

# Critical Digital Making: Art, Design, and Education Collaboration in Virtual Worlds

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## **Abstract**

**In the creative realm, unlike playing music or playing drama, we make art. Art and design are not to be played, but to be made. Art making is not only about using the material to produce products, but also about making a product with meaning. Art making is about making meaning with heart, soul, and critical thoughts. In the era of digital visual culture, critical digital making is not and should not be just material playing. In the digital realm, content creators should always be conscious on how to make making meaningful. The presenters of this sections are artists, designers, and educators. They are going to use their own critical digital making experience to elaborate the importance of critical digital making. The authors used Open Sim virtual world created their art, design, and education environments. They are going to discuss how they conceptualize, create, and present their environments, how they employee critical and artful thinking to design their world, and what are the implications to education in general, as well as in art education. The differences between the artful way of thinking and design thinking will also be discussed in the**

**section.**

## **Keywords**

Art, Design, Critical digital making, Education.