



Brianna Redding. American Flag. 2008. Adobe Photoshop Print. Submitted to The Anti Defamation League.



Kyle Thomas. *Xclusviness: The Inside Scoop.* 2010.
Choreography, Performance,
Production and Adobe Premiere
Video Post production. Produced
with Adobe Youth Voices.



a multimedia studio for young people

providing professional tools and mentoring in

Video Production
Music Production
Photography
Illustration
Video Game Production
Animation and
Writing



Rhonda Lanier. *Chi-Town*. 2009. Song, Choreography, Performance and Live Video Production.



The Heartland Alliance Youth Leadership Network. A Fairyland of Violence. 2009. Script, Performance, Production and Adobe Flash and Premiere Video Postproduction. Produced with Adobe Youth Voices and Invited to the WGBH Masterpiece Lab.





more than 400 members have demonstrated greater technical fluency

*based on quantified measures



Mariela Reviera. Mariela at the Beach. 2007. MIT Scratch Video Game Production.

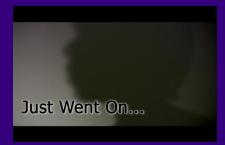


Jalessa Smith. Neck-It Clothing Company Business Cards. 2008. Adobe Photoshop Print.





Dave Cousins. *Self Portrait.* 2006. 2008. Adobe Photoshop Print.



Precious Love. *Just Went On...* 2010.
Production, B Roll Performance and Adobe Premiere Video Postproduction.
Produced with Adobe Youth Voices and Invited to the WGBH Masterpiece Lab.

a model of

constructivist motivation

developed at the *Massachusetts Institute of Technology*

- Technological Fluency developing members as creators rather than consumers of technology
- Building, but not Project Rules
- Kids Produce Their Own Ideas
- Access is Not Enough

Caring and professional media mentors and staff support every step of a production



The 2010 Intel Computer
Clubhouse Network International
Teen Summit Public Service
Announcement. No Person
Cares. 2010. Script, Production,
Performance and Adobe
Premiere Video Postproduction.



The 2008 Howard Area Gale Campus Summer Camp Moviemaking Club. *The Memory*. 2008. Performance and Production.

a network across the world

The



Intel Computer
Clubhouse Network
combines over one

combines over one hundred Clubhouses and partners in *twenty* different countries on more than six continents.



Stif Adam. *Soccer Player.* 2009. Adobe Photoshop and Illustrator Print.







beyond four walls

Partners, field trips and collaborations ensure our members apply their knowledge.













Chicago Public Media





Reginald Dyson. Excuses, Excuses. 2007. Script, Performance, Production and Adobe Premiere Video Postproduction.



Brandon David. 3D Bomberman. 2010. Animation Master 3D Modeling and MIT Scratch Video Game.



Bearcave Productions. 2007 Sampler. 2007. Original Song, Performance and Cakewalk Sonar Music Production.



every step of the way





More than just a free and open studio of tools, volunteers and staff coach members through every hurdle of a project: both technical, artistic and emotional.



Christian Vandelmar and William Butler. *Viva Mexico*. 2007. Adobe Photoshop Print.



*peer*mentoring



Oscar Herrera. Vamos Todos.
2009. Song, Performance,
Fruity Loops and Cakewalk
Sonar Audio Postproduction,
Script, Performance, Production
and Adobe Premiere Video
Postproduction.





"When young people deemed 'at-risk' are still assumed to be faceless, nameless and powerless, the **Howard Area Computer Clubhouse** *provides needed opportunities for youth to make their mark and take a stand on issues* that are important to them."

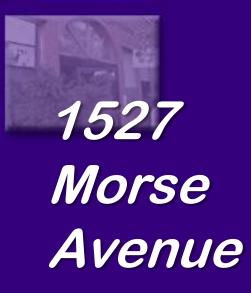
-Deidre Searcy,
Senior Associate,
Education Development Center





"True appreciation for art and creativity at Howard Area's Computer Clubhouse enables the most effective technology education and motivation for underserved young people."

-Carolina Kaufmann,
Education Technology Manager, The Art
Institute of Chicago



"Beyond learning computer [skills], young people at The Computer Clubhouse learn marketable skills in project design, project management, teamwork, marketing and communication."

-Barton Hirsch, Professor, Northwestern University