The mission of the Digital Media and Learning Labs, operated by the Eugene T. Moore School of Education, is to create a culture of participation with digital media technologies by providing media “hangouts” fostering creativity, production, and learning, supported by community members.

Digital Media and Learning Labs are designed to promote social, participatory and interest-driven learning through the use of digital media. The labs feature digital video, photography, music, podcasting, computer programming and video game and app creation. The labs provide physical space where students, practitioners, and faculty can create, collaborate, and investigate side-by-side. They are intended to be interest-driven, student-centered spaces which support Clemson students and faculty, along with PK-12 students and teachers, through various collaborations including research and outreach projects.

The labs serve as a prototype for digital media and learning across the campus, the state of South Carolina, and eventually the nation.