## South-Eastern Finland

## University of Applied Sciences Xamk




## CIRU RDI

## Creative Industries Research Group

Foresight and radical creativity
Creative technologies
User-oriented design
Service design methods
Digital and gamified solutions
Green shift, sustainability, circular economy, renewable materials

Data mining and visualisation

## CREATIVE METHODS

Future insight
Transdisciplinarity
Design thinking into business
Arts | Design | New media

## HOW?

ACTION

Entrepreneurial competencies Business incubation and mentoring Events industry boosting the region Focus on creative economy networks Initiatives: Capital of Game Art / Time for (S)heroes / Horizon etc.

## CREATIVE BUSINESS

## Time for (S)heroes



## PEDAGOGICAL MODEL Parallel co-inquiry cycles

(S)HERO RETHOUGHT IN FOUR CATEGORIES ACCORDING TO DESIGN BRIEFS

Aligned with sustainability and circular economy approach, digital elements in the process and product, interdisciplinarity facilitated with a unifying theme through devising and performative inquiry.


COMMON DENOMINATOR: (S)hero narratives

## CO-INQUIRY CYCLE Exercise \& Experiment \& Experience



## Kouvola <br> Capital of <br> Game Art <br> Biennial



## Time for (S)heroes project

## Digital characters

are typically engaged in ...

game environments
computer-animated films
live-action films with CG assets
AR/VR worlds




... where would you like to see these digital characters presented and in what form?

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## MA Heini Haapaniemi

Research Manager in the Creative Industries Research Unit, South-Eastern Finland University of Applied Sciences, Xamk

Doctoral Researcher, Aalto University, Department of Art \& Media, Learning environments research group

## DA Maarit Kalmakurki

Lecturer at the Department of Culture, South-Eastern Finland University of Applied Sciences, Xamk

Post-doctoral researcher in Costume Design, Aalto University,
Department of Film

## Contact us

@xamk.fi
@aalto.fi


Tunne huominen - All for the future.

