





YOUmedia

A Digital Library Space for Teens

PARTNERS













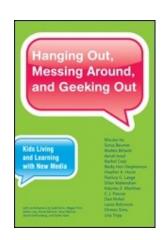
Carnegie Mellon **Entertainment**

Technology Center

PEARSON

HOMAGO

Hanging Out, Messing Around, and Geeking Out: Kids Living and Learning with New Media (Mimi Ito, et.al. 2010)



- · 3-year ethnographic study, 2005-2008
- Two research questions:
 - How are new media being taken up by youth practices and agendas?
 - 2. How do these practices change the dynamics of youth-adult negotiations over literacy, learning, and authoritative knowledge?

Genres of Participation

- Different forms of commitment to media engagement
- Different social and learning dynamics
- Youth may engage in multiple genres of participation

Friendship-Driven

- Local peers from school, sports, and other local, in-person activities
- Primary source of affiliation, friendships, and romantic partners
- Age-segregated, adults not welcome
- · Facebook, MySpace
- 95% of all teens

Hanging Out

Interest-Driven

- Non-local interest-based groups mostly identified online
- Exploration and development of interests, hobbies and career aspirations
- · Cross-age participation and interaction
- · Fan fiction, gaming, pro-am
- · 10-15% of all tens

Messing Around

Geeking Out

Hanging Out









Messing Around

- Pursuing topics of personal interest, self-directed, sense of agency
- Discovery, exploration, experimentation
- "Lurking" or observing anonymously lowers the barriers to entry with no risk of embarrassment





Geeking Out

- · Intense, autonomous, frequent engagement
- Focused on gaining deep knowledge and expertise
- · Highly social and engaged around communities of practice
- · Adults participate, but status is recognized by ability not age





YOUmedia Workshops & Programs









- · Spoken Word
- · Literary Magazine
- MusicProduction/Recording
- · Graphic Design
- Photography
- · Video
- Hacking/Web Design
- · Radio
- · Game Design
- · Journalism

One Book One Chicago

















From readers >>> to storytellers

the library of games







the library of games

harold washington library center 1st floor | 400 s. state st. tuesdays 4-6pm play + blog + podcast w/ taylor



From players >>> to creators libraryofgames.org

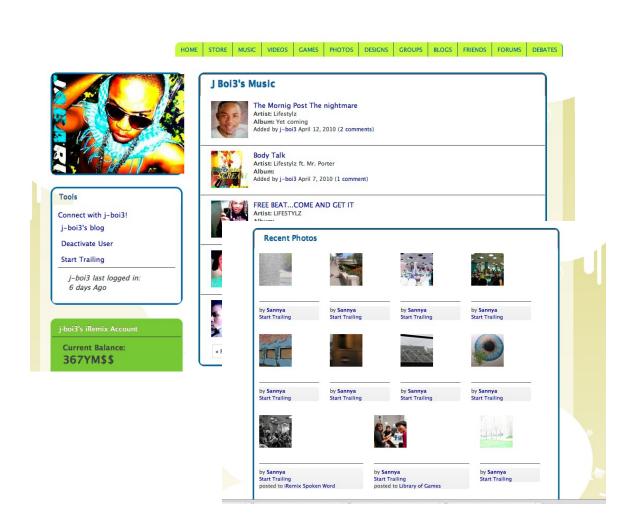
Olihraryofgames



Remix Social Network

Youth-facing

- Digital artifacts created in and outside of workshops
- Comments/critiques of work (self, peers, and mentors)
- Ability to see what others have done or are working on
- · Virtual Currency





Next Steps

- YOUmedia replication
 - Create YOUmedia toolkit
 - Expand YOUmedia to neighborhood libraries
 - Expand YOUmedia to non-library settings
- YOUmedia as hub of Chicago Learning Network
- · Continued measurement, data visualization
 - Year One Snapshot Report



"When you're in YOUMedia, you learn and you don't even know it. You're too busy having fun with your projects to realize they're educational."

~Mia