The dynamic culture*: A pattern is a possibility but not a necessity. A person can pragmatically use parts of the pattern (Jantzen 2005) and a group can construct new local patterns.
- *Children's self-organized media play*: A culture in own right and a resource for investigations of the community.

The aim is that children and pedagogues become citizens in a globalized media- & knowledge society to get jobs, get educated and join democratic processes.

The presentation will be in English (or Danish).

### **References**

- Jantzen, C. (2005). Tertium Datur. Kampen om kulturbegrebet. I K. K. Povlsen & S. A. Sørensen (Red.), *Kunstkritik og kulturkamp: Klim*
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- Rønnberg, M. (1983). Skådelek och medialekar. I C. Bøgh, *Småbørnsforskning i Danmark IX – Rapport fra seminaret: Børns leg i det moderne industrisamfund: Udvalget vedrørende småbørnsforskning*.
- Thestrup, K. (2013). *Det eksperimenterende fællesskab – medieleg i en pædagogisk kontekst*: VIASystem