

Submission of Abstract: Please use NORMAL style for all text in the Abstract Template

Abstract title (Use sentence case)	Collaboratories for exploration, self-expression, creative communication and authoring
Type of Presentation	Paper <input type="checkbox"/> Short Paper <input type="checkbox"/> Panel <input type="checkbox"/> Workshop <input checked="" type="checkbox"/>
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Author(s)' name(s)	Márta Turcsányi-Szabó, Eszter Bodnár, Brigitta Réthely-Prikkel
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Keywords (please select 5 from list on website)	collaboration, learning styles, research, sites of learning , elementary education.
Audiovisual requirements  (PCs will be the standard computer)	Computer <input type="checkbox"/> Data projector <input checked="" type="checkbox"/> Other <input type="checkbox"/> Please specify: PC lab with 10 computers
What is the main message of your contribution with respect to the workshop's title?	We believe that the environment we developed within the Minerva CoLabs project is good example for "Learning for the 21 <sup>st</sup> century". We aim to provide children with themes and activities that trigger their interest within a multicultural environment to explore, analyse, express, and communicate with others, thus widening their knowledge, personality, communicative abilities and creativity due to their own motivation and not because of school requirements.
Abstract (400 – 600 words)	The CoLabs project ( <a href="http://matchsz.inf.elte.hu/Colabs/">http://matchsz.inf.elte.hu/Colabs/</a> ) explores the power and challenge of ICT in making efficient collaborative learning possible. Our goal is to give children virtual laboratories for cooperation and collaborative learning – collaboratories. We want to provide groups of children – either in one classroom or far apart, even living in different language regions – with opportunities to work and learn and play together. We are studying different forms of collaboration (synchronous and asynchronous) and their possible contribution to the learning processes. Our aims are not just to provide ready-made microworlds to work with, but also giving the know-how of producing and configuring such to teachers and children themselves.

	<p>In this workshop we want to offer a hands-on experience to the participants by showing them childrens' works, and letting them produce some of their own.</p> <p>We also plan to profit from this workshop by getting many reactions, by watching many different approaches, by observing the reactions, ideas, and work of the participants.</p> <p>Participants will:</p> <ul style="list-style-type: none"> <li>- get a view of the different orientations, that children could choose to discover the microworlds on the portal,</li> <li>- see a part of the microworlds children were using, and the products they produced with it,</li> <li>- try to use some of the microworlds and produce some own creations,</li> <li>- take part in collaborations, by using the same environment that children did.</li> </ul>
<p>Short biography of presenter (maximum 50 words).</p>	<p>Márta Turcsányi-Szabó is an associate professor at Eötvös Loránd University, head of TeaM lab, with Ph.D. on "Integration of computers into the creative learning process". The aims of TeaM lab are to develop the application, teaching, experimentation, evaluation, research and creation of innovative multimedia tools and methodologies for the benefit of effective learning and development of skills.</p> <p>Eszter Bodnár is a PhD Student at Eötvös Loránd University Budapest and member of TeaM Lab. After finishing her studies at Comenius University Bratislava she started researching the effects of virtual and collaborative activities on the learning processes. She took part in evaluating collaborative activities of children in the Telehouse project as is now involved in the Colabs and Kaleidoscope EU projects.</p> <p>Brigitta Réthey-Prikkel is a PhD Student at Eötvös Loránd University Budapest. She is a member of TeaM Lab. Her researching field covers the practical issues of software ergonomcy in case of disabled users. She was working on TeaM Challenge 2002 and 2003 Internet searching games for 10-14 years old children and is now involved in the Colabs project..</p>
<p>What are the themes, relevant to the scope of the workshop, that you think should be discussed?</p>	<p>Helping children to defining their aims for learning.</p> <p>How can children be supported in this process.</p>

