Animated Learning Lab (ALL – previously called Centre for Education and Animation (CAP))

Animated Learning Lab is an autonomous development department within the Animation Workshop/VIA University College. The main objective of the department is to introduce creative teaching, primarily animation, as a didactic, communicative, and pedagogical tool.

ALL/Centre for Education and Animation was founded in 1993 with Hanne Pedersen as the leader. The department has years of practical experience with the use of animation as a didactic tool within every age group. In the beginning, Centre for Education and Animation started out by conducting workshops in Denmark as well as abroad, where children and adolescents learned to make their own animated films. What started out as small, hands-on workshops in animation have turned in to contiguous projects that incorporate interdisciplinary collaboration, and which put ALL in cooperation with not only research scientists, psychologists and teachers, but also with different partners such as Universities, local authorities and The Danish Film Institute.

Currently the main project of the department is called Animated Learning Labs. It’s a three-year project supported by the A.P. Møller Foundation. The aim of the project is to develop creative teaching as a new didactic tool. The project is a training program for teachers and the methods are a mix of hands-on workshops, presentations and discussions where experience and knowledge is shared within the group of participants, alongside spot-on workshops in the classroom with the children. The participants include 112 teachers and pedagogues (social workers within the school system) and 26 creative and visual professionals. Together they form what we call the cluster community. We believe that the key to development lies within this shared community.

The participating teachers commit themselves to work with creative productions in the classroom, leading to the most important aspect of the project which is that the children are being active creators of their own expressions. The project seeks to combine traditional school subjects with visual productions, meaning that the process and content of the children’s products needs to be based on the content from the subjects.

This project shows the content and philosophy of the department in general by including:

- Creativity in education though the experimental community cluster community. ¹

- Bridge-building between the school system and visual professionals (incl. animators and game designers)

¹ It’s important to make it clear that the experimental “Labs” is happening in different levels at the same time. The levels can be distinguished from each other in theory, but in practice one level will influence the others. Roughly, the levels of experimental labs can be divided into: The political system, the educational developing system (Animated Learning Labs is such a system), and the teaching situation in the classroom. Creativity in education must take place in all levels.
- Combination between subjects and film and media literacy
- Special World – A scaffolding tool in education².
- The aim to have animation and media literacy acknowledged as a learning tool.

A very important aspect of getting animation and media literacy acknowledged is the inclusion of new perspectives. One of the ways we make sure to get new perspectives is to set up a conference, where presentations, discussions and workshops is open to both partners and to the public.

*Animated Learning Conference* has existed since 2012 and is a part of Viborg Animation Festival (VAF). This is a yearly event focusing on creativity and visual approaches to education. The conference is centred around questions like:

- Can we create an educational system where experimentation, imagination and self-expression are acknowledged as fundamental aspects of engaged learning?
- How can we create synergy between the traditional courses and creative, digital and visual competence?
- How can we make sure that children and young people can be critical thinkers and active creators with the ability to renew our common world? (21. century skills)

Animated Learning Lab is continually working with different national and international animation projects. Below is a list of selected project both previous and currently.

**Selected Projects:**

**previous**
  Link to website: [http://animatedscience.dk/](http://animatedscience.dk/)
- *Teaching with Animation* part of the EU-programme – Education and Culture: Life Long Learning Leonardo.
  Link to website: [http://www.animwork.dk/twa/](http://www.animwork.dk/twa/)
- *Animated Literacy* part of the EU-programme – Education and Culture: Life Long Learning Leonardo. "Animated literacy wishes to contribute to giving equal opportunities in the

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² Special World is a term we use when we are explaining the practical and creative process in the classroom, but it is also a philosophical term with which we feel can explain some of the general aspect’s in education.
educational system by introducing animation as a learning tool. The contemporary school is based on the written media. Not all master this media.”

Link to website: www.animatedliteracy.eu

- “Kortlægning af Dansk filmpædagogik på grundskoleniveau” (publication in Danish which seeks to gather and show film-literacy projects in the Danish primary school. Animated Learning is represented in this case through thirteen projects and activities) Supported by The Danish Film Institute (DFI)

Link to the publication (In Danish): http://cap.animwork.dk/en/news_presentation.asp?AjrDcmntId=6590

Currently

- Animated Learning Labs

Examples of animated film from Animated Learning Labs:
http://www.animatedlearning.dk/projekter/allabs-engelsk/
http://www.animatedlearning.dk/projekter/allabs-almen-didaktik/

- Animated Film Learning – is the first part of the research, that follows the Animated Learning Labs

Results from the first part of the research by Professor at reCreate Aalborg University

Lisa Gjedde (translated from Danish):

“The preliminary conclusions indicates that the creative product work based learning environments can frame:

- Naturally approaches that embrace equality and thus inclusion
- Differentiated teaching
- Meaningful learning on contents from the different subjects.
- Develop collaboration, communication, creativity and critical thinking.”

- ANIDOX:YOUTH is a partnership between ANIDOX and Animated Learning Lab (ALL), and currently a part of the project Animated Learning Labs. ANIDOX:YOUTH offers courses for teachers, educators, and young people. We offer creative hands-on workshops for groups and use animated documentaries to touch upon various topics, both existent in the curriculum or initiated by the pupils themselves. Our team of experienced instructors will launch the process, giving teachers the tools to use different techniques in their classrooms, enriching the learning experience and accessibility to digital mediums and storytelling.

Link to website: http://anidox.com/
• *Animok* is the children’s competition in animated films. *Animok* has existed since 2006 and is now a part of Viborg Animation Festival. The participating classes will have the possibility to have a workshop in animation in the classroom as a kick off to *Animok*. The theme of this year is *Japan*. The movies will be uploaded at the *Animok* website. The nominated movies will be shown in the cinema and a jury will announce the winner.

Link to information: [http://vaf.animwork.dk/english_summary.asp](http://vaf.animwork.dk/english_summary.asp)

• Peruvian Animation is a smaller project under the *Andimation* banner. The project offers workshops in animation in the educational system in Peru. Two schools participate in the project, a private primary school and a private art school for adults. In the primary school animation is introduced animation as an alternative teaching methods in the traditional causes. In the arts school animation is introduced as an art form. In cooperation with *Taller Ambulante*.

Link to the *Andimation* website: [http://andimation.dk/](http://andimation.dk/)

• *Creative Learning and Animation* is an exchange programme collaboration between VIA University College, campus Viborg and Animated Learning Lab. Animation films from the programme can be found here: [http://en.via.dk/programmes/education-and-social-studies/creative-learning-and-animation-exchange/video-from-students](http://en.via.dk/programmes/education-and-social-studies/creative-learning-and-animation-exchange/video-from-students)


• *Animated Learning for Transitions – Early Recognition (ALT-ER)* is a trans-national project that seeks to build a bridge between the kindergarten and primary school systems in 6 countries across Europe. By examining processes at work in each country and contrasting their efficacy as educational goals and processes, the team has, to this point, been able to outline an understanding of best practices that are beneficial for young people in this transitional phase.

The future goals of the project are to create a framework for understanding the transition phase for EU level decision makers. It will highlight strategies at use that have proven effective at reducing the anxiety tied to moving from kindergarten to primary school and can be used in policy generation on a national or EU level. We are very excited to continue the work the partner group has started and build on the understandings created during the research and development of the various systems and strategies at use across Europe in pursuit of a package that will benefit a great number of children during a tumultuous and trying period in their young lives.

• *(ALT-ER research)* *Animated Learning For Transitions - Early Recognition* Followed by professor Lisa Gjedde *reCreate* Aalborg University.
Biography Hanne Pedersen

Hanne Pedersen acts as the head of The Animated Learning Lab at The Animation Workshop and has been highly successful at combining theoretical research and practical development with the goal of creating lifelong learners out of activated and engaged young people. She has worked with using screened media in educational contexts both through its production and deployment, and her skills and experience ensure that the educational goals and strategies which come out of the Animated Learning Lab are considered, capable, and long lasting.

Biography Laura Søndergaard Isaksen (Born in Denmark 1986)

Project coordinator in Animated Learning Lab (ALL).
The main field of the present position in ALL is the product work based education progress in the Danish school system, specifically in the significant project “Animated Learning Labs”.

I have been associated with ALL since 2015 incl. during my thesis in Educational Philosophy: “Special World – The In Between”. The thesis is a philosophical examination of ALL´s concepts and product work based education and Special World (as a learning- and scaffolding tool in the educational system). These concepts are (in the thesis) being examined and analysed through the thoughts of the political thinker and philosopher Hannah Arendt.

Educations:
Master of Arts (Education) in Philosophy of Education. Graduated in 2016.
Master´s Degree Programme in Philosophy of Education at Aarhus University Faculty of Arts.

Bachelor of Social Education, Social Educator. Graduated in 2013
Faculty of Education and Social Studies. Bachelor Programme in social education at Aarhus VIA University College.

Publications:
“Mapping of educational film activities in the primary school system in Denmark” (2016)
“Analysis of Mapping of educational film activities in the primary school system in Denmark”.
(2016) (OBS: The publications are in Danish)