

# 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.

**D**igivahendite 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



- About
- News
- Positions
- Events
- Approach
- ERA Chair
- Team
- Contact





## ABOUT

Our project aims at building a new analytical approach, called “Cultural Data Analytics” that integrates quantitative and qualitative methods, including aspects of network science, complexity science, computational social science, science of science, machine learning, data science, design research, visualization, art history, cultural semiotics, digital culture studies, and creative industries’ studies to work with digitized cultural heritage as well as with born-digital data acquired from contemporary platforms.





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-  



## EVENTS

CUDAN events include **Open Lab Lectures** (featuring international guests), **Open Lab Encounters** (featuring international lab groups), and **CUDAN@** events (where group members are featured elsewhere). Other formats will be rolled out.

**The Open Lab Seminar series in the Fall 2021 runs from 2021-09-06 to 2021-12-13 with an events regularly happening on Monday 14:00–16:00 Tallinn time** (with some deviations to accommodate speakers from different time zones).

### Up Next:

Simon Kirby - (1) Cultural Evolution in the Lab shows how Language is Built (2) Robotic Wardrobes and Forgetful Musicians: how a Cognitive Scientist Ended up Making Device Art

**When:** 2021-10-11 14:00-16:00 (Tallinn time)

**Where:** CUDAN Open Lab (online)

The event is public via zoom: <https://zoom.us/j/98904266100>

Website: <https://www.simonkirby.net/>

[Read more \[...\]](#)



CENTRE FOR EDUCATIONAL TECHNOLOGY

Tallinn University, School of Digital Technology

[What we do?](#)

[About us](#)

[Research](#)

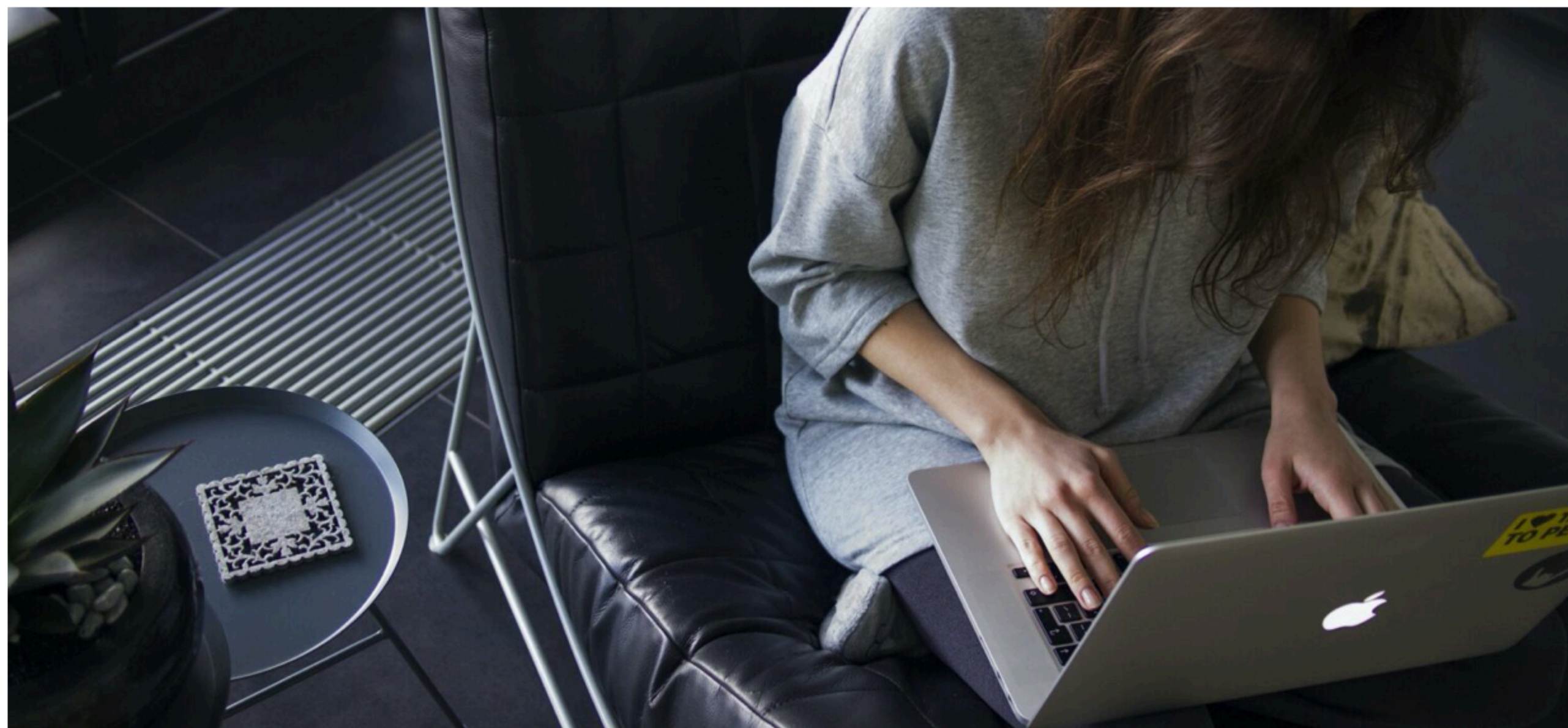
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[News](#)

[People](#)

[Contact](#)

HTK25



<http://htk.tlu.ee>



**We are  
a research,  
design and  
innovation  
unit of Tallinn University**



STARTS.EE Workshop

November - December 2021



Labs, equipment



Current research projects



Winter School

January 2022

**99**

Students graduated

**35**

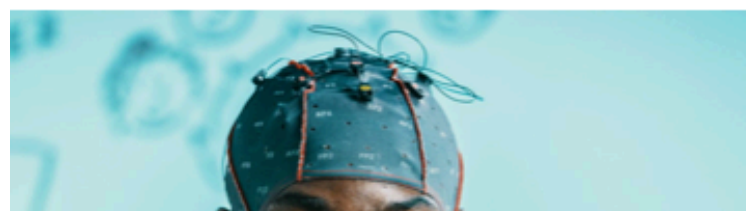
Research projects done

**150**

Papers published

**20**

Trainings conducted



Research areas

Study programs

Infrastructure

<http://hci.tlu.ee>

# DTI uurimisteemad

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



# Demultiplexia

#neurotheatre #physiologicalcomputing #artscience

Home › Portfolio › Demultiplexia

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.

<http://hci.tlu.ee/portfolio/demultiplexia/>



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](#)



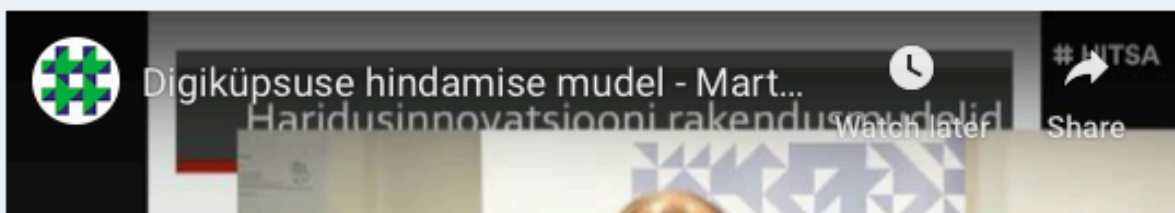
216 koolipidajat ja 423 kooli juhivad Digipeegli abil oma digi-innovatsiooni

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-







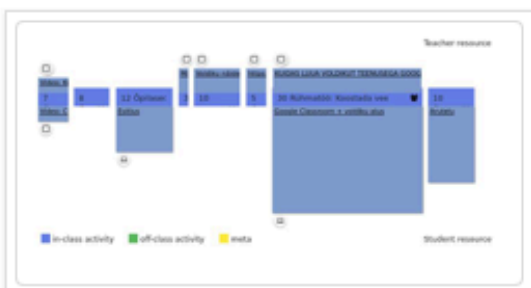
Create. Share. Discover scenarios

Create scenario >

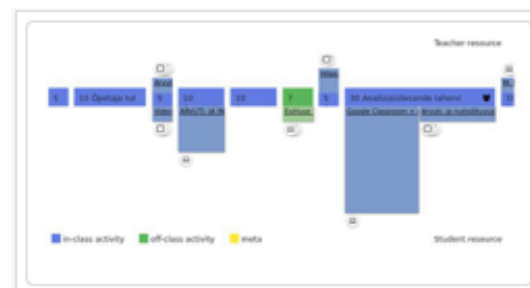
Latest **Most viewed** Top favoredited Top commented



**VR tund ja põgenemistuba-tunnistruktuur**  
 Selles tunnistsenaariumis kirjeldatakse ühte võimalust,  
 ❤️ 0 💬 0 [Open >](#)



**Küberkiusamine ja sellega toime tulemine**  
 Õpitakse ära tundma küberkiusamist ning leida abi  
 ❤️ 0 💬 0 [Open >](#)



**Digiseadmete väärkasutus, liigkasutus**  
 Tunni käigus õpitakse tundma arvuti- ja nutivahendite  
 ❤️ 0 💬 0 [Open >](#)



**Arvutiga töötamise mõju tervisele**  
 Õpilane selgitab arvuti väärast kasutamisest tekkida võivaid  
 ❤️ 0 💬 0 [Open >](#)

Subjects

- Other foreign language
- Russian (as the native language)
- English

- Muu
- Literature
- French

- Estonian
- Estonian (as a foreign language)
- German



Ibrus, I., Tamm, T., Tiidenberg, K. (2020). *Eesti digikultuuri manifest*. Tallinna Ülikooli Kirjastus.

[https://www.academia.edu/45828530/  
Digikultuuri\\_manifest](https://www.academia.edu/45828530/Digikultuuri_manifest)



# Seminari teemad

- Sotsiaalmeedia
- Arvutimängud
- Digitaalne jalajälg
- Virtuaal- ja liitreaalsus

# Seminari formaat

- Rühmaarutelu Zoomi breakout ruumides ja ideede dokumenteerimine Tricider keskkonnas
- Rühmaarutelu tulemuste esitus (3 min)
- Hääletamine (2 min)

# 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 on teemaga seotud rakendusvõimalused erinevates eluvaldkondades?
- Millised teemaga seotud küsimused teid huvitavad?



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

Digitehnoloogiate instituut  
Tallinna Ülikool

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