

global soma

presents

Digital P

**new media in
youth work**



**Media Training
Greece
15-23 May 2011**



Culture Programme



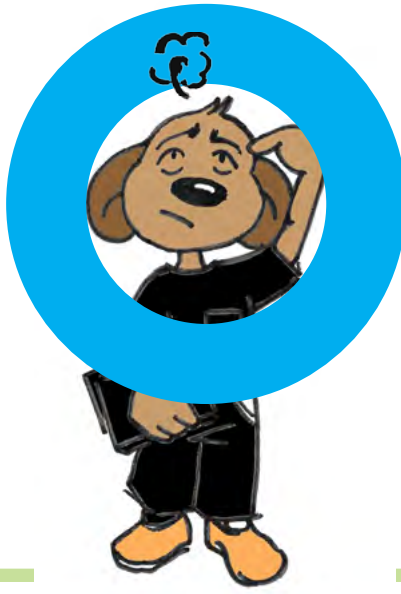
Education and Culture DC



Youth



Εθνική Υπηρεσία Προγραμματισμού & Ε.Ε.
Νέο Γραφείο της Ομάδας για Ευρωπαϊκή



digital puzzle

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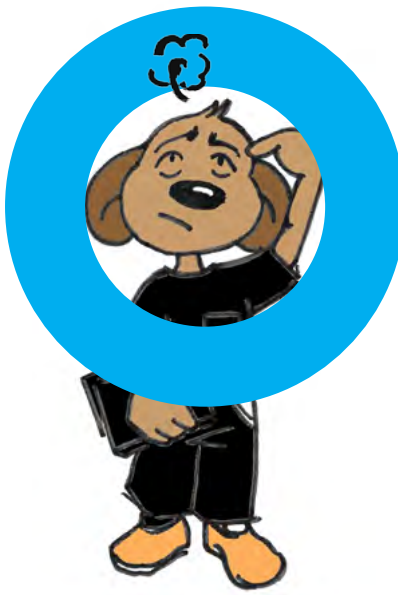
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the story

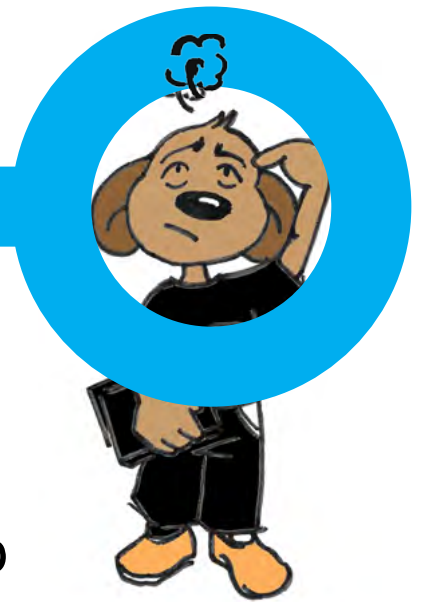
Global Soma and its staff of volunteers have developed a methodology for critical, informed and empowering use of new media in youth work.

This methodology makes our local youth activities even more attractive and engaging, personal development is brought to a level of awareness, and there is a considerable multiplying effect and visibility related to each project's



“everybody is an image-maker in the age of social media”

mission



Why this project?

The mission of this training course is to enable ***people who work with people*** to integrate new media into their work.



Video from the Birth of Image "Project Tarzan", 2011 February

and writing, within and beyond the Youth in Action Programme (2007 - 2013).

The project also aims to increase the quality and quantity of non-formal educational projects funded by the European Commission.

Several sessions during the training will be devoted to practical project planning

inspiration



We believe that *everyone has a message to tell.*

The question is how to tell it.

In this training we look at “media” as any combination of images and sound, that can be networked and that create relationships & connection between people.



what do we offer?

3 trainings in 1

We're offering participants 3 training events in 1. The events and the conditions are described below.

	Event	Dates	Conditions
1	Digital Puzzle Online Training: Audiovisual Communication Basics	18 April – 15 May 2011	Free, optional online training for all participants who receive confirmation until 15 April 2011. You need to have a valid email address and to accept the terms & conditions of the training.
2	Digital Puzzle in Laimos Individual training in a group context	15 -23 May 2011	Registration fee of 40-65 € depending on your country of origin (see below). All participants must send a filled in Application Form. Participants who cannot prove their engagement in NGOs will be rejected.
3	Post-Training Video-blog "Travel & Learn": News, information, contributions on youth issues & media education	For a period of 6 months. Bi-weekly updates.	Free, optional coaching and editing from Global Soma for all contributors

During DigitalIP:

Participants work in a structure that gives them opportunities to create media, receive feedback, and continuously improve their skills.

After 4 days of training, participants choose a product to develop. A product can be an audiovisual tool, a manual, a project or any other outcome.

7 goals

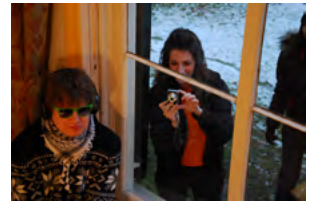
> *In this training we focus on less opportunities target groups (sensory disabilities, youth in poverty, rural youth, orphans, children of immigrants): all products are created with such target groups in mind.*

> **1) To learn new media by creating media**



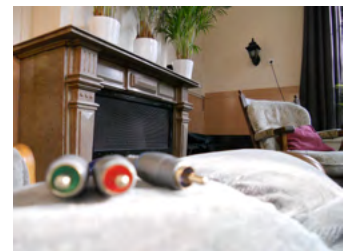
> **2) To discover what is your personal visual culture**

> **3) To create a mental & physical state that supports your learning style**



> **4) To equip youth workers with basic audiovisual competences**

> **5) To draft and add recommendations to the New Media Literacy Charter for Youth**



> **6) To develop the online and physical marketing skills of participants**

> **7) To transform participants' ideas into a product, presentable at the end of the Training Course**

the programme



18 April – 15 May 2011	15 -23 May 2011	15 -23 May 2011	24 May - 24 November 2011
Digital Puzzle Online Training	Digital Puzzle in Laimos 1st to 3rd day	Digital Puzzle in Laimos 4th to 7th day	Post-training bi-weekly updates
Theme			
Audiovisual Communication Basics	“Image of myself, image of the world”	“From mission to product”	Video-blog “Travel & Learn”
Topics	Content of sessions		Topics
Visual Communication Visual Grammar & Picture composition Web video basics	Visual culture & core intention What is media literacy From personal mission to universal product Basic video assignments (one to 3) Basic skills for creating media Daily Errol Morris Practice makes perfect Photoshoot Circle of Creativity	Team work & feedback How to organize a media workshop & workspace Implementation of new skills Personal and team projects Product development Coaching & learner-controlled environments Presentation of products YOUTHPASS	News, information, contributions on youth issues & media education How to transfer what I learned to my environment, community?

target group



We only accept *people who work with groups.*

- > Are you a youth worker, teacher, educator, youth leader or future leader in your organization?
- > Do you plan to or do you already work with youth with specific difficulties in their social or economical background?*
- > Are you aged 18 to 85 and are you willing to learn a new method?
- > Are you from Greece, Netherlands, Hungary, Lithuania, Italy, Spain, France, Slovenia, Slovakia, Malta?
- > Have you contacted our partner organization in your country?

*** school, family, personal history, disability of any nature etc.**

Multiplying the knowledge you get



We require that each participant follow the preparation and follow-up activities of this training.

This means participation in

- > (a) [the pre-training](#) (online media tutorials before the training, communicating your motivation using video)
- > (b) [the training](#),
- > (c) and [the post-training](#) (we invite you to stay involved in the video community of "Travel & Learn")

