Creativity as capital in the literacy classroom: Youth as multimodal designers

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Introduction

Many school literacy practices ignore adolescents' new "cyber-techno subjectivity" (Luke & Luke, 2001) and creativity in 'new times' (Luke & Elkins, 1998) and the 'new media age' (Kress, 2003).

Youth possess sophisticated repertories of practice allowing them to use their **imagination** and **creativity** to combine print, visual and digital modes in combinations that can be applied to new educational, civic, media and workplace contexts.

It would have been easy to underestimate the social and cultural capital of my 12- and 13-year-old first and second-generation Chinese immigrant students, many of whom were living with extended family members in crowded conditions.

Most were living below the poverty line and helped their parents with factory work or small family-run businesses after school and on the weekend. Chinese was spoken at home and as **second language learners** they often struggled with producing fluent writing at school. However, at the time of this study, all students had a computer with Internet access because their parents believed computers increased their children's chance of academic success.

Research context

I report on research in two year 8 classes in New York City's Chinatown, where adolescents' creativity was recognised and validated when they were encouraged to critically re-represent curricular knowledge through multimodal design (New London Group, 1996).

The curriculum, rather than privileging print-only representations, recognised the linguistic, social, economic and cultural **capital** that different students brought to school (Bourdieu, 1986; Comber, 1999).

The findings suggest schools should recognize youths' **creativity**—that often manifests itself through their capital resources as **multimodal design**—when they integrate and adapt to the new digital affordances acquired through their out-of-school literacy practices.

My classroom 1997-2002

- Balanced literacy (Atwell, 1998; Calkins, 1991, 1994, 2000)
 - The reading and writing workshop

The problem:

The workshops worked well in making students literate in particular ways....

Two events early in the school year signalled to me that there was a significant gap between students' struggle with print texts at school compared with their fluent out-of-school digital literacy practices.

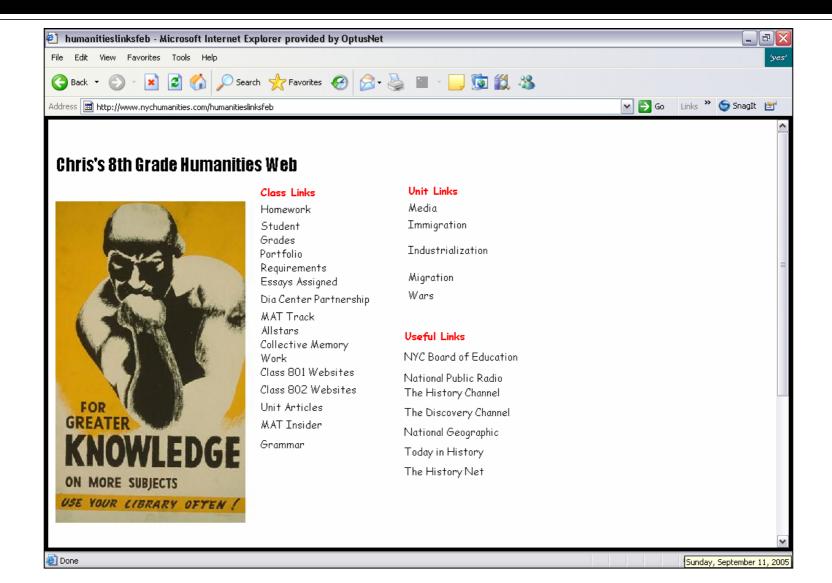
- The first occurred when students shared their online blogs at www.xanga.com. These were sophisticated sites incorporating music, graphics, moving images, video and links to outside sites. I was surprised at their capacity to utilise such complex linguistic, semiotic and digital modes in their designs.
- Then students requested that I post their homework online.

My literacy instructions was at odds with students' lifeworlds...

As students became "wired" and their social practices moved in and between online spaces, the workshop model worked more to divide and subordinate students in my classroom than build community because it ignores students' hybrid identities and the identity fluidity needed to survive in the postmodern world (Gee, 2000).

The curriculum did not take into account the multimodality of students' out-of-school digital literacy practices or their proficiency as designers and producers of online texts.

An early response...



I interrupted the literacy curriculum by making the arts (multimodal texts) central to a multiliteracies curriculum.

This coupled with acknowledging students' lifeworlds and their out-of-school digital literacy practices, set up the context necessary for students to **creatively re-represent curricular knowledge through multimodal design** (New London Group, 1996).

The interruptions broke through the workshop routine and it is my conviction that these informed engagements with the arts released my students' imaginative **creativity** as we collectively worked to combat standardization.

Creativity in the new media age

Facer and Williamson (2004) view **creativity** as vital to youths' "abilities to work imaginatively and with a purpose, to judge the value of their own contributions and those of others, and to fashion critical responses to problems across all subjects in the curriculum" (p.2).

Central to their idea is also the notion of **collaboration** in creative learning and youths' capacity to evaluate and rationalize their opinions; to gather knowledge with/from others; to share their knowledge with others; and to transform their existing understandings as learners in a constant process of personal and social development.

The world is changing...

Thinking about creativity this way—in the **new media age**—is sensible because we are born into a world that is for the most part is entirely social and much of our learning develops by participating in a world where the presence of others always and already mediates.

The change in media, largely from book and page to screen along with the change from print-based media to new information and communication technologies, has changed what counts as literacy because of the affordances of the multiplicity of modes made available.

Literacy in the new media age

Those who have been socialized into the contemporary media world may be disposed to see the screen as their point of reference for strategies of reading; those who are socialized into the former media world may see the page as their point of reference. For members of the two (or more) groups, what appears to be the same text calls forth different strategies of reading, and gives rise to different readings of what are in reality different texts.

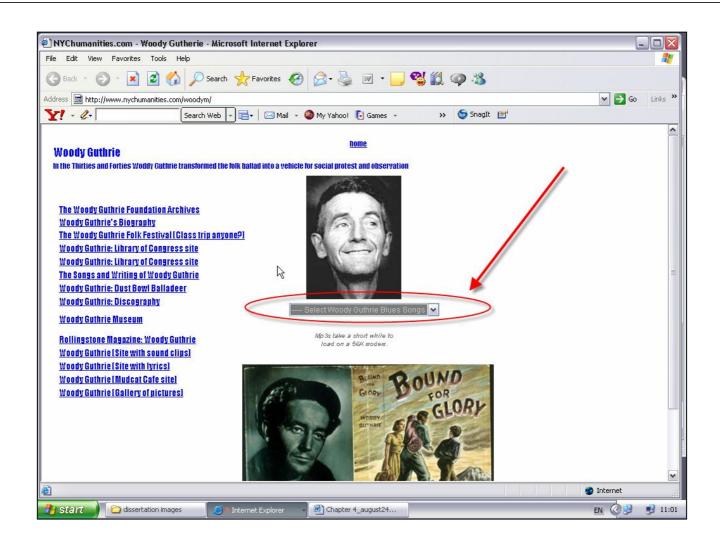
(Kress, 2003, pp. 164-165)

Teaching Creatively

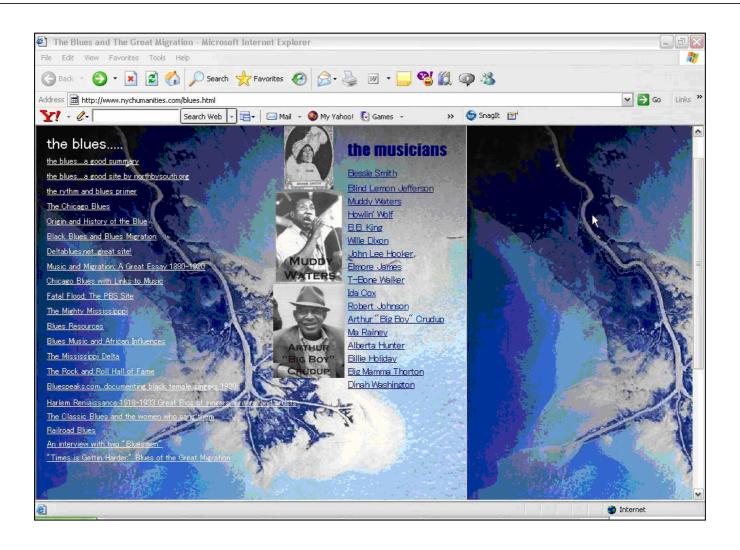
In making arts and multimodal texts central to my curriculum, I put aside our textbooks and taught students about the *Dustbowl Migration* and *The Great Migration of the Negro* through photography, painting, folk music, the Blues, jazz and film.

The Migration Unit explored the two migrations initially through the arts, and then incorporated print texts reading them intertextually; assessing their sources and purposes and their location in historical contexts.

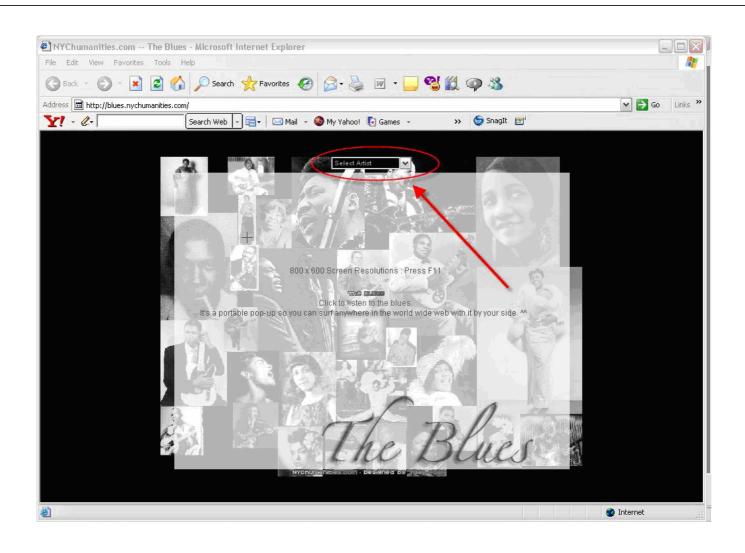
Teacher designed texts...



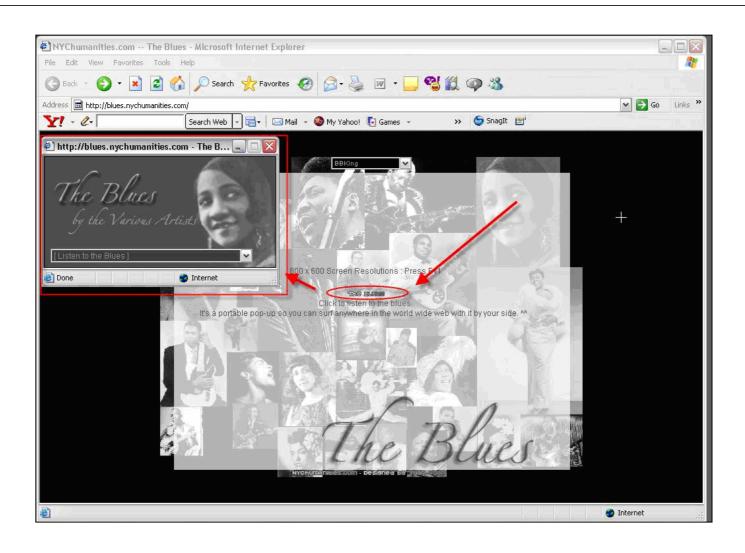
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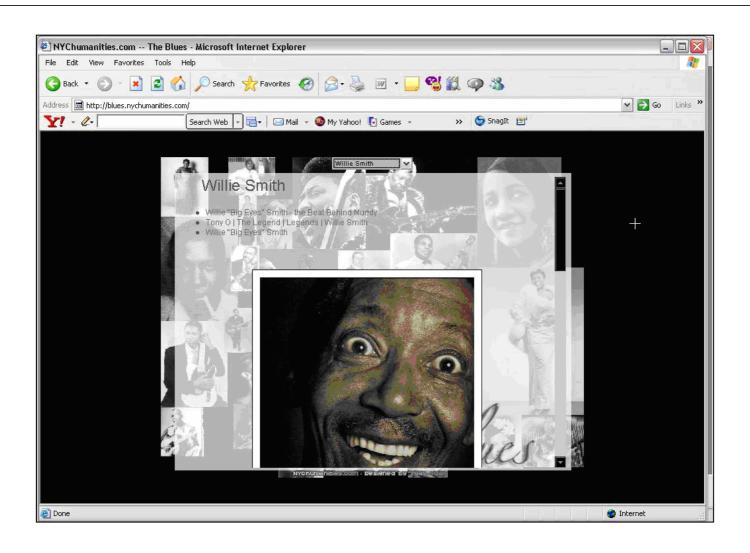
Student designed texts...



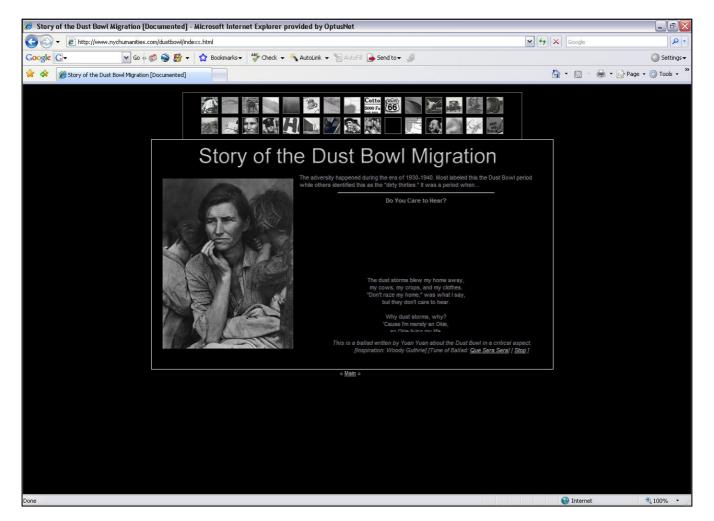
Student designed texts...



Student designed texts...



Ling's website



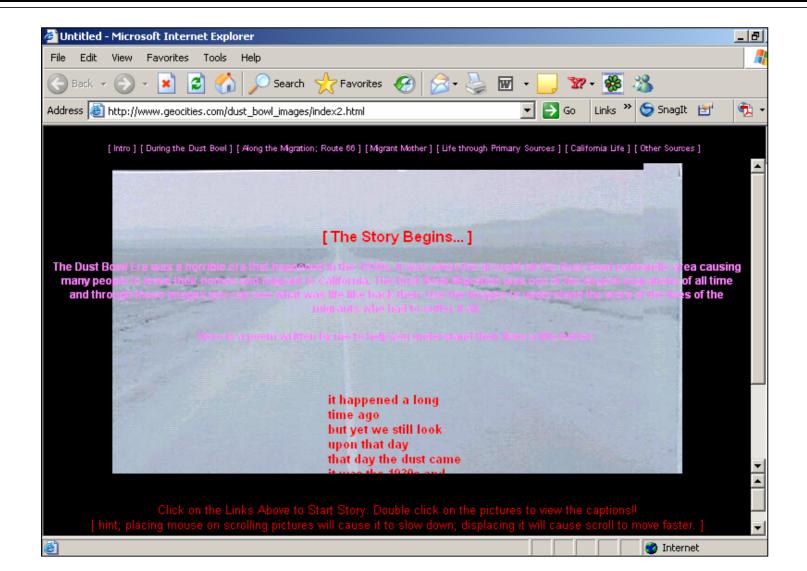
http://www.nychumanities.com/dustbowl/

Story of the Dust Bowl Migration

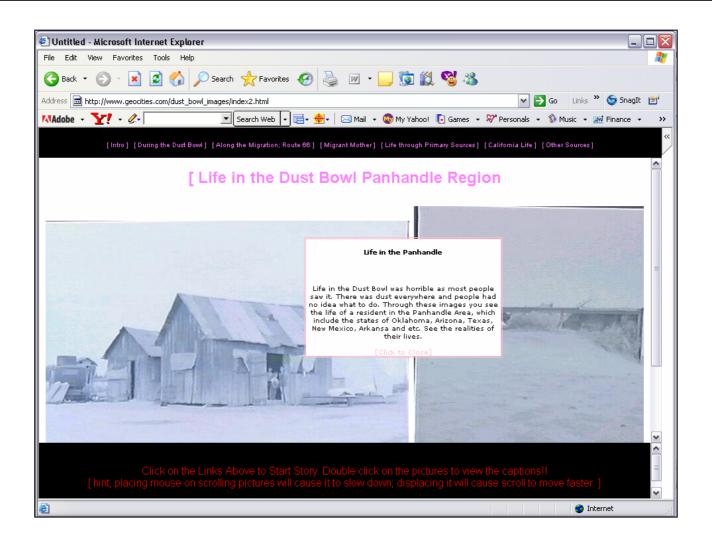
Ling designed "Story of the Dust Bowl Migration" entirely using HTML, which she explained in interview she had taught herself because she did not have high-speed Internet access at home and using HTML was a faster way to engage in website design.

For a 12-year-old, her website is sophisticated, smart and captures the rather gloomy feeling of what is often referred to as the 'Dirty Thirties'. Her site is entirely composed in black and white, similar to the photography of the time. Interestingly, her site is semiotically organised along the dimensions of centre and margin —uncommon — in contemporary Western visualisation, yet common among Asian designers (Kress and vanLeeuwen, 1996).

Mei's website



Mei's website...



Life in the Dust Bowl Panhandle Region

Mei's website, entitled "Life in the Dust Bowl Panhandle Region" is quite different from Ling's in that when the viewer first accesses the website it initially relies on the linguistic/audio of Woody Guthrie's (1937) ballad, "Do Re Mi".

Simultaneously, her own poem (represented in fluorescent pink) about the Dust Bowl rises up against the background of Route 66, in much the same way background information is provided in films. This creates a linguistic, visual and audio hybrid medium that expands when the links at the top are clicked.

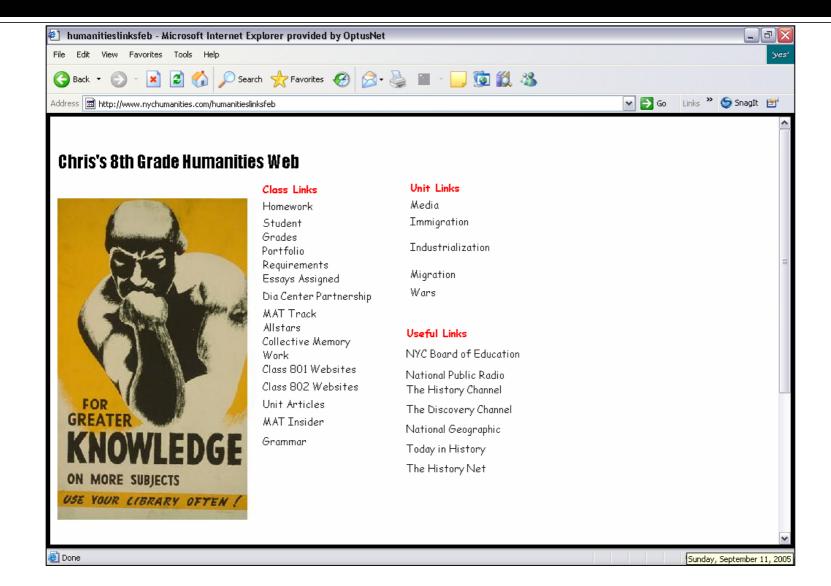
Recognizing students as designers

I realized it was in everyone's best interest if I continue to learn web design, but let the students take over the design **creativity**. The sites I was designing were text heavy and linear.

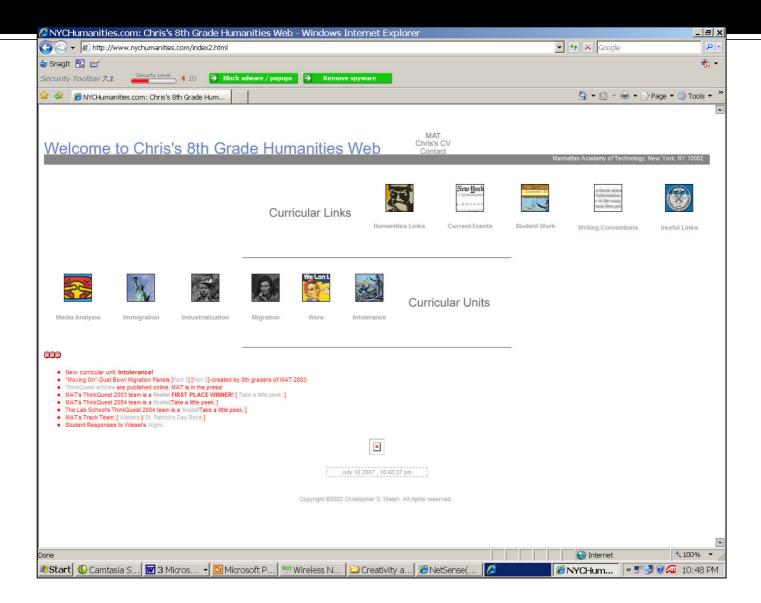
Furthermore, I did not have the skills to include popup pages with dropdown menus of songs or include moving images.

My students were teaching themselves these complex design skills because their teachers could not. This is an small example of the "profound social, economic and technical world which in the end will shape the futures of literacy" (Kress, 2003, p. 176)

Our class webhub went from this...



To this...



My adolescent students used their **imagination** to draw on a number of textual, intertextual, and contextual creative strategies in their participation and design of different **multimodal** texts.

Within many literacy blocks, students create monomodal texts that teachers usually model in min-lessons. Thus the range of meanings—because additional modes are not present—are often restricted and that furthers my view of the inadequacy of the ideas and theories from balanced literacy approaches.

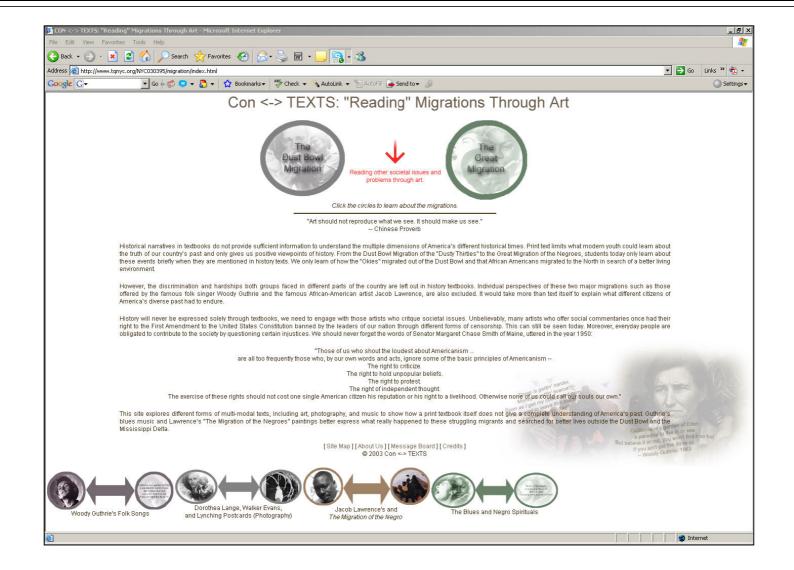
Creativity as capital: The Con $\leftarrow \rightarrow$ Texts website

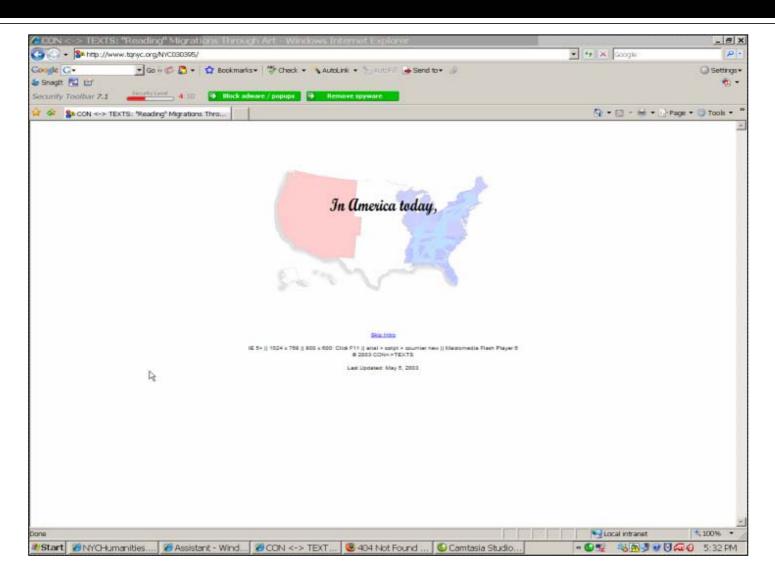
A few weeks after we finished our migration unit, I learnt about the New York City *ThinkQuest* web design competition.

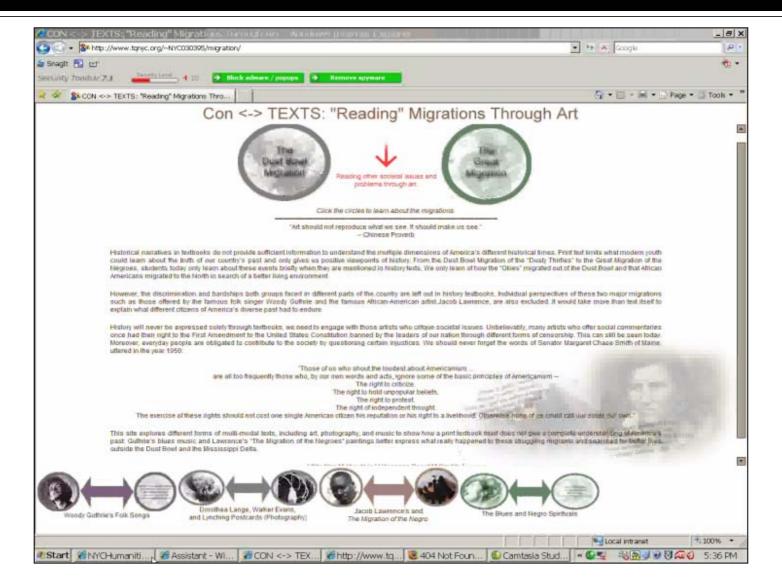
I felt the competition would be a great sociocultural experience for my students to use their capital resources and design a site to teach other students about the migrations we studied

The website utilised the intertextual and discourse analytic literacy practices we completed in the migration unit as it required viewer/users to read across and between texts.

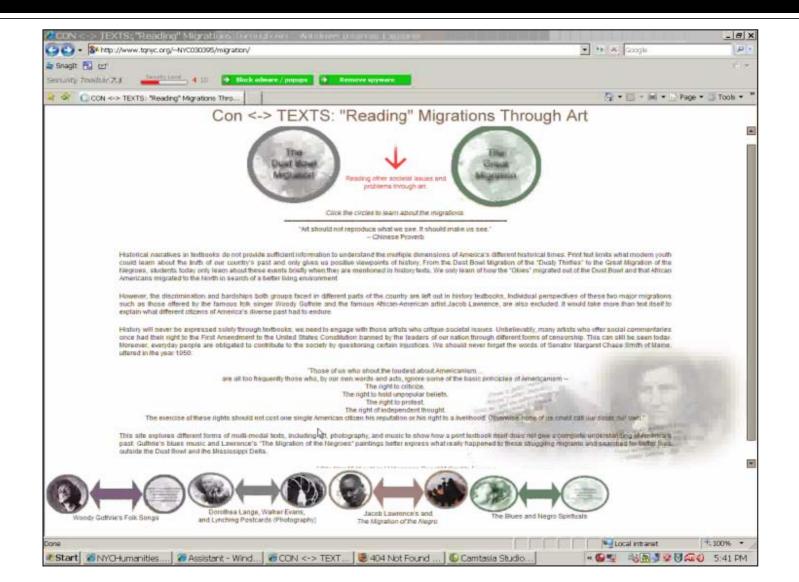
Con ← → Texts also incorporated a range of visual and critical literacy skills as well as the technical and design skills required to design a website.







Con $\leftarrow \rightarrow$ Texts: The present day



Creativity as social collaboration

Con ← → Texts embodied Facer and Williamson's (2004) notion of creativity as a social collaboration in learning, because students needed to evaluate and rationalise their opinions; gather knowledge with/from each other; share knowledge; and transform their existing understandings through their design work.

Students on the team first taught themselves new software (Macromedia Dreamweaver/Flash and Adobe Photoshop), and then shared this knowledge with each other as they collaboratively designed the site.

As **multimodal designers** they used their interests and experiences with a classroom-based topic, their acquisition/understanding of multiple semiotic modes and their potential for meaning making (Kist, 2005), and the assumptions of their social environments (Kress & Jewitt, 2003), in this case the competition.

Thinking about the students' success in terms of Bourdieu's (1986) theorisation of capital

Bourdieu's (1986) theorisation of capital suggests students compete for access to the scarce cultural and social capital. In competing, students were striving for economic capital and formed a team drawing on their **social capital** or the sum of the resources, actual or *virtual*, that accrue to an individual or a group by virtue of possessing a strong network of more or less institutional relationships of mutual acquaintance and recognition (Luke & Carrington, 1997).

As a result of their group membership, the students had access to the collective capital and creativity of all of the members in the group and the accompanying social distinction their membership allowed. The cultural capital each student brought to the team included their differing multimodal design practices (knowledge of different software programs, curricular knowledge, writing skills, etc.) they possessed that where transmissible to others.

The competition provided the context for a group of students to draw on their cultural and social capital resources—including imagination and creativity—to design a website that reflects the acquisition and articulation of students out-ofschool literacy practices recognized within the curriculum.

Conclusions

I have described what happened when I intentionally created a space within my classroom to harness students' **imagination** and **creativity** by encouraging them to engage in **multimodal design** to re-represent curricular knowledge.

Recognizing my students as multimodal designers was vital because I was forced to become better acquainted with the concept of multimodality and include texts from youth digital culture into my teaching.

In acknowledging that adolescents could already design multimodal texts I sought to allow and encourage them to use their evident competence in school. This was critical because it shifted the focus of literacy instruction in my classroom from students *imitating* literacy practices that I had modeled to students becoming ingenious inventors/designers of new genres.

- This study highlights the importance of making school-based literacy practices relevant to students' life worlds.
- It also identifies implications for educators, administrators, curriculum developers and teacher educators concerning the need for broader public discussions and classroom understandings about the field-specific social consequences of literacy instruction.
 - First, it points to the fact that literacy education, if it is to make any consequential difference in students' life trajectories, has to extend beyond the school.
 - It also suggests that individual teachers when thinking about what counts as literacy, could view youths' creative design or—the social and cultural capitals they possess in fields other than school—as significant in helping them acquiring more traditional school literacies.

Educators who want to foster **creativity** may want to rethink the taken-for-granted ways in which they develop assignments and position students.

Students are acquiring different digital literacy practices outside school that teachers may feel uncomfortable letting them access in school. Yet the fact remains, youth may be able to present what they know about school subjects—drawing on **multiple semiotic modes**—better through design than they could in words alone.

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