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April 11-13, 2011 –Utah State University
Logan, Utah USA
Multiculturalism and collaborative construction of digital tales

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PROATIVA

- Group for research and development of Interactive environments and Learning Objects;
  - Design and implement LO
  - Conduct research with use of LO with students
  - Professional development for teachers on the use of technology;
PROATIVA

http://www.proativa.virtual.ufc.br/
Problems

- Culture is in everything;
- How can we highlight culture in LO?
Estrategies

- Design LO with Cultural Affordances;
  - Goal - Highlight culture instead of hiding it;

- Design LO in a collaborative way;
  - Involve students from different culture in the process;
  - Similar to Participatory Design (Druin, 1999).
Steps

- Finding schools with different cultures;
  - Different countries, states or cities;
  - Rural x Urban Schools;
- Connecting students using Technology
  - Chat;
  - Webconference;
  - E-mail.
Steps

- **Content: Children’s Tales**
  - Teachers propose a general Plot (theme);
- **Students decide on the:**
  - Script;
  - Scenarios;
  - Characters;
Steps

- Students drawings are scanned or done in the computer;
  - Paper, pencil, paint, brush;

- Development team
  - Edit;
  - Add sounds and effects
  - Publish on the web;
Tales developed

Me Perdi em me achei no Brasil
(I got lost and found in Brazil)

- 4th grade students from Fortaleza, Brazil and Villejuif, France;
- Partnership with www.contosinterativos.com
- 10 meetings
- Proposed Theme – A French who got lost in Fortaleza
- Brazilian students – studied a French artist – Fernand Ledger
- French Students – Studied Xilogravura
ME PERDI E ME ACHEI NO BRASIL

http://www.youtube.com/watch?v=v6xYUUUziAU
Tales developed

Brincando no Brazil
(Playing in Brazil)

- 4th grade students from Fortaleza;
- Partnership with USU exchange students
- 10 meetings
- Proposed Theme – Americans who come to Fortaleza and want to play
- Brazilian students – studied some americans
http://www.youtube.com/watch?v=yQ8aEF85iJE
Conclusions

- Students can contribute in the creation of LO;
  - The tale created has coherence;
- Students valued more their own culture as a result of the process
  - They argued about using elements which are typical from their culture;
Further developments

- Refine the methodology;
- Find or develop web based tools and environments that allowed a more active role of students in the design and development process;
- Conduct experiences in the One Laptop per Student Project (UCA).
Thanks

Banco do Nordeste

CAPES

FiPSE
Questions & Comments

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