

Tallinn University IMKE Program and X-border Collaborations

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Tallinn University

(-> April 2005 Tallinn Pedagogical University)

- Roots in pedagogy
- Relatively small unit
- Strong academic heritage
- Inverse demographics: Decreasing population of students



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Current strategies

- Wide collaboration: Exchanges, joint programmes...
- International programs
- Compatibility: Bologna, ECTS, ...
- (Many issues shared with EMU, Kvarken Region Universities etc.)



Tallinn University, Dept. of Computer Science/Informatics

MA programs:

- Interactive Media and Knowledge Environments, (IMKE), international
- Computer Science (Multimedia and Learning Systems)
- Teacher of Computer Sciences, ICT Manager
- Management of Information Technology

NEW! '06



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Interactive Media and Knowledge Environments (IMKE)

- A human-rooted new media approach
- International, instruction in English
- Serving Baltic and Nordic countries, Russia... EU, whole world

Mission:

- Develop Estonian education industry
- Import & export brains
- Contribute to the Estonian innovation system



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Tallinn Media Cluster

Curricular collaboration for a broad-spectrum new media education:

- -Baltic Film and Media School, Tallinn University
- -Communication Studies, Tallinn University
- -E-Media Centre, Estonian Art Academy
- -Interactive Media and Knowledge Environments (IMKE), Tallinn University

Collaboration with

- Tallinn City
- Århus University
- Cambridge University
- Elomedia Graduate school (Finland)
- Helsinki School of Economics
- Tampere University
- Tallinn Technical University
- University of Jyväskylä
- University of Art and Design Helsinki
- Utrecht University
- Etc. ...open for (national and x-border) collaboration



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TLU Informatics & IMKE R & E agenda

- **Knowledge environments** with optimized cognitive ergonomics, e.g. learning
- Public services, e.g. participatory citizen services, e-democracy
- Virtual communities and social computing; knowledge sharing, games
- Solutions for social issues
 - digital divide
 - accessibility for special needs
 - ageing
 - children
- Open source innovation system



Open source innovation system

- Develop OS with social, cultural and political responsibility (= economically risky)
- Support the emergence of cultures (= markets) with a common technological foundation, increasing critical mass
- Distribute R & D labor, share costs & risks



Open source incentives

- SMEs: Can build specialized products on existing ground and culture. Compete of and with meta-level expertise rather than with parallel products. No need to invent the wheel again
- Distributors, operators: More demand and traffic
- Large system providers: New interfaces to new application areas & cultures



Open source incentives

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Open source incentives (continued)

- Municipalities, local authorities: Development of local content & localized technology = business
- Universities: Dissemination of public knowledge for the benefit of society, culture and economics

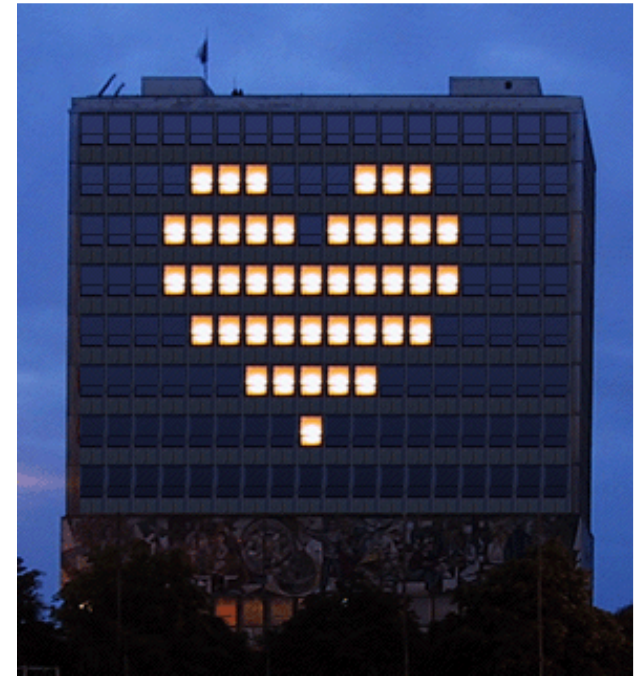


Open content

- The public providing content: text, audio, video, ontologies, game worlds etc.
- Democratic component, complement of conventional expert content (press, TV, radio)
- Emerging cultures (e.g. game modding, blogs) => Innovation, economy



A COLLABORATION CASE



Live lab Helsinki

a laboratory of urban media culture to Helsinki

m-cult centre for new media culture



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live lab helsinki - tallinn

Creates a collaborative platform for local and international actors in culture and technology

Develops social and cultural innovations by supporting the creativity of producers and citizens and by enforcing a social approach to information society development

Accelerates exchanges between production, research and development in the creation of new competences, applications and services

Promotes cultural exchange and export by promoting finnish cultural innovations, mobility and international skills exchange

The Live lab concept has been initiated by **m-cult centre for new media culture**

Concept: the lab

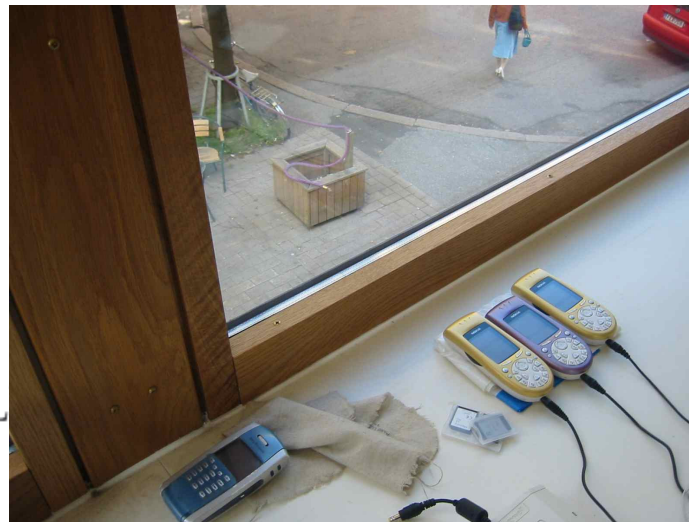
A collaborative environment for exchanges between research, development and content production

A multi-channel environment integrated to physical facilities

Experimental testbed for participatory applications with special focus on community based content

Production- and development support for audiovisual content creators from arts, civil society organisations and SMEs

Local and global skills exchange accelerated by workshops, expert meetings, international residencies and master classes



Concept: participation

The Live lab concept is based on multi-disciplinary, cross-sector interaction.

For citizens and civil society groups the Live lab offers possibilities to participate in social issues debates, and in development, validation and production of media platforms and contents.

For artists and developers the Live lab offers a collaborative, international environment for project development, testing and delivery of contents.

For the Estonian - Finnish society the Live lab develops, applies and evaluates methods for participatory design and democracy.



Network

Concept and coordination: m-cult

Cultural producers, small companies and civil society organisations

Cultural events and arts organisations, media and cultural producers in companies and communities, local and civil society associations

Research partners

HIIT Helsinki Institute for Information Technology; VTT Media; CKIR/HKHK Centre for Knowledge and Innovation Research; LUME Crucible; Helsinki university; Tallinn University, Dept. of Informatics

Cultural partners

Centers for new media culture in Tallinn, Riga, Nordic countries, Europe, India, Canada, etc.

Corporate partners

Dimes and Forum Virium clusters
Nokia, Ilmarinen, Hewlett-Packard, Elisa, HTV, YLE

Public partners

Uusimaa regional council, Government's Information society programme, Culminatum, City of Helsinki, TEKES, ministries

Conclusions

Tallinn University Informatics

- Going international
- Focusing to social, economical and cognitive aspects of digital interactive media
- Promoting open source innovation system
- Promoting open content, facilitating open content cultures
- Exchanging expertise in E & R
- Collaborating & networking locally and globally



Seeking for operative partners

- Municipalities
- Organizations
- Companies