**Where Teens and Technology Meet: engaging teens with digital media**

**Description:** This course introduces the ideas of HOMAGO (Hanging Out. Messing Around. Geeking Out) as a way to engage teens at the library. It focuses on the Howard County Library System’s [HiTech Digital Media Lab](http://hclibrary.org/index.php?page=691), where teens are developing critical 21st century skills and being guided toward careers in science, technology, engineering and math (STEM).

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| **What are your goals for taking this course?** | |
| **Personal Goals** |  |
| **Team Goals** |  |

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| **Introduction to HOMAGO** |
| Hanging Out. Messing Around. Geeking Out.    The theory describes three levels of teen participation and learning with digital media:   * They “hang out” with friends in social spaces such as Facebook. * They “mess around” or tinker with digital media, making simple videos, playing online games,  or posting pictures in Flickr. * They “geek out” in groups, online or in person, that facilitate exploration of their core interests.   If you want to read more about HOMAGO, download the free ebook by Professor Ito and colleagues: [Hanging Out, Messing Around and Geeking Out](http://mitpress.mit.edu/sites/default/files/titles/free_download/9780262013369%20_Hanging_Out.pdf) |
| **Part 1: Creation of a Digital Media Program** |
| **Getting Started**  Are you wondering how your library might get started on a digital media and learning program?  The HiTech team at Howard County Library System took a crucial first step to involve teens in the planning through forums, surveys and focus groups.   * How did the teen forums and input gathering impact the development of the HiTech programs? * Why was it important to solicit teen input in multiple ways? |
| The **YOUmedia Network** at the Harold Washington Library in Chicago created a [Getting Started Toolkit](http://www.youmedia.org/toolkit/getting-started). It covers a wide range of practical considerations, including physical space, programming, operations, and more.   * Look at the [physical space](http://www.youmedia.org/toolkit/physical-space) recommendations. What space(s) in your library might work for a lab? * Check out the [Original YOUmedia Equipment Budget [XLS]](http://www.youmedia.org/sites/default/files/uploads/documents/original-ym-equip-budget.xls). What equipment do you already have? What do you think is a minimum to get started? Who in your community might be able to donate equipment? * Watch short videos in the [programming](http://www.youmedia.org/toolkit/programs) section to hear directly from YOUmedia staff about their choices and priorities for programs for their teen members. What do you think would work at your library? |
| **Part 2: Focus on Curriculum** |
| **The STEM Connection**  The primary focus of HiTech is to develop critical 21st century skills in teens and guide them toward careers in science, technology, engineering and math (STEM). There are resources available to guide libraries in building STEM programs.   * Read *Why Should Library Workers Pay Attention to STEM in Education?* (page 4 in [STEM Programming Toolkit](http://www.ala.org/yalsa/sites/ala.org.yalsa/files/content/STEMtoolkit_Final_2013.docx) compiled by YALSA (Young Adult Library Services Association))   + What is your library doing currently to support STEM education for youth?   + What more would you like to be doing? * Discover ideas for STEM-focused programming in [SimplySTEM](http://simplystem.wikispaces.com/All+Ages+%26+Family+Programs), a wiki where librarians share their ideas.   + Select one program that you would want to implement at your library. |
| **Part 3: Youth Response: What Seems to Work** |
| **Staffing and Skill Sets**  The staff and instructors are key to a program as ambitious as HiTech. HCLS works with library staff with the necessary skill sets or those who are eager to acquire the necessary skills, in addition to volunteers from the University of Maryland School of Engineering, youth volunteers, and other partners from the community.   * Review the list of qualifications considered important at HiTech:   + Needed skill set   + Passionate   + History of working with youth (specifically teens)   + Flexibility   + Ability to think outside the box * Make a short list of staff and community volunteers who could provide instruction and mentoring in a digital media lab at your library. |

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| **Action Plan** |
| In YALSA’s [STEM Programming Toolkit](http://www.ala.org/yalsa/sites/ala.org.yalsa/files/content/STEMtoolkit_Final_2013.docx):   * Read *Creating an Action Plan* (page 6) * Look at the *Sample STEM Action Plan* (page 26)   **1:** What is the identified need and what are your goals for addressing that need?  **2:** Who are your target audience(s)?  **3:** Describe the program you would like to implement.  **4.** Who can you partner with to make it happen?  Continue filling out the “what, where, when, and who” to turn your plan into actionable steps. |

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| **NOTES** |
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