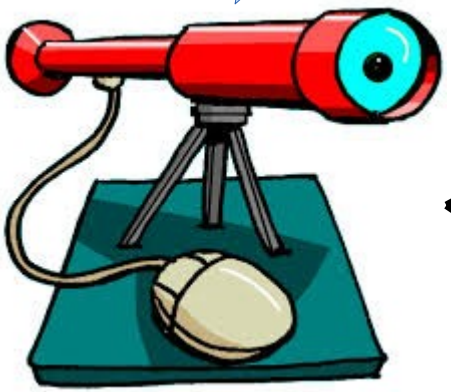
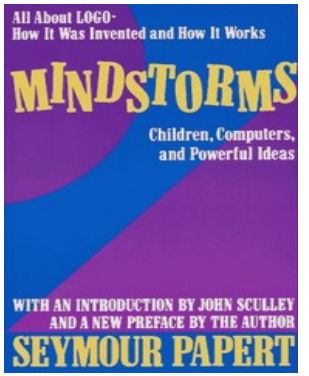
Looking for materials about ICT …
I found three key documents





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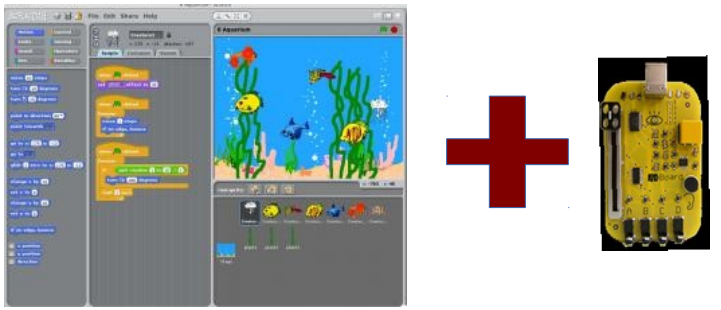
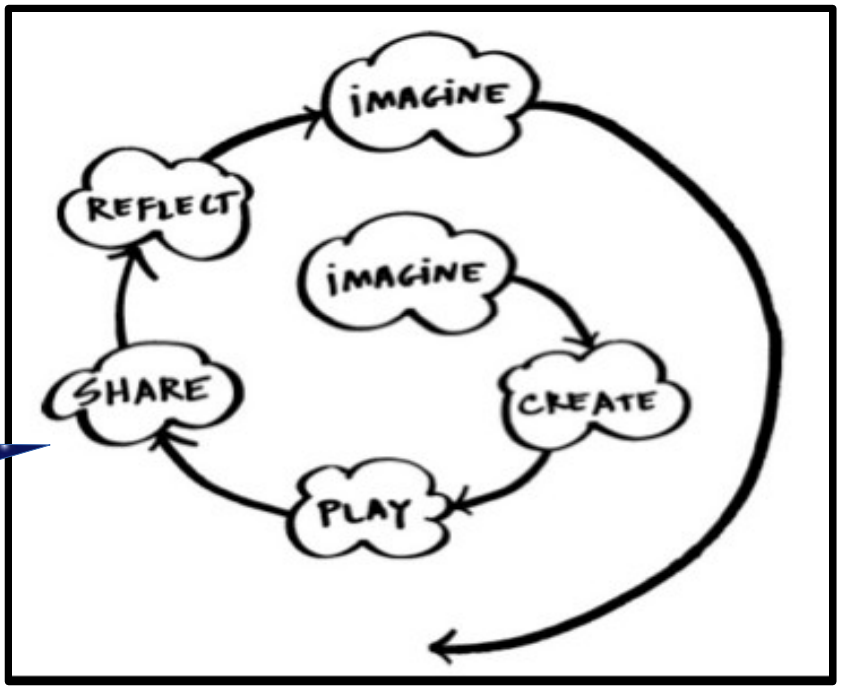
First meeting with Scratch

First steps





CREATIVE THINKING

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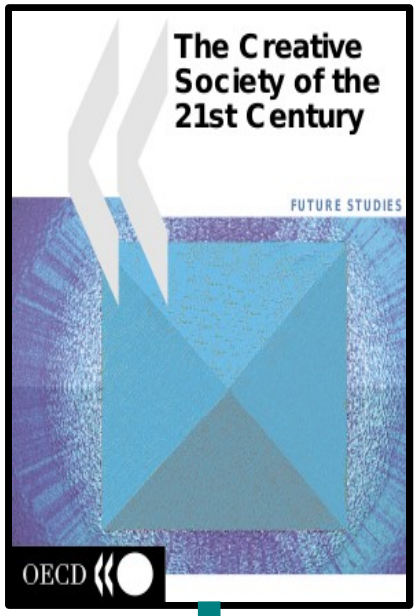
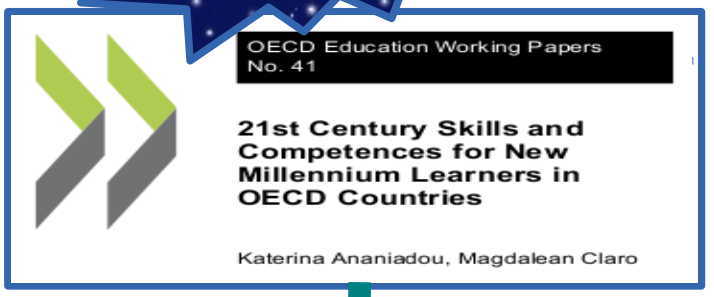
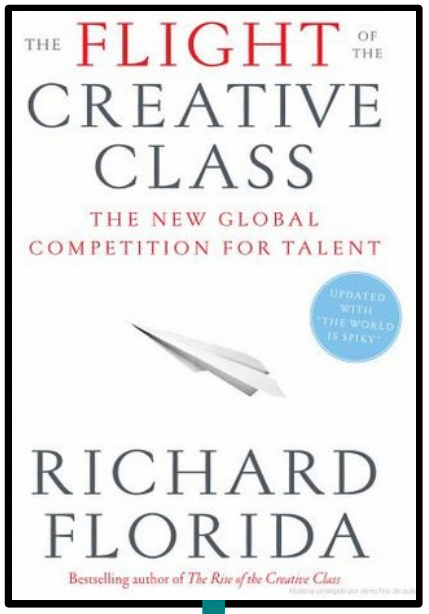
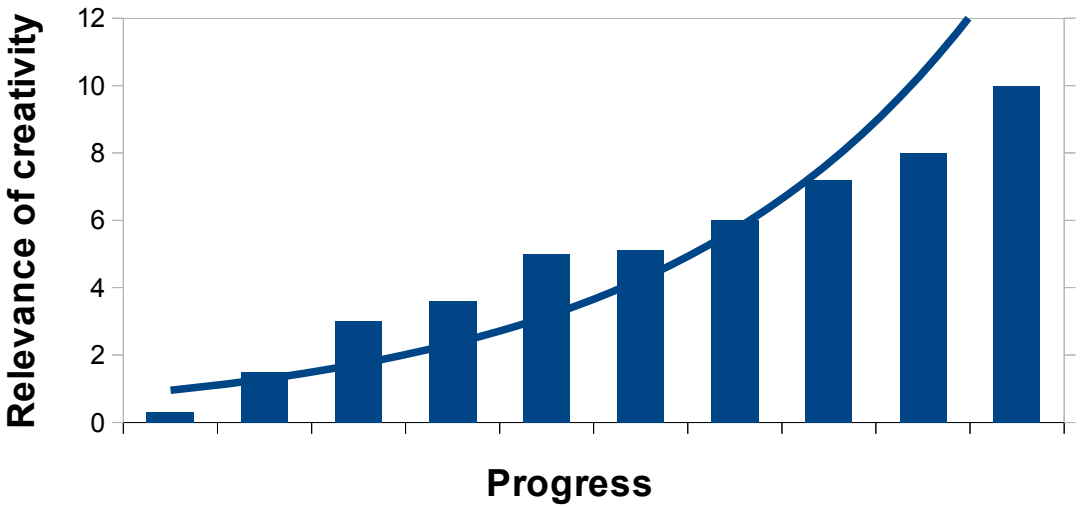


CREATIVE THINKING





Value of creativity



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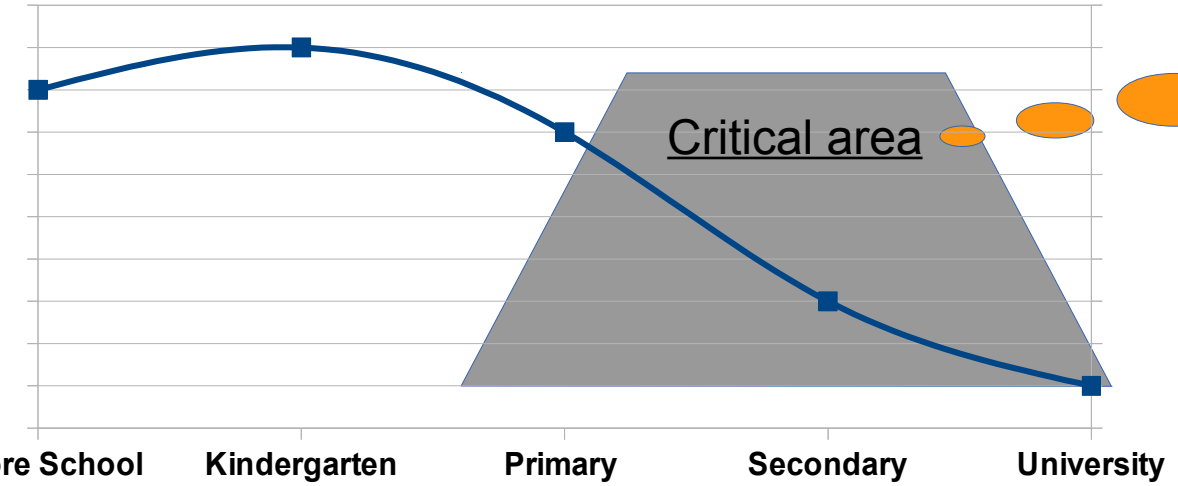
What happens with creativity at school?

Ken Robinson says schools kill creativity

Trend of creativity through educational levels



Can Scratch be helpful?

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EHU/UPV

After several workshops over 2 years.... I did not feel that working with Scratch would improve creativity

A boy who had some difficulties at school worked with Scratch and after two days showed some interesting creative thinking.

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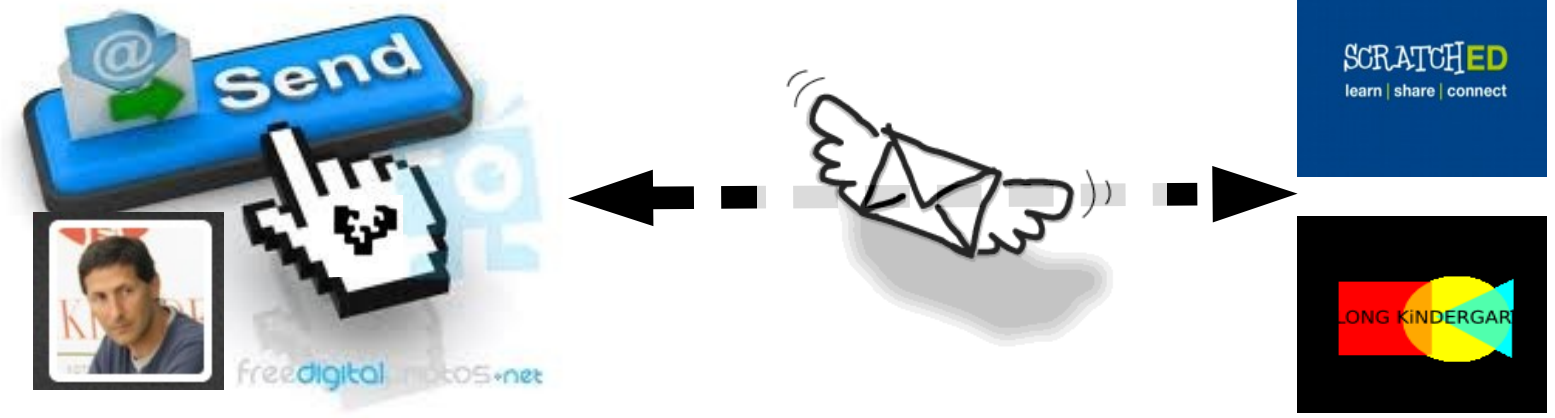
Can Scratch really help to improve creativity?

Looking for information, articles, books, researchs,...



Communicating with Scratch Team

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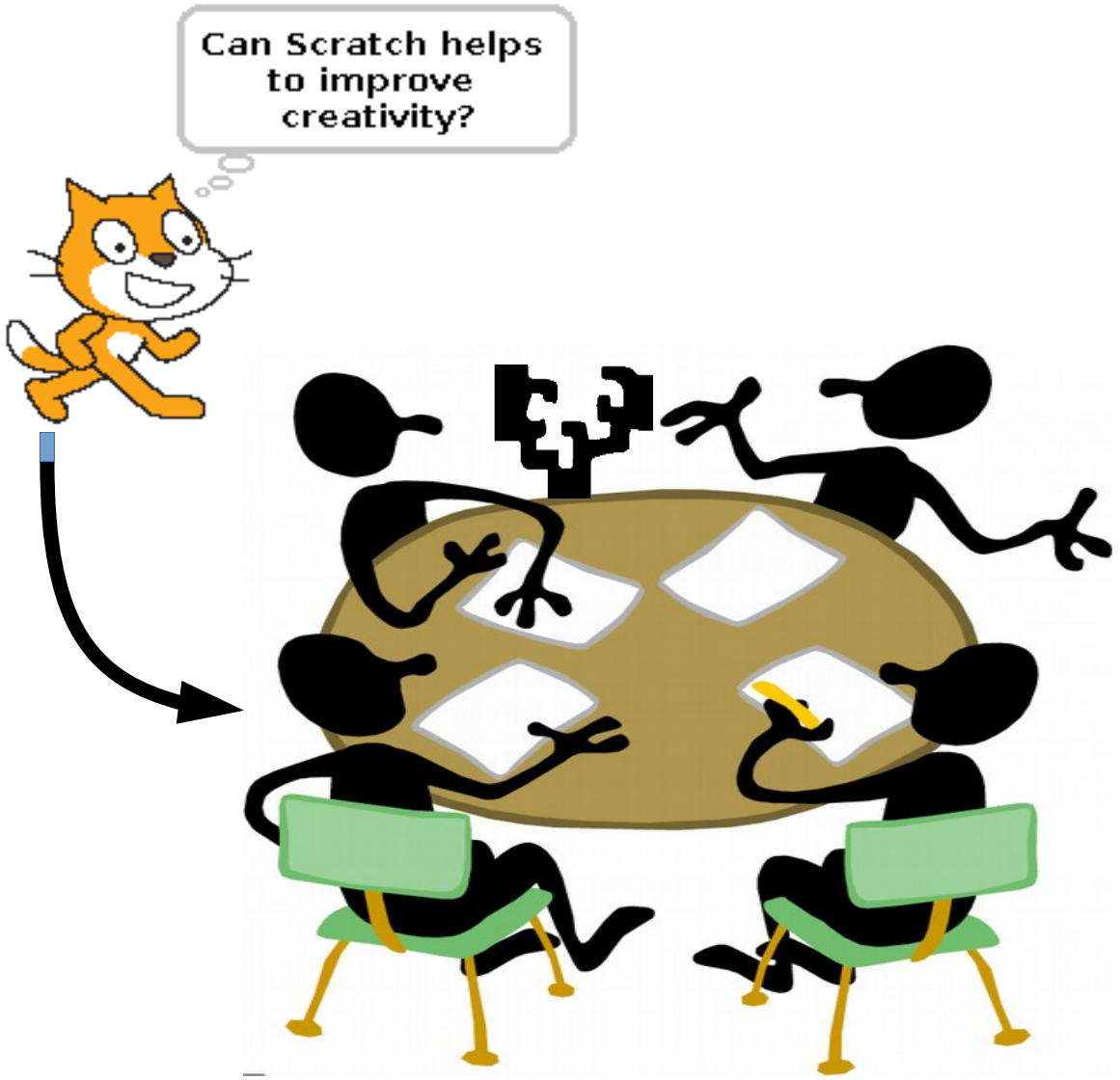
EHU/UPV



Research planning

Environment

Type of research

Participants

Data collection instruments

Design of the intervention

Data analysis

Results

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EHU/UPV

Environment

Looking for a place where....

Highly controlled environment

No free access to multimedia

Few opportunities to be creative

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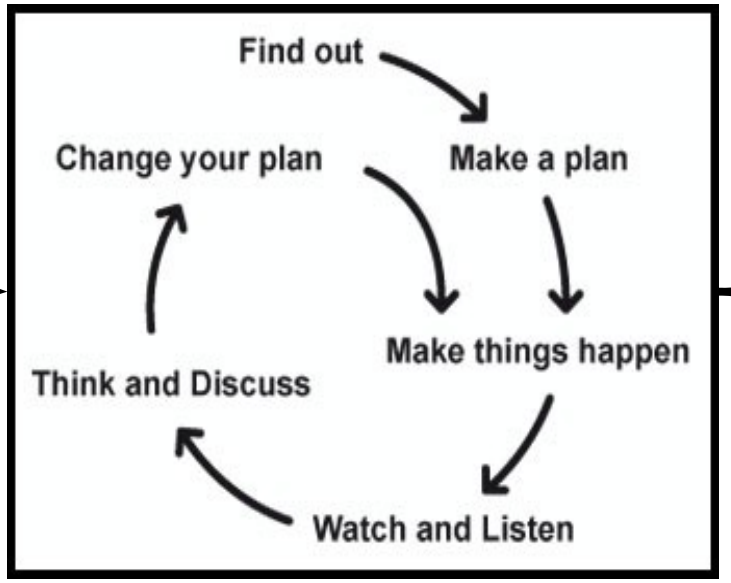
Type of research

Qualitative



- Educational ethnography
- Participant researcher (Scratch monitor)

Quantitative

- Initial and Final measurement
- Standardized test

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Participants

- 16 men started (one per PC)
- Aged 25-65
- Elementary school
- Three languages
- Voluntary (no certificate)
- 12 finished

At first only 20% believed himself capable of creating a video game with Scratch

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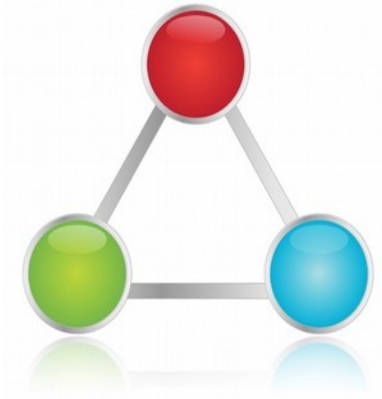
Data collection instruments

Qualitative

- Fieldnotes
- Diary of the researcher
- Interviews with prison professionals



Quantitative

- Test (CREA)
- Satisfaction survey (made by prisoners)
- Scratch productions

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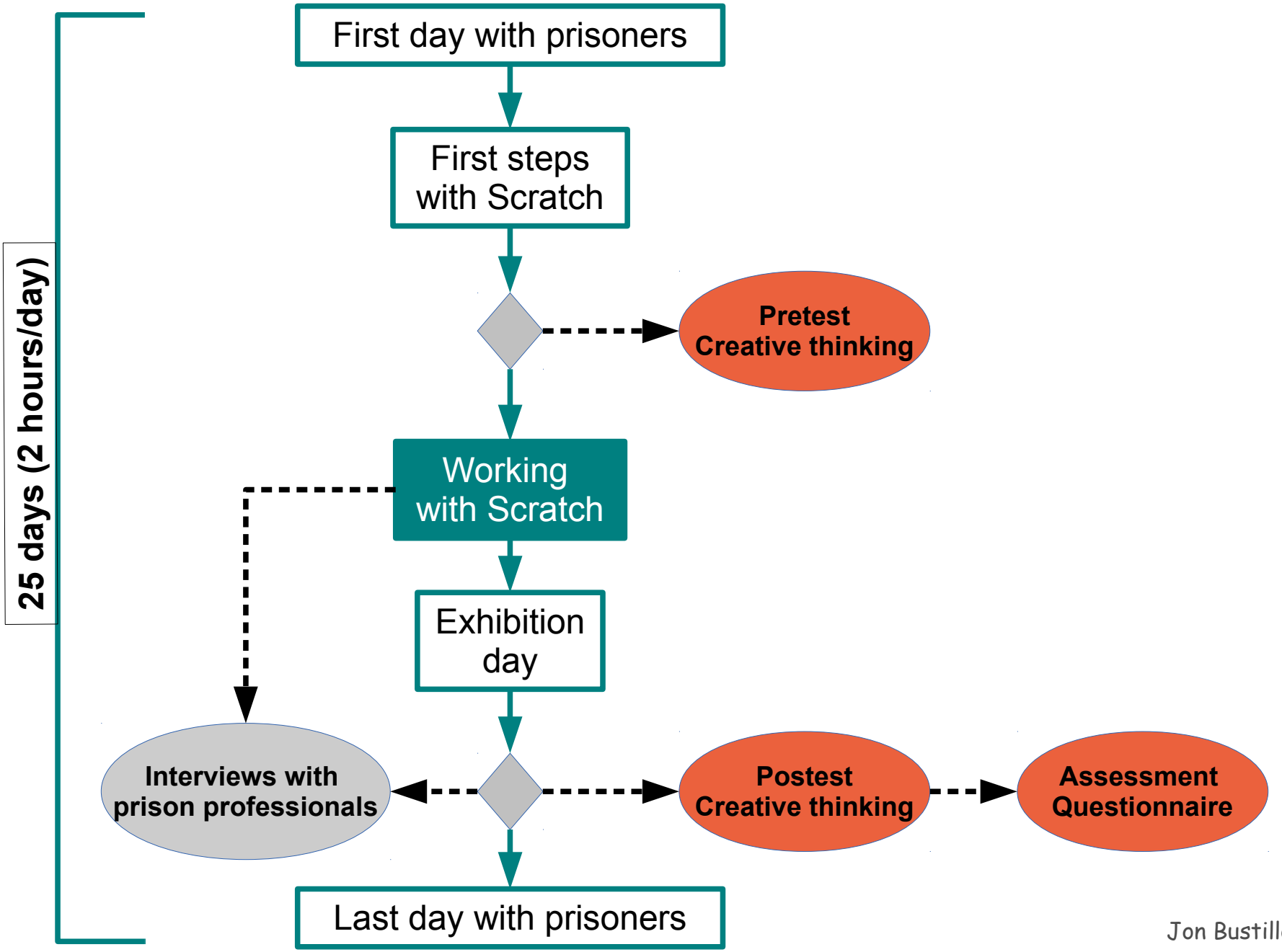
Design of the intervention I



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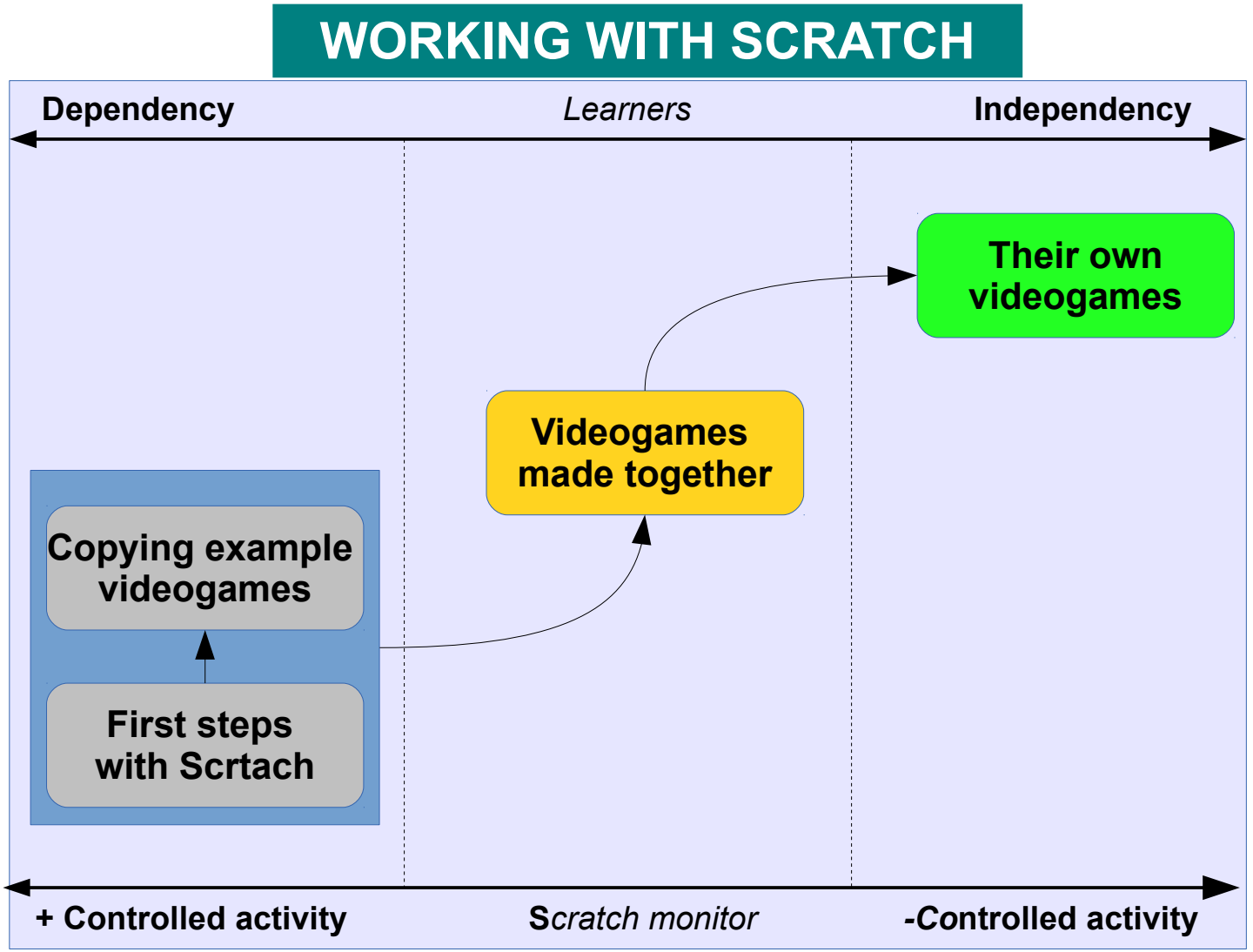
Design of the intervention II



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Data analysis

Reporters

Prisoners

Prison educators

Prison Psycologist

Researcher

Prison officers

Research directors

DATA

Data collection instruments

Fieldnotes

Diary of the researcher

Interviews with prison professionals

Test (CREA)

Satisfaction survey

Scratch productions

Semantic categorial system

Statistical analysis

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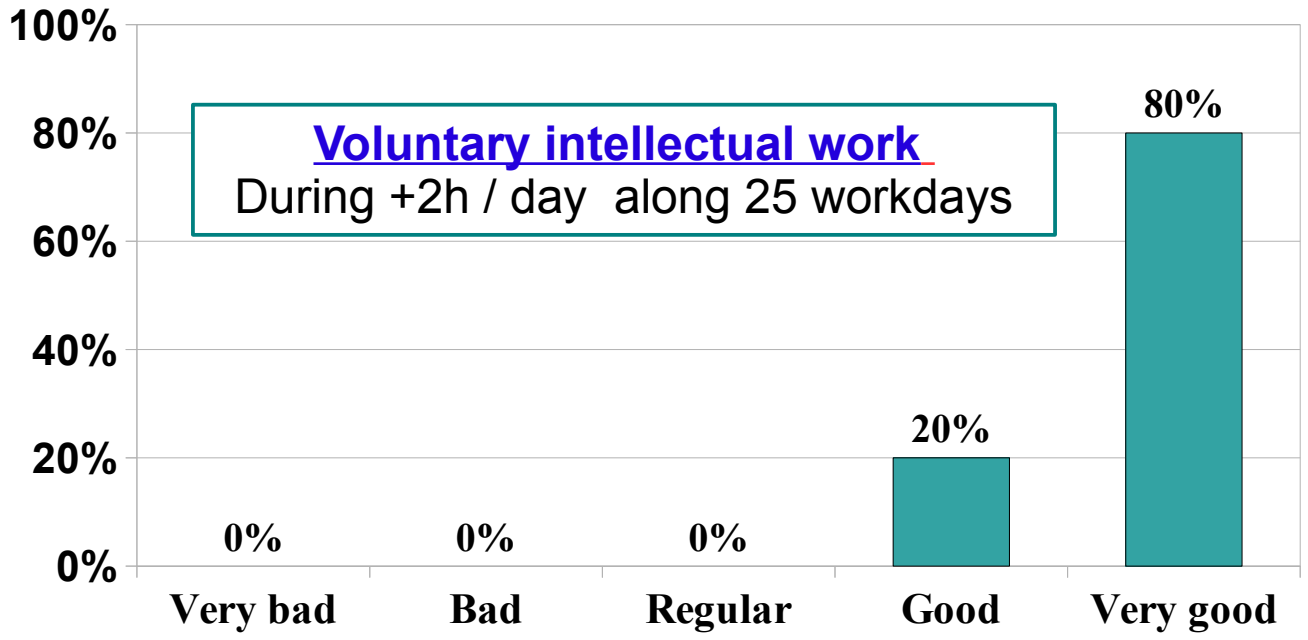
Results

How do you rate the experience of working with Scratch?



"I have never thought so much, my brain hurts after the class is done". Prisoners comment

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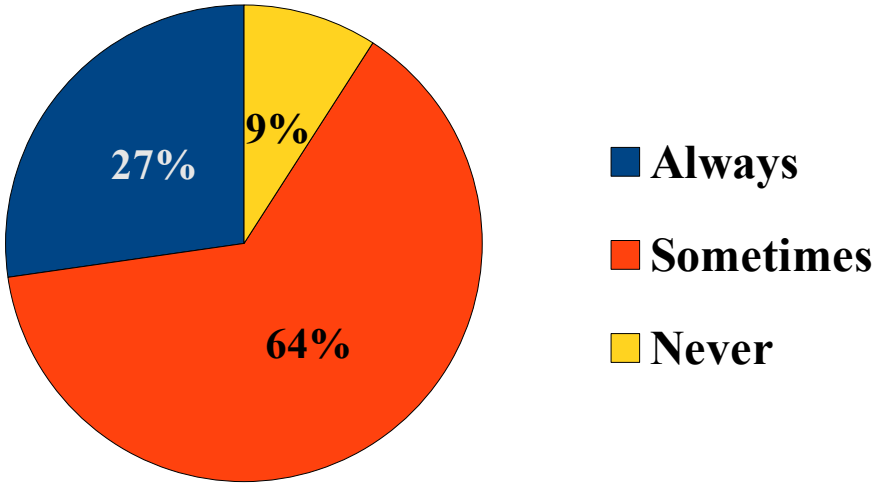
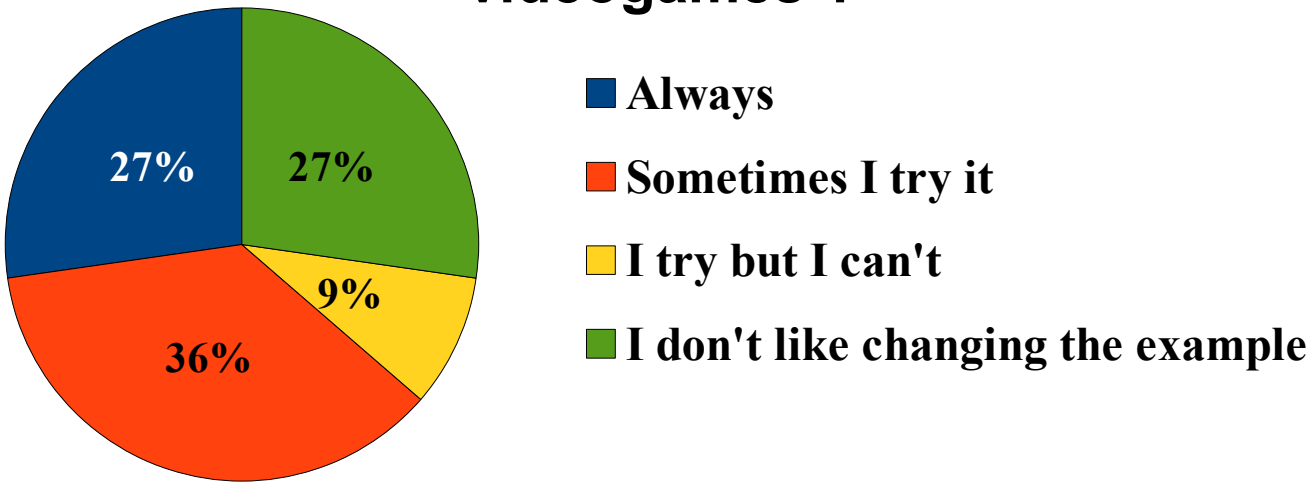
Results

Empowerment: Focusing on improving and customizing the Scratch programs

Do you keep on thinking about improving the videogames after the class is done?

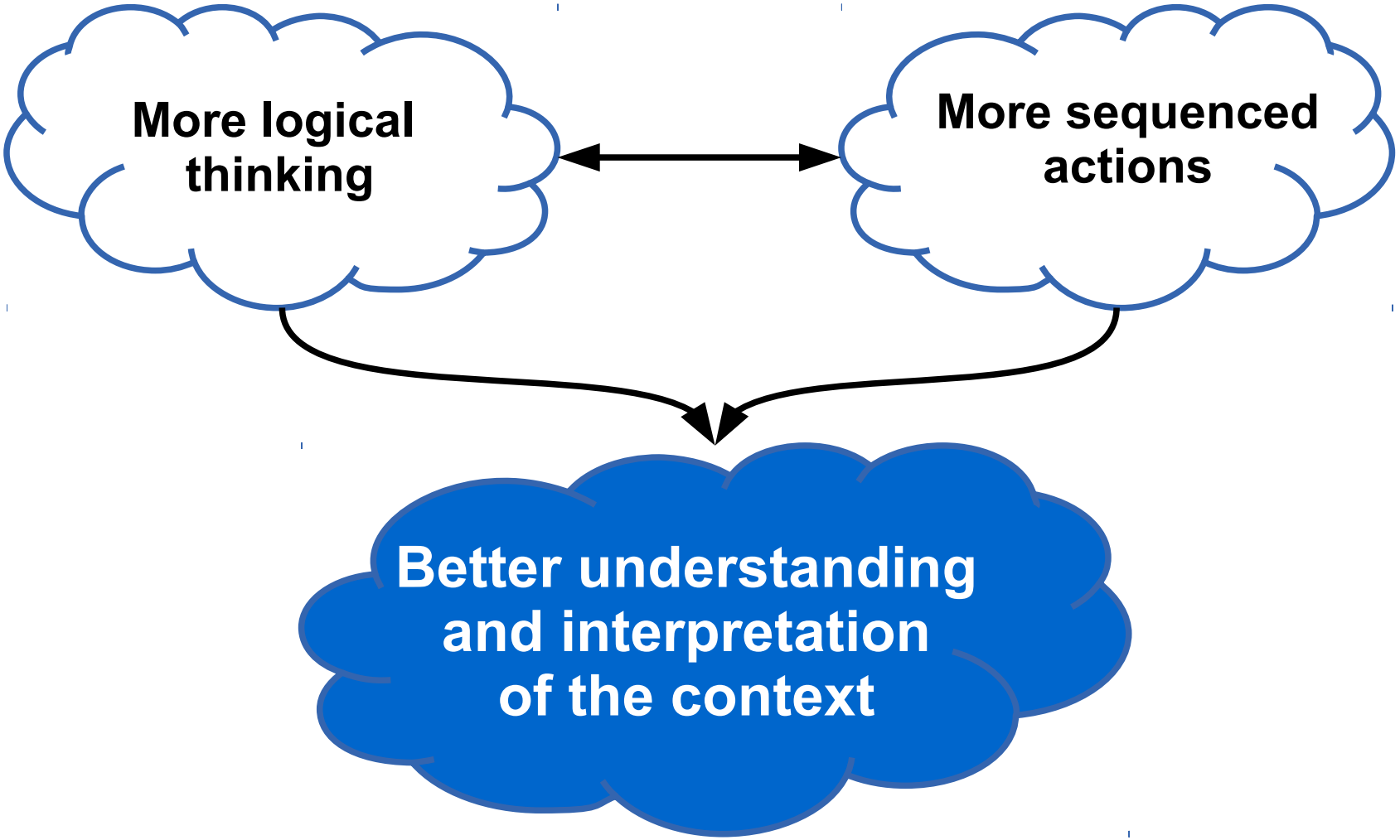


Do you customize the sample videogames ?



Results

New thinkings patterns



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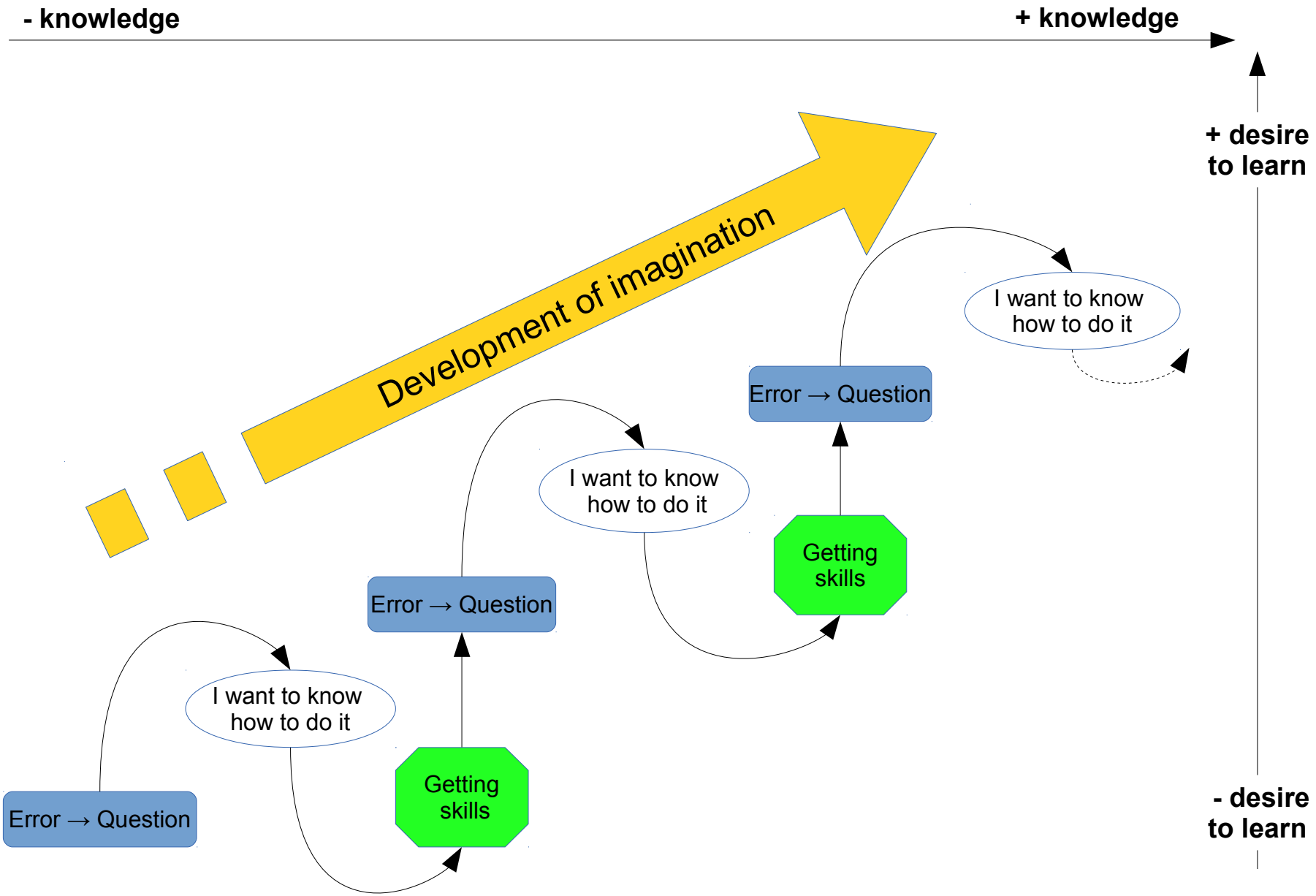
Results

Using “mistakes” as a learning opportunity and imagination developer



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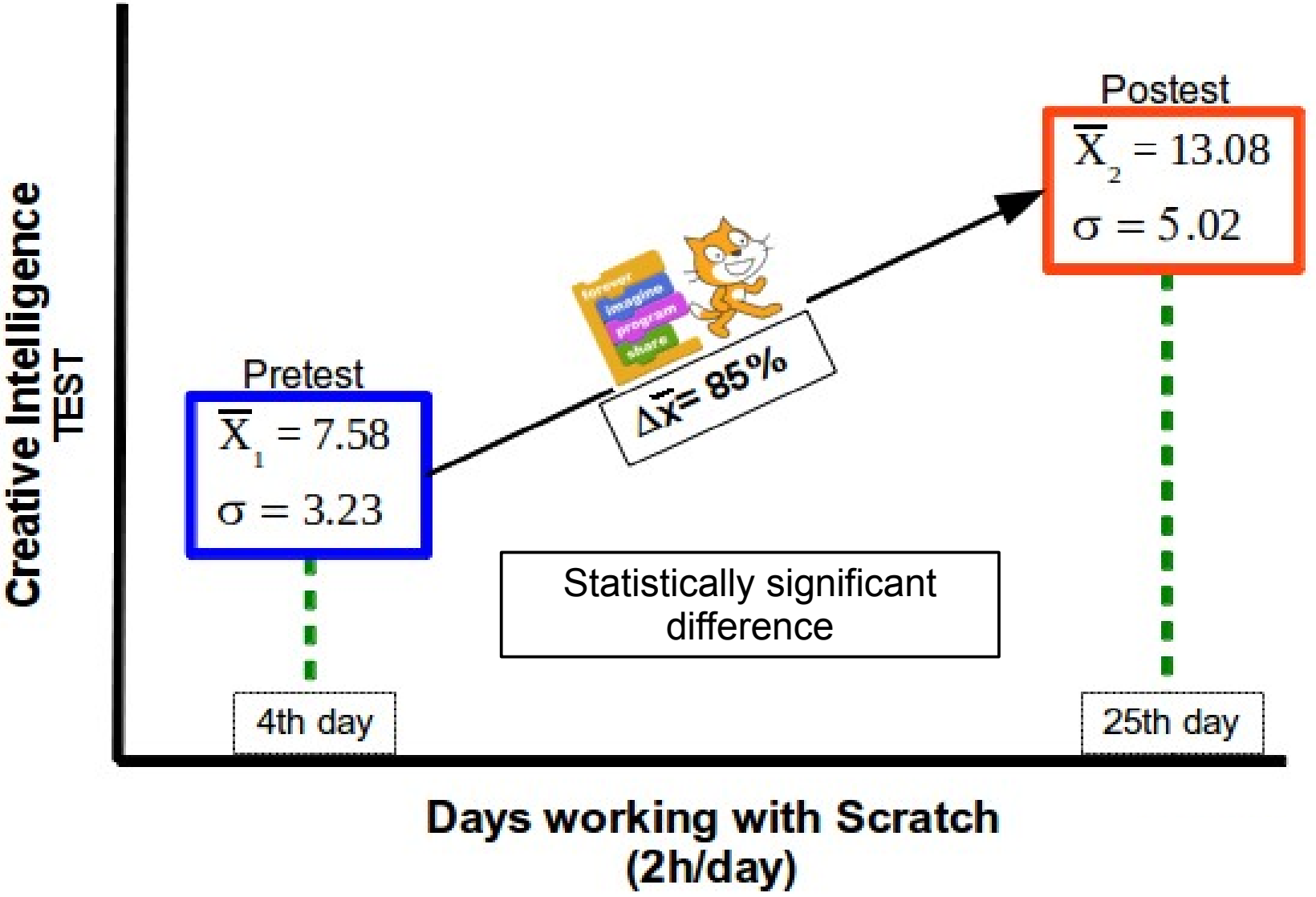
Results

Significative increase in the creative intelligence test



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CONCLUSIONS

- **Positive influence over creativity and thinking patterns**
- **Mistakes are an opportunity to improve**
- **It's stimulating for different kinds of people**

NEXT RESEARCHS

Repeat the experience in another prison → Repeat the experience with other adult groups

In process

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