



For any "space" to be successful, there must be deeper learning at the core of the learning principles from which it is established. I am imagining a sustainable and self-correcting portal, or forum, where critical thinking and problem-based learning can take place.

This learning space I plan to create will allow learners to:

- Get to know each other
- Engage in dialogue, and critique
- Work on group projects
- Present work publicly and teach others
- Give feedback
- Access resources, including marketing

A systematic approach of Design, Develop, Implement, Evaluate / Methods and materials.

Constructivist learning environments create a "place where learners may work together and support each other as they use a variety of tools and information resources in their pursuit of learning goals and problem-solving activities" (Wilson, 1995, p.27) (Page 58, Trend and Issues ID&T)

MODEL: The Artist in the Marketplace (AIM) Program from The Bronx Museum: <http://www.bronxmuseum.org/aim.html>

**VT Art Trails  
"A Learning Space"**

MCGC is getting me there!!!!  
<http://zonorus.marlboro.edu/~kwilson/index.html>

based on what I know and grounded learning theories I will create this Learning Space

Adult Artists

FEEDBACK??!!

Space to show ART / works

★ **The Trail!**  
A map of the real live physical ART Trail that can be printed out and followed. As well as a Virtual ART Trail where you click on the map of the artist and are taken to a video or a virtual place!

Video of artists in their studio spaces working

- Demonstrations or Tutorials
- Workshops both Online (see Moodle space <http://durrell.marlboro.edu/moodle/> and in the artists studio)

Historically artists have had limited access, to display their artwork, in addition to marketing through galleries. The creation of this Art portal, and Art Trail, will create many opportunities for artists to reach a larger audience, and define themselves as a viable sustainable business entity.

📁 **THE PROBLEM:**  
Artists need spaces to collaborate, and need to be stimulated by other artists, show works get resources, join forums, and critiques. Artists - need to be better prepared, self-sustainable, and viewed as a valid entrepreneur - not just artists. This learning space will guide the artist, and guide the community to understand the artists, and at the same time revitalize the community by bringing together art & community

Resources

- Marketing
- Job opps
- How to topics / 5 things you need to survive as an artist
- Business Support and planning
- Teaching and learning resources
- Where to buy art supplies

an invitation to get started and experience SL with fellow artists A virtual exploration. Some of the artists will be showing their work in SL <http://secondlife.com>

Meaghan Meachem MCGC grad. to help in creating the video

- students are involved in the process
- ARTISTS are directly involved in creating the space

**REVITALIZE COMMUNITY**

