



KNOWHOW VERKLAG

EU funded Leonardo da Vinci pilot project



KNOWHOW

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A 30 month project with partnership of 6 art schools in Europe lead by The Reykjavík School of Visual Art focused on creative teaching / learning in the studio environment of art schools

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ABOUT THE PROJECT

KNOWHOW is an EU funded Leonardo da Vinci pilot project, focused on the creative pedagogy and practice of the studio environment. The research seeks to make explicit the unique learning dynamic that exists between student, tutor and “making” within the workshops of art schools.

The project addresses the EU objective of improving the skills and competencies of people and the EU priority Call 2003-2004 for new forms of learning and teaching and basic skills in vocational and educational training.

The full title of the project is:

Creative teaching / learning in studio environment. Experimental project for the development of an educational program focused on the interaction of theory and non-verbal learning practice.

The project KNOWHOW will be developed over a period of 30 months (Nov '04 - May '07). A principle aim of the research is to record and disseminate the existing good studio practice amongst other educationalists.

The pedagogy of the studio environment is centred on a series of deceptively simple communications. These communications, if they are to be effective, demand a sophisticated understanding of both the making process and the relationship between maker and media. Using these relationships as a method of learning and teaching, art schools have successfully facilitated the cognitive and creative development of their individual students. It is this harnessing of the creative imagination which could be of interest and value to those working in the areas of vocational and educational training.

The expected outcomes are:

That a wide range of key players in the education sector will know of the project initiative and will be interested in following the project and post project developments.

That information on creative learning/teaching techniques in studio environment will be easily accessible to interested parties.

That funding authorities will be prepared to invest more in implementing non-verbal learning techniques than they have been prepared to do to date.



PARTNERS

The Reykjavík School of Visual Art is the promoter of the project and leads it, the partnership is formed by 6 schools:

- The Reykjavík School of Visual Art
- Iceland Academy of the Arts
- The Glasgow School of Art
- Cumbria Institute of the Arts
- International Ceramic Studio/University of West Hungary, Silicate Dept.
- Estonian Academy of Arts.

The partnership is based on common interest in encouraging and promoting the re-evaluation of the value of learning through making. To this objective, the partners will submit to the project, their curriculum and open their workshops to research and study of their practices. It is the aim of the partners commitment to the joint objective, that the result of the project will have an impact and influence on attitudes towards ways of learning, within the institutions as well as outside them.

METHOD

The project will use empirical research methods focusing on the learning and teaching strategies used in ceramic studios. Each of the partner institutions will be designated as a case study site and the field work will take place in ceramic studios.

Teaching methods applied within the participating institutions will be observed and studies supported by interviews with students and teachers. Joint seminars, lectures and website will ensure discussions between the partners and other interested parties and stakeholders.

The research will culminate in a publication that will suggest methods of combining pedagogical theory with practice, inviting other practitioners to incorporate these methods into their own practice.

The project will also develop the methodology of intertwining theory and practice in an explicitly balanced way such as to obtain optimal result.

The progress of the project will be accessible on www.knowhow.is