

# Rethinking literary education in the digital age

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# Intro: literary education at school and beyond

# Theoretical background

- Multimodality
- Digitality
- Creativity
- Case-study: Education on Screen



# Literary synthesis

 Textbooks, films, video games, anthologies, fanfiction, reviews, memes, museums and other mediations of literary texts. Any text may exist in <mark>series of possible forms and interpretations</mark>, none of which is the ultimate or ideal one.



P. Torop, M. Ojamaa



# Multimodality

 Use of multiple modes (image, writing, speech, etc) in communication.



## Theoretical background

### Every human communication is multimodal

Verbal language is only one of the modes (Kress). Linear and spatial languages are complementary

Reading is inseparable from construction of images. (Lotman)

### Digital technology boosts multimodality

Additional features can facilitate reading, as well as interfere with it.

### **Multimodality in education**



- Multimodality is included in the curricula of Finland, Australia, Scotland and other countries.
- Multimodal reading = process of design
- Attention is shaped as a result of student's interest.





- Digital life of the old and new texts.



## Theoretical background

#### Paper is not neutral

Every medium has its specific features, and paper-based medium also influences our experience.

### New media is the old media

Digital forms of literature are deeply rooted in pre-digital ones (Manovich, Bolter, Grusin)

# Digital brings new challenges

Digital media offer new opportunities as well as challenges.

### **Digitality in education**



- Reading paper-based books is not a superior way to perceive literature.
- Education has to acknowledge different forms and practices.
- Reading is by default creative, personal and often inaccessible to education.





- Playing the text online and offline.



# Theoretical background

### Reading as playing

Creativity and unpredictability was theorized by Bakhtin, Derrida and Barthes.

### Text = autonomous mechanism

Text transforms messages and generate new ones (Lotman).

### Digital media is even more playful

New forms of literature: interactive books, chatbot fiction, video games.

### **Creativity in education**



- Not mastering the reading skills, but acquiring multimodal literacies.
- Primacy of linear and paperbased narratives should be reconsidered.
- Reading based on the play, not on the instruction.





Literature on Screen

Online platform for teaching adaptations based on "November" novel and film.

http://kirjandusekraanil.ee/



### **Example: explaining Estonian mythology**



Map of the storyworld with explanatory comments

Gallery: kratt in different media

Game "Make your own kratt"



### **History on Screen**

Online platform for understanding history and memory processes based on "Comrade Child" novel and film.





## **Example: explaining Soviet culture**



Map of the storyworld with clickable objects

Task: Soviet "newspeak"

Task: changing the perspective

...if a certain kind of text/culture is supported in school but not elsewhere, then its study will probably be counter-productive.



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