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Abstract	Nevermore has technology been more pervasive in people's daily lives. Children, by virtue of their age, are the earliest early-adopters of new technology. Digital video technology, especially with developments in the last decade, is now everywhere. However, there is a lack of education and training on how to use digital video technology in order to expand the creative possibilities of children and their imagination. The research in this thesis attempts to present some solutions on how to challenge that deficiency by providing them with the tools and environment to apply the knowledge they possess through the utilization of digital video technology. Workshops provide a great setting for children to interact with other children and utilize digital video technology to tell their stories to one another as well to everyone else. Children gain an understanding of different technologies and skills while having fun and without realizing that they are actually learning. Mixing traditional play activities with digital video allows children to learn new media literacies. Through the production of their original creative contents, children are not only consumers of information and knowledge, but they also take on roles as media producers. Workshops for children that incorporate digital video technology nurture children's imaginative abilities by making them stakeholders in their learning process.
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Master's Thesis

Empowering the Creativity of Children through the use of Digital Video Technology in Workshops

Academic year 2010

Graduate School of Media Design Keio University

Janak Bhimani

A Master's Thesis submitted to the Graduate School of Media Design, Keio University In partial fulfillment of the requirement for the degree of MASTER of Media Design Janak Bhimani

Thesis Committee:

Professor Ichiya Nakamura (Supervisor)

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Professor Adrian David Cheok (Member)

EMPOWERING THE CREATIVITY OF CHILDREN THROUGH THE USE OF DIGITAL VIDEO TECHNOLOGY IN WORKSHOPS

Abstract

Nevermore has technology been more pervasive in people's daily lives. Children, by virtue of their age, are the earliest early-adopters of new technology. Digital video technology, especially with developments in the last decade, is now everywhere. However, there is a lack of education and training on how to use digital video technology in order to expand the creative possibilities of children and their imagination. The research in this thesis attempts to present some solutions on how to challenge that deficiency by providing them with the tools and environment to apply the knowledge they possess through the utilization of digital video technology. Workshops provide a great setting for children to interact with other children and utilize digital video technology to tell their stories to one another as well to everyone else. Children gain an understanding of different technologies and skills while having fun and without realizing that they are actually learning. Mixing traditional play activities with digital video allows children to learn new media literacies. Through the production of their original creative contents, children are not only consumers of information and knowledge, but they also take on roles as media producers. Workshops for children that incorporate digital video technology nurture children's imaginative abilities by making them stakeholders in their learning process.

Keywords:

Digital Video Technology, Workshops, Children, Creativity, Participatory culture