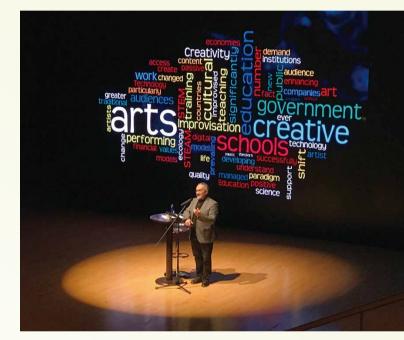
INNOVATIVE TECHNOLOGY ENHANCED LEARNING IN THE PERFORMING ARTS 應用創新科技[,]增廣演藝學習

The Academy, as a leading tertiary institution in performing arts in Asia, aims to provide the highest quality educational experience, so that its graduates continue to be recognised as creative and responsive individuals, prepared for the challenges of a performing arts career in a global context.

As such, the Academy appreciates the importance that digital literacy plays in its students' success, both during their study and in the careers that follow. A deep understanding of and competence in the use of technology is an integral part of being a successful 21st century performing artist.

This is a responsibility central to the mission of the Academy, which, though the iHub, is developing its provision of innovative technology-rich learning as a key aspect of the Academy's Strategic Plan.

The goal of "Innovative Technology-Enhanced Learning in the Performing Arts" has been interpreted broadly to include considerations of Learning Spaces both Virtual and Physical encompassing changes to the time, place and pace that learning occurs.





We are on a road towards successfully integrating this technology into an innovative interdisciplinary curriculum, which addresses students' specific needs, developmental levels and individual learning styles. It also supports students in developing the 21st century learning skills within a performing arts global educational context celebrating the Academy's uniquely defining attributes as;

- A multidisciplinary learning environment
- A nexus of Eastern and Western cultural practice
- Innovation in the delivery of performing arts education
- Close links to the professions and the industry

Innovative Technology Rich Learning (Spaces) in the Performing Arts 應用創新科技,增廣演藝學習(空間)

PHYSICAL LEARNING SPACES 實體學習空間

Classrooms, Performance Venues, Tutorials, Informal Spaces, Library, Technical Infrastructure 課室、演出場地、 導修課、非正式討論空間、 圖書館、 科技設施

VIRTUAL LEARNING SPACES 虛擬學習空間

Learning Management System (CANVAS), Video Conference and Capture, Online Portfolio and Mobile Learning affordances. 學習進度管理系統 [CANVAS]、視像會議、學生網上作品 履歷及流動學習功能源

演藝是亞洲首屈一指的表演藝術高等教育學府,師資優良,提 供最優質的表演藝術教育。歷年來人才輩出,他們既富創意, 亦積極投入,並具備投身環球藝壇的條件。

在 21 世紀,懂得利用科技已是日常生活的一部分。演藝致力 讓學生融入這數碼年,以「培養 21 世紀表演藝術家 —— 亞洲 中心 環球視野」為教學目標。

這是演藝發展重要的使命,透過 iHub 開發創新科技以提升學生的學習,此乃演藝策略發展計劃的重要部份。

為達「應用創新科技,增廣演藝學習」的目標,iHub致力提升學生的虛擬與實體學習空間,以確保他們隨時隨 H 地都能 學習。

我們正有效地將科技融入著重創意的跨學科課程之中, 既顧及 個別學生需要、進展程度及個人學習風格, 亦為學生提供國際 化的學習環境,協助他們培養切合 21 世紀所需的學習技能, 發揮演藝獨一無二的優勢:

- 跨學科、多元化的學習環境
- 中西藝術薈萃,華洋文化並存
- 創新破革,積極開發演藝教育的新方法
- 與藝壇和業界人士緊密的關係



