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SOCIAL NUMERIQUE

Report of activities 2022

Digital education through digital
technology

With the support of the Faclab of the Department of Digital
Innovation of the University of Geneva.

faclab



**UNIVERSITÉ
DE GENÈVE**

Minecraft Workshop



Reproduction de la cathédrale de Fribourg, été 2022

This year, we conducted four Minecraft workshops in three different structures: noetic association, Addictlab and L'institut du Rosey.

Each project welcomed between 7 and 11 children and teenagers, boys and girls, with an average age of 13.

The objective of each workshop was to bring together young people in a large-scale complex project, the reproduction of a building or even a city in a video game that is part of the teenage culture.

Organized in work teams and following an AGILE methodology, the young people were led to develop skills in architecture, design, graphics and programming and to get closer to cultural and historical objects that are part of their daily lives.

«Architecture - Design - Programmation - Culture»

Minecraft Workshop Rosey



An extremely interesting participatory design challenge for young people, we note for example the construction of several different classrooms, some without teachers, some with new information retrieval systems.

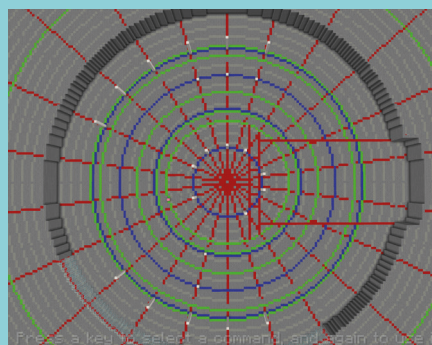
The design of a central reception area and the construction of a modular auditorium that can be changed at the touch of a button.

The reproduction of a non-existent building ...

This is the challenge that was proposed to the young people by the Institut du Rosey. Reproduce, only from architects' plans and the few visuals they had generated, the future school building of the institution.

Our wish was to give these young people, beyond the technical challenge, the possibility to propose a design work on the shape that should, according to them, take their new classrooms, their new work spaces etc...

A technical challenge up to our expectations, a round building in a square game and especially an architecture based on 22 equal quarters and 5 concentric circles that the young people had to analyze to integrate it in a space made of cubes (illustration).



Minecraft Workshop Addictlab

During this workshop, we worked on the reproduction of a historical building. Visiting the place, taking data, making notes and archiving the Voltaire castle of the commune of Ferney Voltaire helped us to understand the architecture of the place and to start the reproduction.

Antique objects and tapestry were particularly difficult to integrate into the structure because of their level of detail.



Minecraft Workshop noetic academy

Freiburg's Cathedral Reproduction



One week of work, 11 young people between 12 and 17 years old and a common goal, to reproduce the cathedral of the city of Freiburg in 1:2 scale.

The methodology of our Minecraft workshops is borrowed from AGILE project methodologies and adapted to a teenage audience. Concretely, each young person is brought, during daily meetings, to take a responsibility in the construction of the building. When a young person takes a responsibility, he can decide how many colleagues he needs and how long it will take to complete. During the week, everyone has the opportunity to lead a small group, to set their own goals and to evaluate their activity. They are also the ones who judge the progress of the part of the project for which they are responsible.

3 groups of competences were created, the architects who were interested in the reproduction of walls, roofs, arches etc., the designers who were interested as much in the textures as in the objects, works of art, furniture and the programmers who developed a program allowing to automate certain functionalities.

The data used are the cadastral data of the city of Freiburg, google map, observations and photos taken during our two visits.





Fribourg's City Reproduction

Following the success of the workshop of reproduction of the cathedral of Freiburg, the city of Freiburg, which finances this project, decided to grant us a budget to create a Minecraft workshop of reproduction of the city of Freiburg.

This workshop takes place in noetic's buildings, two hours per week, and gathers 8 young people between 12 and 15 years old. During the second half of the year 2022, the young people have taken on the heavy task of reproducing the train station of Fribourg at a scale of 1:1.

During this workshop, the young people are brought to be interested in several professional disciplines, to support these steps, we work towards inter-institutional collaboration by mandating professionals of the city to come to help us to solve technical problems by bringing their competences but also additional matter.

For example, we had the pleasure of receiving Mr. Rémi Beauvais, 3D specialist and geometriician at the city's land registry, to help us understand a particularly complex roof to reproduce.

Programming

Creating a clock for the train station? No problem for Paul who is interested in programming, he gets to work and develops an electrical system to create the minute. Then he conceptualizes a program to simulate a clock and paf, the station can finally tell the time.

Sustainability

José's (not his real name) project is a good example of the themes we can address in this type of project.

This 12 year old decided to reproduce the Selecta dispensers at the train station and to integrate soda brands into them. We took the opportunity to discuss the issue of distribution channels and decided together to integrate drinks from Fribourg to promote short distribution channels.

José searched for local beverages, phoned the competent people to get the authorization to use the logos of the beverages in question and worked on a visual to be integrated in the game. Finally, the sage syrups of the Sage Farm are now available in our virtual station.



Formation

This year, we had the chance to participate in the construction and to conduct several trainings with the main theme: digital education in the professional setting, how to integrate digital education in our professional practice?

EDUNUM Vaud

Within the context of the initiative of integration of digital education in the schools of the canton of Vaud, our competences were mobilized for the creation of 2 formations.

Design of the formation «Video games, diving into the teenage culture» for cycle 3. This training is based on the meeting between a neophyte public (teachers) and a cultural phenomenon (the video game) strongly present in the teenage culture. Several concepts were discussed, such as the history of video games, their social and cultural issues, but also a practical approach to the game, including the discovery of Minecraft and its contributions when used in educational workshops.

Design of the «cyberbullying» training focused on the analysis of group dynamics.

Homonumericus ARPIH

«Integrating the video game in a social work practice», this training was given to future social workers studying at ARPIH.

The training focused on the change of posture necessary for the integration of digital technology in one's professional practice in order to move towards a less moralistic action and open to dialogue.

Cybercoach

Designing a new training for parents focused on the use of digital tools for home education.

Change the way we look at digital objects and practices to see them as an educational tool for working on time management, money management, play hygiene, academic skills etc.

Animation

The Maison de quartier des Pâquis called us to lead 2 different animations. This allowed us to experiment 2 different types of animations for 2 different types of public.

During a Wednesday afternoon, we moved with our equipment to animate a reception for children. 5 game stations with Just Dance, Minecraft, MarioKart 64 (retro gaming) and MarioKart 8. The principle was to play and then discuss with the children about good practices. The feedback from the event was extremely positive.

For their Christmas party, the Maison de Quartier mandated us to animate a Just Dance activity for the families present at the meal. Beyond the animation which was highly appreciated, we were able to answer many questions from parents about the practice of the game at home.



Partnership and Collaboration

Faclab

A very welcome proposal for a residency.

This year, we met with Professors Raphaël Tézé and Guive Khan-mohammad from the University of Geneva to talk about our Minecraft workshop project. Wrapped up in their enthusiasm, they proposed to put us in touch with Professor Laurent Moccozet and Mr. David Ott to work on the integration of our Minecraft workshops in the program and/or activities of the UNIGE.

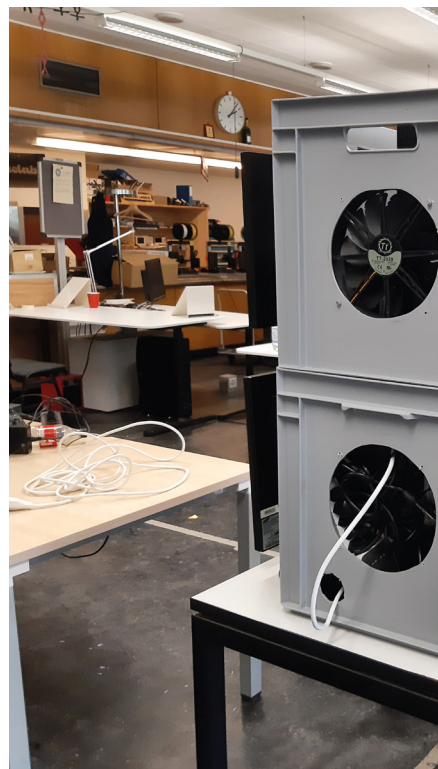
This collaboration takes, at first, the form of a residency at the Faclab of the University of Geneva.

What is the Faclab?

The Faclab is an academic Faclab (digital fabrication laboratory) which has for vocation to bring more making in the academic context.

Lesat.teliers benefits from space, access to electricity and the internet, but also from the UNIGE academic network, and from training courses focused on the construction of tools and machines such as 3D printers or laser cutters.

All this to allow us to carry out our projects and to collaborate with the teachers and students of the UNIGE.



Minecraft box Project

What is it?

The Minecraft box project is the construction of our own educational tools, with second hand material, in order to be totally autonomous in the realization of our activities.

The Minecraft boxes allow us to animate workshops, and in particular Minecraft workshops, with the only constraint to be connected to the electrical network.



How is it made?

Each Minecraft box is composed of a computer and a screen on each side.

The main accessories come from donations or second hand purchases and some of the hardware is designed and 3D printed with the support of Faclab.

Each box has a wi-fi repeater connected to a 4G terminal in order to have network in any circumstance.



The concept of version 2 is already under development, it will consist of several boxes containing 1 computer and 1 screen that will be totally modular to allow the creation of a structure on wheels that can be installed anywhere without having to worry about having tables and chairs.

This structure will allow us to move in festivals and neighborhood parties.

Partnership and Collaboration

Haute école pédagogique du canton de Vaud

During a meeting, the game lab of the HEP showed interest in experimenting with Minecraft workshops as a pedagogical tool.

The result is a collaborative project allowing the HEP to conduct research using our workshops as a field.

The project is currently being designed.

Association Cybercoach

The Cybercoach association is our main partner for formations in the canton of Vaud.

Cybercoach gathers professionals active in the formation in order to propose their services to the institutions but also to the parents, the children and the teenagers.

We are currently offering two training courses focused on video games.

Association noetic

The association noetic is our main collaborator for the implementation of Minecraft workshops. They are the ones who provide us with the financing, the material but also the premises and the participants.

Noetic offers e-sport courses and links the development of performance in video games with a healthy and responsible practice.

Addictlab

Collaboration for the realization of the Minecraft project of reproduction of the Château Voltaire.

Institut le Rosey

Collaboration for the realization of their Minecraft project.

Geneva e-sport et Swiss e-sport federation

For the creation of bridges between digital education and digital sports.

Medias



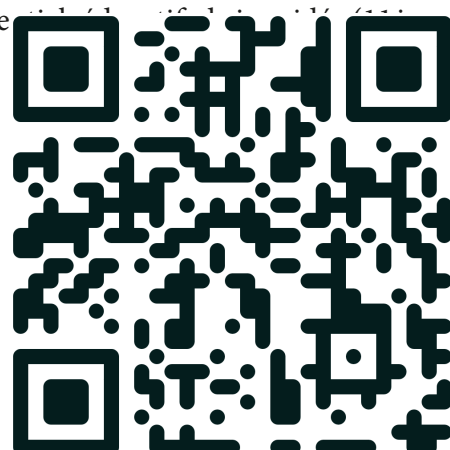
RTS - La cathédrale Saint-Nicolas de Fribourg reconstruite dans Minecraft - JT 12h et 19h le 31 juillet 2022

Le Nouvelliste et le blog Cybercoach

Les «nouvelles technologies», pas si nouvelles? Connectez-vous à la culture numérique (23 février 2022)

Culture geek ou pas culture geek ? (29 juin 2022)

Les pote... (21 février 2023)



This year

The results of this first year of Lesa's existence are mixed.

Mixed, because it did not allow us to develop our activity to the point of allowing our employee to live only from his activity as director of the institution.

We would like to develop our skills in prospecting and marketing in order to make our offers more visible and to increase the influence of our animation and training activities.

However, this year has also been a great success because it has seen the birth of a large number of quality collaborations with prestigious institutions, and extremely promising and relevant projects that place us as an innovative institution with a unique proposal in the context of French-speaking Switzerland.

This year has also allowed us to develop certain skills and knowledge in order to valorize our activity and create a project to apply for funds.

Our projects have received a lot of interest and enthusiasm from our partners and from different actors in the vast digital world. Our partners have a great diversity of activities which is an excellent indicator of the enthusiasm around the use of digital pedagogical tools for digital education.



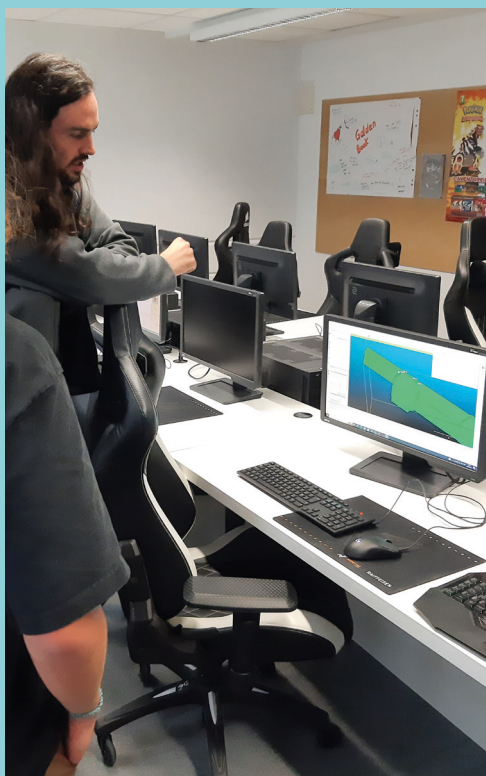
And then ?

What does the year 2023 hold for us?

The continuation of the reproduction of the city of Fribourg in Minecraft and the beginning of the reproduction of the city of Geneva and Rolle. The participation in a project to build the earth in Minecraft (Build the earth)

More animations for children and teenagers thanks to a communication campaign.

A great collaboration with the Cybercoach association for the realization of projects aiming, in particular,



A fundraiser, at the beginning of 2023, in order to create a limited liability company and allow our director to no longer depend on a second job.

A new concept of Minecraft workshop, this time in a school setting.

A new collaboration with the UNIGE for the integration of Minecraft as a pedagogical tool.

Experiments on the development of playful workshops with the TECFA of the UNIGE.