



Kreativität
in Spiel-, Theater-
und Erlebnispädagogik

CYBER STYLER_digital creativity

November/December 2017

The aim of the project is show the similarities and differences of the life-realities of the European youths in various media to make tangible - including the digital living environment. The program of the week helps the participants to emphasize their cultural similarities and differences between each other and to appreciate them. Certain adventure-, theater- and game-pedagogical methods allow phases to provide for intercultural learning, speech animation and group dynamics.

The majority of activities will be held in interest-bound workshops, which link modern and traditional in various ways.

Workshops:

Real Movie / Short Film

Stop-Motion

Comic SLASH Theatre

Audiobook

Live Performance

Documentation

The activities encourage and empower the youths to communicate the topics that are important to them and help them to participate in the local and global cultural life.



