meme

\mēm\

(noun) An element of a culture or system of behavior that is passed from one individual to another by non-genetic means, especially imitation.

Internet Memes—those funny pictures that we often see online—can be a fun and creative way to learn informally.

In the past few years, the Internet has gotten tired of silly images of cats and dogs—er, well, no, that will probably never actually happen, but nevertheless, after years of tirelessly reposting the same old gags, Internet jokesters and meme-makers in search of novelty have turned to history and literature as a way of enriching their repertoire. This has resulted in a surge of interesting meme content about history, philosophy, and the sciences being created and spread across social media. Thousands of students, hobbyists, as well as serious academics are already congregating around these joke-posting "memepages" and their porous community structures, which function as hubs for collaboration, community education, and memetic experimentation.

Through their innovative humor style which can be adapted to virtually any subject, and their value as social capital upon which communities are built, memes have the potential to inform novel learning practices.

Learning Innovation at ExCITe

Learning Innovation is an initiative of the ExCITe Center, focused on sharing creative approaches to learning through a collaborative platform where national leaders connect with a broad community including local educators, makers, technologists, and policy advocates.

The program includes:

* A Conversations series, thus far including John Maeda, Mimi Ito, and Leah Buechley

* A National Survey of maker and learning spaces, currently underway

* Student-focused Pilot Projects to explore innovations on campus

To register for more information or watch videos from the Conversations series, visit:

http://drexel.edu/excite/

Learning Through
Meme Culture:
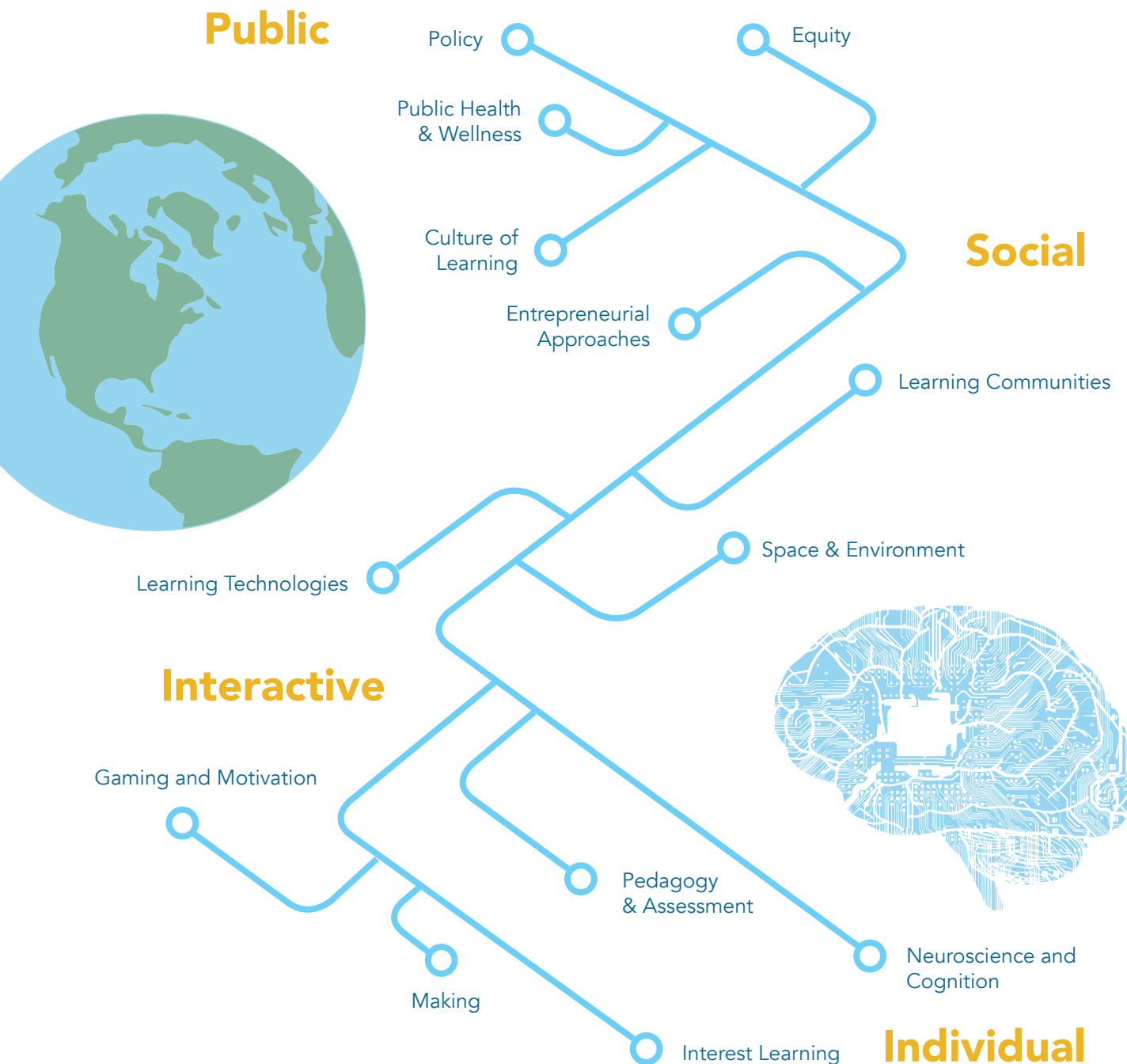*Exploring a culture of humor and sharing for impact in learning at all levels*

DREXEL UNIVERSITY
ExCITe Center
Expressive and Creative
Interaction Technologies

Learning
Innovation
Fellowship Co-op

Spring-Summer 2017

The Broad Field of Learning Innovation

Public

Social

Interactive

Individual

Policy

Equity

Public Health & Wellness

Culture of Learning

Entrepreneurial Approaches

Learning Communities

Learning Technologies

Space & Environment

Gaming and Motivation

Pedagogy & Assessment

Making

Neuroscience and Cognition

Interest Learning

My Research Direction

Hello, I'm Mariya Zharova. I am the Learning Innovation Fellow at ExCITe for the Summer of 2017. My main research focus is looking into the practices, habits, and structures of online communities, and how they can inform learning, even outside the web.

I am researching:

Memes as Edutainment
Memes as Graphic Design
Online Learning Communities
Social & Informal Learning
Cultural Attitudes Toward Learning
Non-Hierarchical Learning
Online Making Spaces
Learning Through Play
Hands-On Learning
Motivation and Gaming
Autodidactism and Self-Teaching
Networked Learning
Learning Through Teaching

If you have any questions, comments or suggestions about my research, you can contact me at:

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