



Digital Diffractive Methodologies with Microsoft Sway

A practical workshop organised by the Creativity and Emergent Educational Future Network (CEEN)

Graduate School of Education, University of Exeter

Thursday 21 October, 1pm-2pm, online

During this practical online workshop I will share my learning from a recent project in which I utilised a range of different digital tools to see how I could engage with data differently, and invite participants to explore their own digital diffractions using Microsoft Sway.

The research focussed on creative music making online with a group including young people with autism spectrum disorders, professional musicians and myself as a researcher. During the project I collected and generated different materials including text, photographs, drawn images, video and sound. All of these were mediated through digital channels, and so the digital became enmeshed in the materials as they emerged, hosting, facilitating and entangling itself into a series of diffractions of the data. Here is a [report on the project](#), made for the participants.

The workshop will be part technical tutorial for using the software Sway, part digital play, and part theoretical reflection on what emerges. No previous experience needed!

The workshop is facilitated by Ursula Crickmay, PhD researcher at the University of Exeter, Graduate School of Education

To register attendance and receive the Zoom link please RSVP to Ursula uc208@exeter.ac.uk

To attend the event: You will need access to Microsoft Sway: this is part of Office 365. Log in to Office 365 and then click on the 'app launcher' (the grid of dots on the top left) and select Sway.

Before the event: You will also need to gather some digital materials which are a mixture of text, images, audio (each clip 20 seconds maximum) and video (each clip 20 seconds maximum).

You can

- EITHER: collect all these materials from the space around you using your phone and computer. Spend 2 minutes wherever you usually work, allowing your attention to be drawn to anything that looks or sounds interesting in your immediate environment. Use your phone to record what you hear and see, using the camera, voice memo and video functions. Now spend 2 minutes typing a record of anything you noticed while completing this task. Save all these files to your computer.
- OR: use existing digital materials from your computer. Collect a combination of the above types of file (image, video, audio, text) from anything you are currently working on.

Please save all of your materials in advance into a file on your computer which it is easy for you to access.