

Creative Coding at the Arts and Crafts School Robotti (Käsityökoulu Robotti)

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Abstract

The increasing use of digital technologies presents a new set of challenges that, in addition to key economic and societal viewpoints, also reflects similar use in both education and culture. On the other hand, instead of a challenge, digitalization of our environment can also be seen as new material and a new medium for art and art education. This article suggests that both a better understanding of digital structures, and the ability for greater self-expression through digital technology is possible using creative coding as a teaching method. This article focuses on art and craft school Robotti (www.kasityokoulurobotti.fi), a type of hacker space for children that offers children teaching about art and technology. Through ethnographic research this article examines how creative coding works as a teaching method in Käsityökoulu Robotti to promote both artistic expression and a critical understanding of technology.

Keywords

Creative coding, Maker movement, Commons, Peer production, Peer learning, Art +tech, Education, Art education, Craft education, Media education, Critical thinking, Software studies.