

Digital Media/Youth Overview

CTC VISTA Project/UMass Boston/CPCS

1:30 – 3 PM

Presenter:

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<http://portal.nettrice.us/>

Digital Media Overview – 20 minutes

From <http://portal.nettrice.us/>:

Digital media encompasses digital video, digital audio, the World Wide Web, other technologies and applications that can be used to create and distribute digital content.

Digital media represents a significant change from previous media technologies. Post-production of digital media is often cheaper and more flexible than of analog media, and the end result can be produced indefinitely, without any loss of quality.

Furthermore, digital content can be combined to make new forms of content. The first signs of this are visible in the use of techniques such as compositing, sampling, and remixing.

Today, the term digital media has replaced multimedia, a once ubiquitous term that refers to the use of several different media to convey information (text, audio, graphics, animation, video, and interactivity). Multimedia was part of the trend of digital convergence that included computing and communication.

Digital media (and art) is categorized as

- Basic: Still Media
- Intermediate: Dynamic Media
- Advanced: Interactive Media (Flash Demo)

Youth Development Overview – 10 minutes

From <http://portal.nettrice.us/youth.html>:

Youth is the period of life between childhood and maturity (about age 12-18). Specifically for this overview we will discuss digital media as it relates to youth needs and positive outcomes (youth development).

We will cover:

- Characteristics of youth*
- Youth needs (see web page)
- **Positive Youth Outcomes (handbooks)**

Characteristics of Youth By Age

<http://www.nrem.net/cesyes/jsyYouthbyage.html>

Youth vs. Adult Learners

<http://www.rit.edu/~609www/ch/faculty/learner.htm>

Five Stages: From Surveys to Implementation – 45-50 minutes

Stage One – 5-10 minutes

Surveys

Youth Survey – Assess Youth Needs for Positive Outcomes

Technology Survey – Assess the Present Tech Needs

Stage Two – 20 minutes

Planning

Technology Planning– Establish A Starting Point Based on What You Have & Plan For Your Near Future

Tech Planning Curriculum

<http://www.nyfa.org/level3.asp?id=161&fid=2&sid=36>

Program Planning

- WHO is being served?
- WHAT is the overall goal or mission?

- WHERE will the program take place?
- WHEN will the goal be achieved?
- HOW will the goal be achieved?
- **DAY Program Plan (Pathways, Timeline)**

Curriculum Development

- Identify Key Activities or Scenarios
- Establish Assessment Criteria
- Summarize Goals and Assignments
- Create Lesson Plans
- **Visual Storytelling Module**

BREAK

Stage Three – 5-10 minutes

Acquisition
Priority List
Donations

Stage Four – 5-10 minutes

Technical Training/Resources
Youth Training (handout)

Stage Five – 15 minutes

Implementation
Documentation of Achievement (Web site, CDs, DVDs)
Deliverables
Assessment Tools

Q&A

Technical Training/Resource Links:

The Digital Directory: Art & Technology Resources in New York State
<http://www.nyfa.org/level3.asp?id=104&fid=2&sid=36>

Technology Links

<http://www.nyfa.org/level3.asp?id=53&fid=2&sid=36>

Online Learning/Tutorials:

Open Source/Open Director

<http://dmoz.org/Computers/Multimedia/Software/>

Computer Arts Technology Workshops

<http://babel.massart.edu/cac/workshops.html>

Atomic Learning

<http://www.atomiclearning.com>

Adobe Studio Exchange

<http://share.studio.adobe.com/>

Macromedia Interactive Tutorials

<http://www.macromedia.com/devnet/interactive/>

Lynda.com

<http://www.lynda.com/>

Element K

<http://www.elementk.com/>

DV Creators.Net

<http://dvcreators.net/>