

TALLINN UNIVERSITY CENTRE OF EXCELLENCE IN MEDIA INNOVATION AND DIGITAL CULTURE



MEDIT explores cultural change and innovation in digital media.



RESEARCH



CREATIVE LAB



EVENTS

What is MEDIT?

The Centre of Excellence in Media Innovation and Digital Culture, or MEDIT, was established at Tallinn University, Estonia in 2015. MEDIT's goal is to study cultural change and innovation processes that accompany digital media. MEDIT also aims to apply theoretical knowledge to **experimenting** with new and innovative forms of digital media. Our work is largely interdisciplinary, based on the understanding that interpreting and participating in contemporary culture requires cultural, economic and technological dynamics to be viewed as a single system. Our staff come from a variety of backgrounds, including media economics and marketing research, film studies, communication sci-

Digi- ja meediakultuur

DTI6001.DT Õppimine kõrgkoolis

Digi- ja meediakultuur TLÜs

- Digimeediaga kaasnevate kultuurimuutuste ja loomemajanduse innovatsiooniprotsesside uurimine
- Uute digitaalsete meediavormide loomine

DIGIJA MEEDIA KULTUUR

AVALEHT

Haridusuendus

Digi- ja meediakultuur

*Kultuurilised
kompetentsid*

*Terve ja jätkusuutlik
eluviis*

*Ühiskond ja avatud
valitsemine*

Digi- ja meediakultuur

Digimeedia on kujunenud inimeste hoiakuid, käitumist ning terveid ühiskondlikke protsesse enim mõjutavaks majandusharuks. Oleme eestvedajad digitaalse kirjaoskuse edendamisel, inimese ja arvuti interaktsiooni mõjude uurimisel ning digididaktika ja digiõppevara arendamisel.

Digivahendite kasutamine õppetöös võimaldab muudab õppimise köitvamaks ja arvestab rohkem ka õppuri individuaalseid võimeid ja huvisid. Digivahendite kasutamine avardab ka elukestva õppe võimalusi.

<https://www.tlu.ee/digi-ja-meediakultuur>

**TALLINN UNIVERSITY
CENTRE OF EXCELLENCE
IN MEDIA INNOVATION
AND DIGITAL CULTURE**



MEDIT uurimisteemad

- Digihumanitaaria: suurandmed, meediatarbimine, digitaalne kultuuripärand, ristmeedia, videomängud, ...
- Audiovisuaalkultuur: Eesti AV-kultuur, eri meediumid, tootmis- ja tarbimismehhanismid
- Digitaalne loomemajandus: innovatsiooniprotsessid, väikeriikide eripära, digipärand, regulatiivne keskkond



Erasmus+ project ENROPE – bringing together junior researchers from various disciplines involved in language education research

FEBRUARY 21, 2019

Tallinn University is one of the partners in the project ENROPE - European Network for Junior Researchers in the Field of Plurilingualism and Education, coordinated by the Humboldt University of Berlin. The Centre for Educational Technology has the leading role in developing an Online Platform for researcher collaboration.

[Continue reading](#)



Welcome to the Tallinn University School of Digital Technologies HCI group website!

The HCI group started in 2009, as a research, design and innovation unit contributing towards the knowledge and skills in the field of Human Computer Interaction (HCI). The HCI group carries out research in areas of distributed user interfaces and brain-computer interaction, trust, wellbeing, design theory and methods.

The HCI group is running several labs, including interaction design lab, user experience evaluation lab and a hardware prototyping lab. The group is also involved in offering two master level programs (HCI and IxD) and contributing to the PhD program in Information society Technologies.



Meet the team



See our work



Stay in the loop



DTI uurimisteemad

- Digipööre hariduses, organisatsioonides, ühiskonnas
- MATIK ja kodanikuteadus
- Digipädevused
- Õpianalüütika
- Digitaalne õppevara
- Mängustatud õpe

#neurotheatre #physiologicalcomputing #artscience

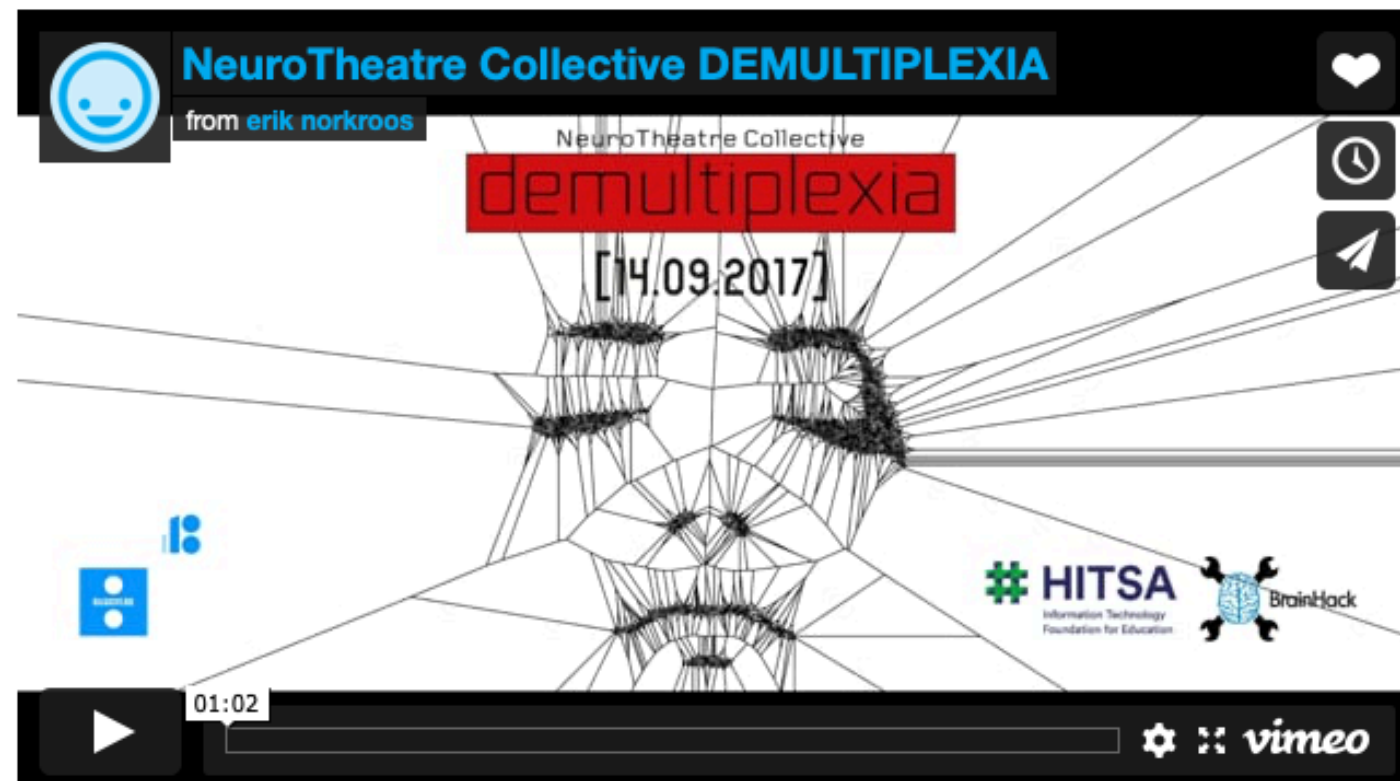
Team: [Aleksander Väljamäe](#), Tiina Ollesk, Renee Nõmmik

As part of the Estonian Presidency of the Council of the European Union, and the 100th anniversary of the Republic of Estonia, the NeuroTheatre Collective was premiered their "Demultiplexia", a performance linking technology, neuroscience and arts, on 14 September 2017.

"Demultiplexia" is an experimental multidisciplinary project wherein the brainwaves of the dancers created a real-time audio-visual product on stage. The viewers saw an associative story about two people communicating through shapes appearing on screens. These shapes are selected by a computer programme according to the emotions and emotional states of the dancers. The viewer can simultaneously look at the movements of the dancers, as well as their emotions, which are individually displayed using a Brain-Computer Interface.

Scientifically, the project explores several research directions including technology, choreography, psychology and cinematics. The Brain-Computer Interface is the future of non-verbal communication, which can be used in art to create interesting experiences.

"Demultiplexia" is a NeuroTheatre Collective project bringing together many international experts, and researchers from Tallinn University, including Associate Professor of Human-Computer Interaction Aleksander Väljamäe, Associate Professor of Dance Arts Tiina Ollesk, and Associate Professor of Dance Composition Renee Nõmmik. The premiere was part of the opening of the BOZAR Electronic Arts Festival in Belgium.





Play SmartZoos

What is SmartZoos?

SmartZoos is a location-based game service, where the activities will guide you throughout your environment and teach you a thing or two.

SmartZoos for Schools

Move the classroom to the great outdoors!

SmartZoos is a modern way to combine school with gamified fun. With a Creator account, you can create fun and activities to be used by you and other SmartZoos users.

[Login/Register](#)



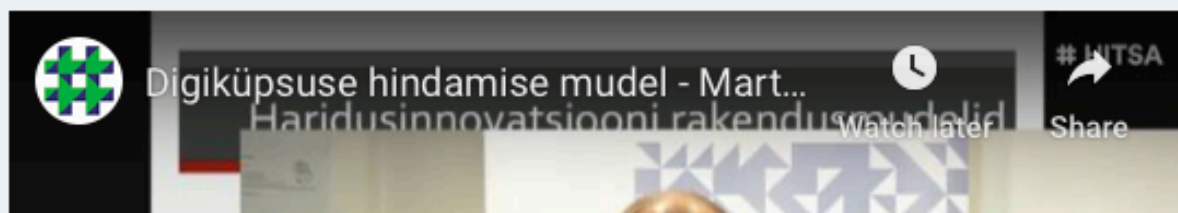
216 koolipidajat ja 423 kooli juhivad Digipeegli abil oma digi-innovatsiooni

Avasta digi-innovatsiooni juhtivad koolid ja koolipidajaid

Sisesta kooli/koolipidaja nimi



Mis on digipeegel?



Digiküpsuse hindamise töövahend koolidele

Digipeegel annab võimaluse kaardistada koolil digiküpsust ja juhtida digi-



Tere tulemast digitaalsete õppematerjalide loomise lehele!

Lehel saad kasutada erinevaid H5P malle, mille abil saad koostada erinevat tüüpi õppematerjale, st luua sisu ning ülesandeid. H5P on interaktiivsete harjutuste loomise platvorm, mis võimaldab sisu ja ülesannete loomist, jagamist ja taaskasutamist.

Sisuloome leht on mõeldud kasutamiseks kõikidele õpetajatele.

Kasutamiseks palun logi sisse HARID-iga.

Otsi



HARID SISSELOGIMINE

Jooksutab [Drupal](#)



Create. Share. Discover scenarios

Create scenario >

Latest

Most Viewed

Top favorited

Top commented



Obračun plaće

Za pregled aktivnosti scenarija potrebno aktivirati tekstual...

6 likes 1 comment [Open >](#)



Risttahukas

Õpilane tunneb ära risttahuka, oskab valmistada etteantud ru...

1 like 1 comment [Open >](#)



Naši uređaji

Učenici će se upoznati sa glavnim komponentama računalnog su...

3 likes 2 comments [Open >](#)



Collecting data with online questionnaire

This is the fourth lesson in the 10th grade computer literac...

1 like 0 comments [Open >](#)

Seminari teemad

- Sotsiaalmeedia
- Arvutimängud
- Digitaalne jalajälg
- Suur- ja avaandmed
- Digitehnoloogiad mäluasutustes

Rühmaarutelu juhised

Arutelu

- Mõtestage oma teema lahti – millega on tegemist?
- Kuidas suhestub teie teema meedia- ja digikultuuri valdkonnaga?
- Kuidas on teie grupi liikmete erialad seotud teemaga?

Tulemuste dokumenteerimine Tricider keskkonnas

- Millised on teemaga seotud arutelud ühiskonnas, meedias ja poliitikas?
- Millised on teemaga seotud tähtsamad uurimissuunad?
- Millised teemaga seotud küsimused teid huvitavad?

Hans Põldoja, hans.poldoja@tlu.ee
Linda Helene Sillat, linda.sillat@tlu.ee

DTI6001.DT Õppimine kõrgkoolis
<https://dti6001.wordpress.com>

Digitehnoloogiate instituut
Tallinna Ülikool

See materjal on avaldatud Creative Commons Autorile viitamine–Jagamine samadel tingimustel 3.0 Eesti litsentsi alusel. Litsentsi terviktekstiga tutvumiseks külastage aadressi <http://creativecommons.org/licenses/by-sa/3.0/ee/>

