

DESIGNING INNOVATIVE LEARNING SPACES FOR ENHANCING LEARNERS' CREATIVITY SKILLS

A POSTER PRESENTATION

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ABSTRACT

The term *innovative learning spaces* refers to school classrooms and places for learning such as libraries, laboratories, tutoring centers, distance learning contexts, and the cooperation between these spaces (New Zealand Ministry of Education, n.d.). Innovative learning spaces tend to be equipped with emerging technologies such as computers and interactive devices for learners to use. The activities occurring there are designed to enable learners to develop 21st century skills (Magen-Nargar & Steinberger, 2017). This study explores how innovative learning spaces enable teachers to use technological learning resources to assist students' learning and create meaningful projects. The spaces provide innovative learning environments and tools, such as augmented reality books, robotic kits, 3D printers, etc. The case study method is used to investigate how elementary school teachers design and implement innovative learning spaces in their classrooms. Data are obtained through surveys with the teachers and observations of the students and teachers using the spaces. The results will show how teachers use innovative learning spaces to help develop students' creative and innovative skills. The learning environment design and creativity theories relevant to innovation are used as theoretical frameworks to guide this study. The ultimate goal of this project is to get a better understanding of how to provide innovative learning spaces for children in order to effectively foster their creative and innovative skills.

SELECT REFERENCES

Magen-Nagar, N., & Steinberger, P. (2017). Characteristics of an innovative learning environment according to students' perceptions: Actual versus preferred. *Learning Environments Research*, 20(3). 307-323.

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