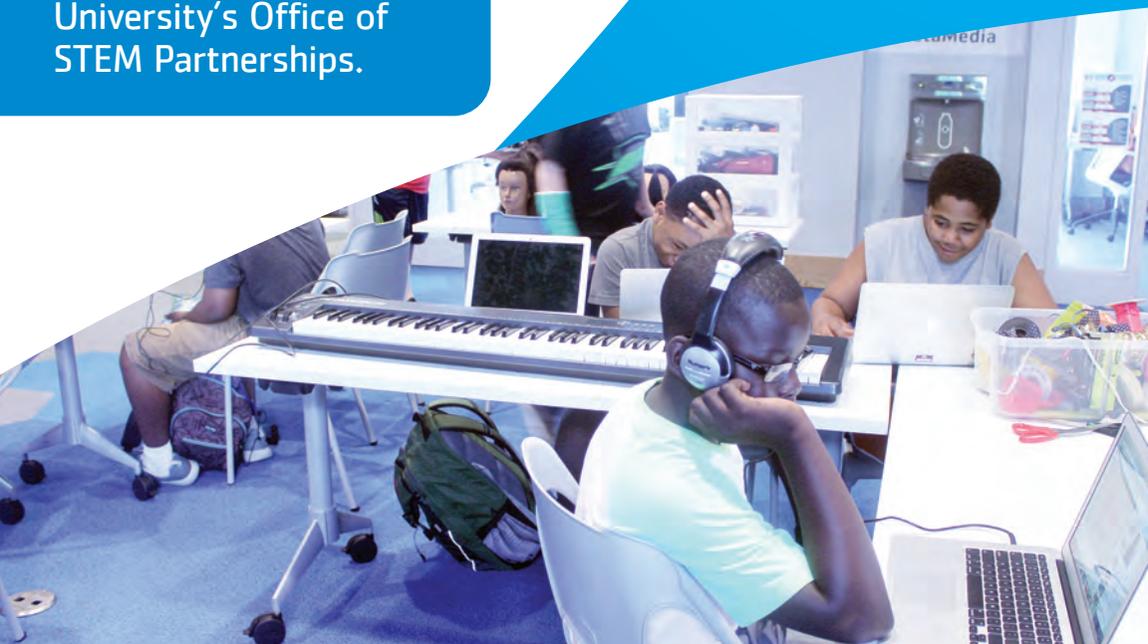


# METAMEDIA

The McGaw YMCA's newest youth program, MetaMedia, continues the association's commitment to providing accessible and innovative youth development programming. MetaMedia is a free digital media and technology center and hang-out space open exclusively to middle-school youth with programming focused on STEAM (Science, Technology, Engineering, Art/Design, and Math).

MetaMedia increases access to technology among underserved youth from Evanston, while providing middle school students a safe place to go after school and during school breaks.

MetaMedia was made possible by the generous support of the Lewis-Sebring Family Foundation and through partnerships with Youth & Opportunity United (Y.O.U.) and FUSE, an initiative of Northwestern University's Office of STEM Partnerships.



Programming at MetaMedia is youth-driven, meaning program participants or “makers” drive the program’s offerings. MetaMedia staff, which includes instructors skilled in digital media and arts, supports makers in their learning, offering ongoing critiques and encouragement that build both skills and confidence in youth.

Makers choose how they will participate in MetaMedia. Some come to hang out with friends; others engage in do-it-yourself projects; and some immerse themselves in multi-week workshops. By giving youth autonomy over their learning, they discover their own interests and passions. At MetaMedia, a new generation of computer scientists, engineers, music producers, film makers, media artists, and designers is born.

In MetaMedia’s first four months, 643 middle schoolers made 3,389 total visits, far exceeding the McGaw YMCA’s expectations. During this time period, students engaged in a range of activities, covering a broad scope of topics including fashion design, poetry/spoken word, audio engineering, STEM education, graphic design, photography, and film making.

## MetaMedia Program Strategy:

### STEP

Consume

Curate

Remix

Produce

Publish

### ACTION

Critically engage with a broad & balanced spectrum of media

Assess, rank, and organize media into personal collections

Reassemble & respond to media

Develop & execute original projects

Share work with an audience

### RESULT

Develop curiosity

Hone taste & style

Discover new technical & creative processes

Cultivate creative voice & practice persistence

Build self-confidence & presentation skills

Find out more:  
[www.mcgawymca.org/MetaMedia](http://www.mcgawymca.org/MetaMedia)

