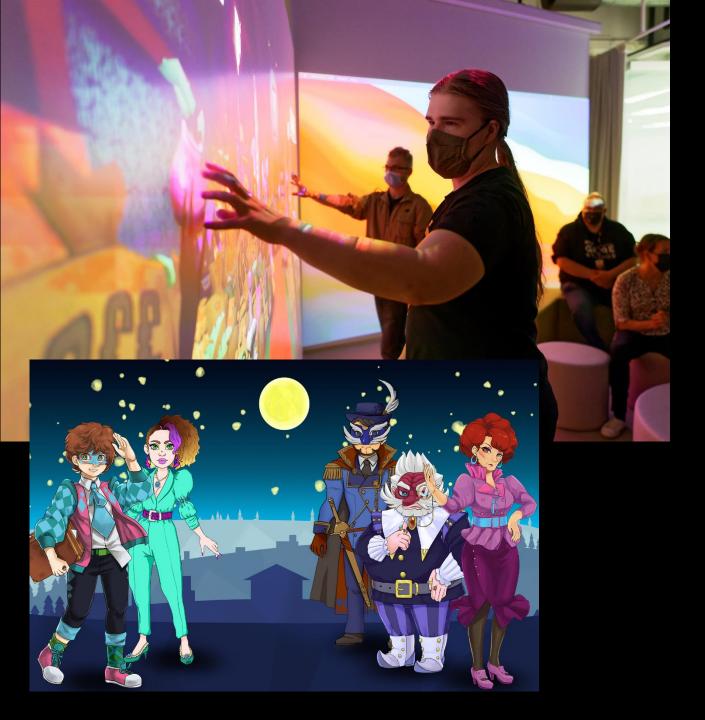
South-Eastern Finland
University of Applied Sciences
Xamk







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

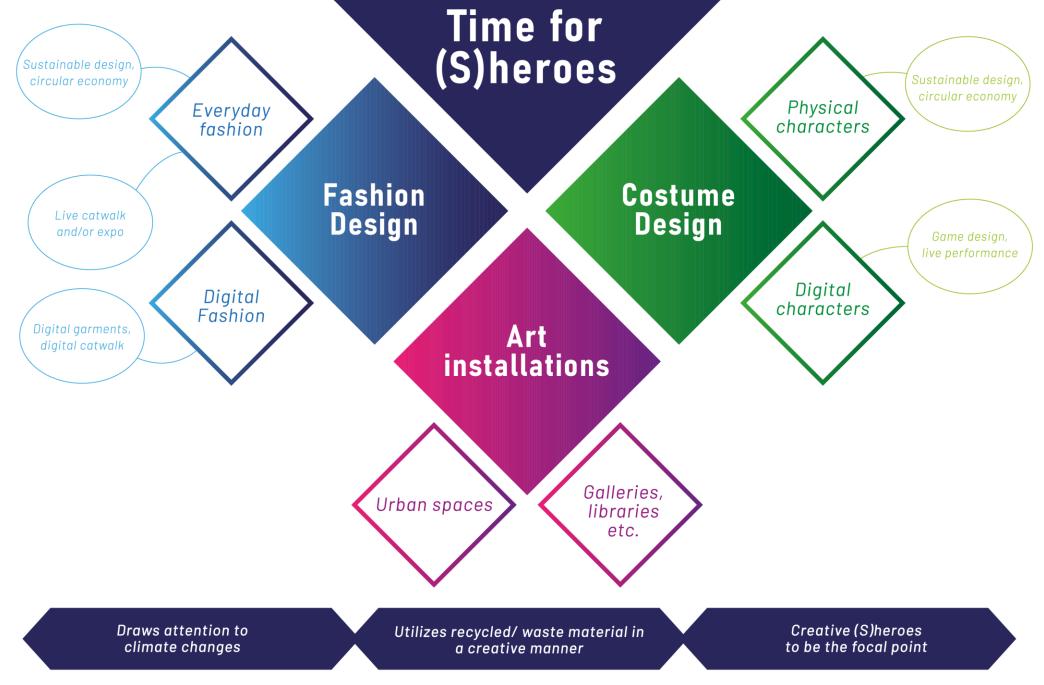
Future insight
Transdisciplinarity
Design thinking into business
Arts | Design | New media

HOW?

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

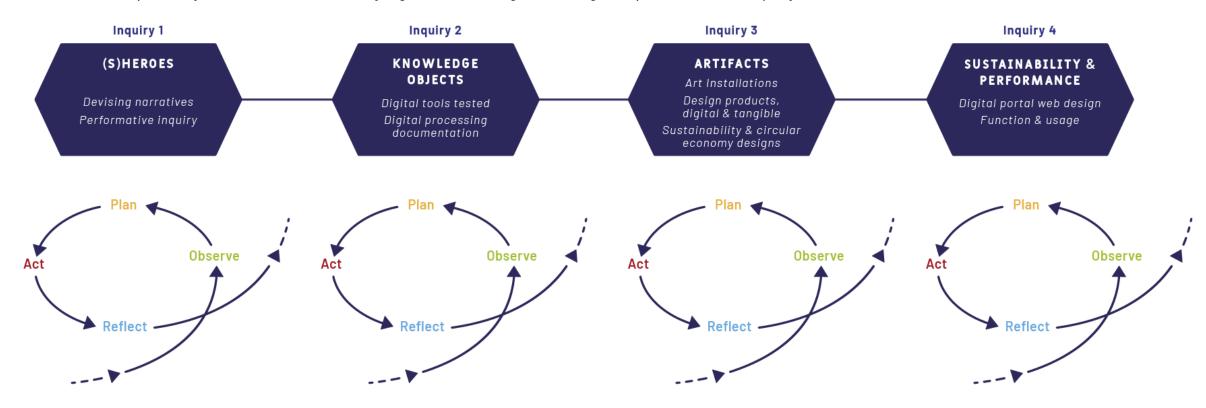
Time for (S)heroes



PEDAGOGICAL MODEL Parallel co-inquiry cycles

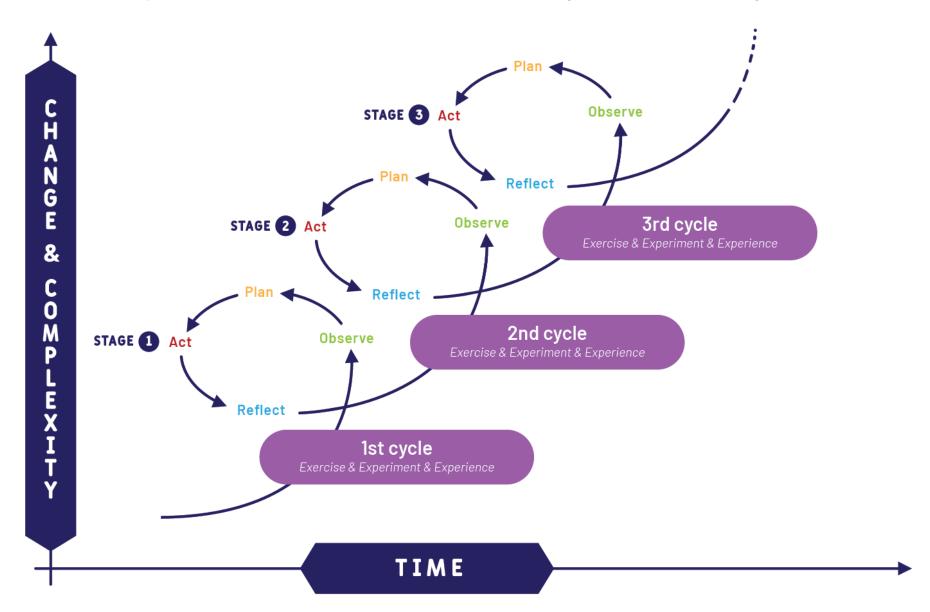
(S)HERO RETHOUGHT IN FOUR CATEGORIES ACCORDING TO DESIGN BRIEFS

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.



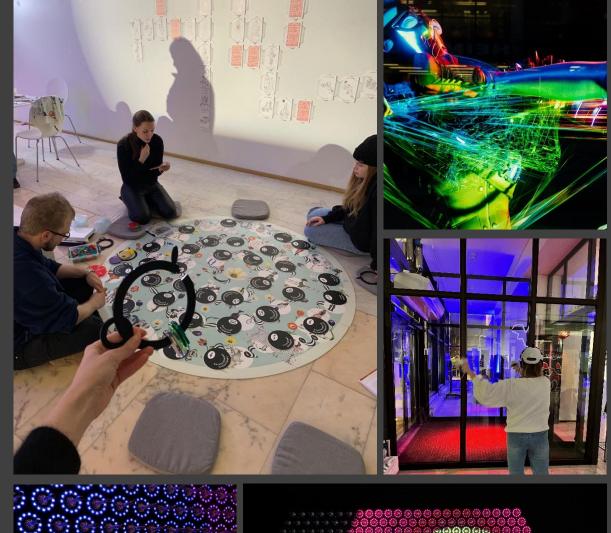
COMMON DENOMINATOR: (S)hero narratives

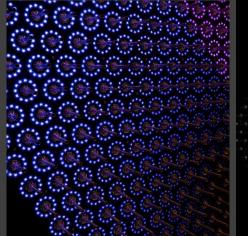
CO-INQUIRY CYCLE Exercise & Experiment & Experience





Kouvola
Capital of
Game Art
Biennial





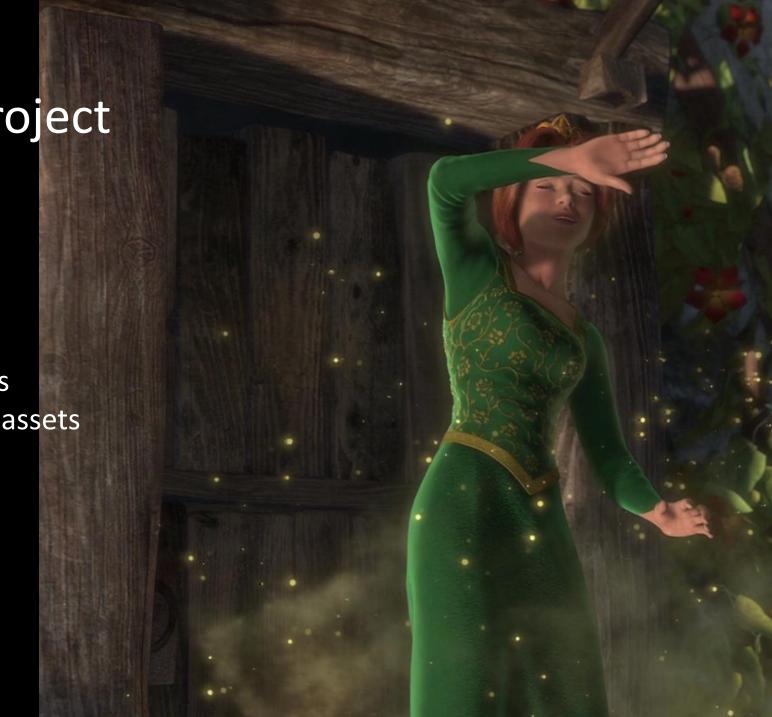


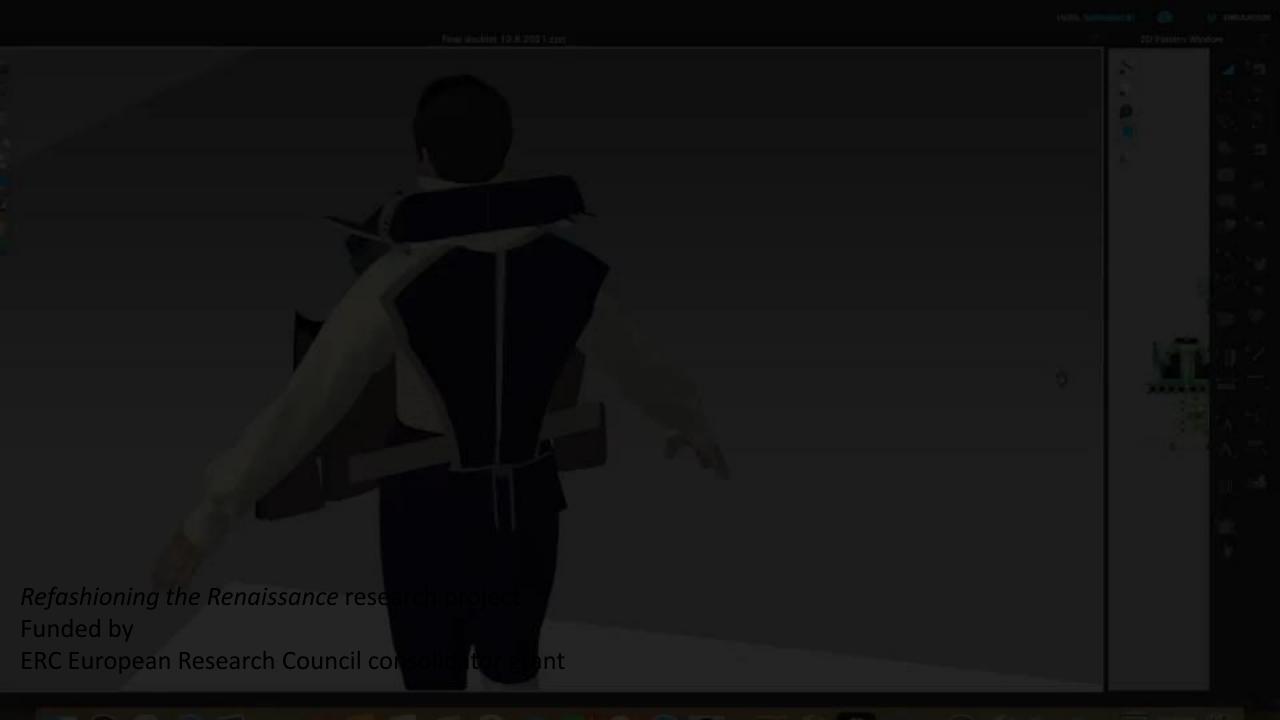


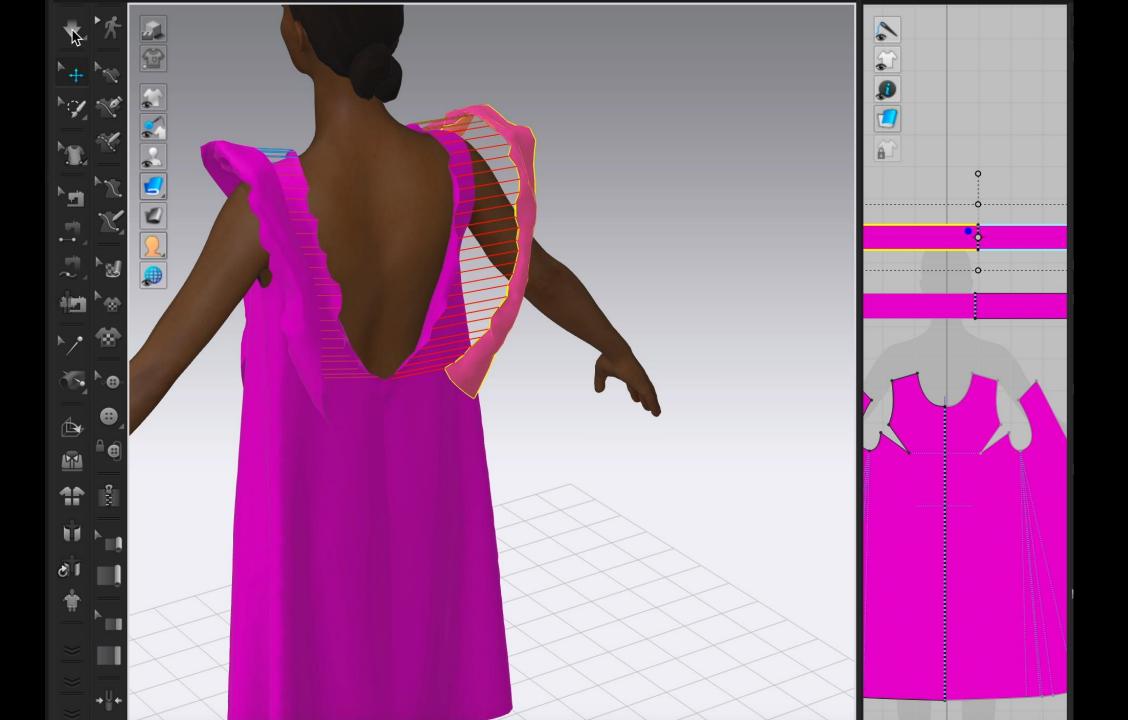
Digital characters

are typically engaged in ...

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















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Tunne huominen - All for the future.