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.
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.

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:

<table>
<thead>
<tr>
<th>STEP</th>
<th>ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Consume</td>
<td>Critically engage with a broad &amp; balanced spectrum of media</td>
</tr>
<tr>
<td>Curate</td>
<td>Assess, rank, and organize media into personal collections</td>
</tr>
<tr>
<td>Remix</td>
<td>Reassemble &amp; respond to media</td>
</tr>
<tr>
<td>Produce</td>
<td>Develop &amp; execute original projects</td>
</tr>
<tr>
<td>Publish</td>
<td>Share work with an audience</td>
</tr>
</tbody>
</table>

Find out more: www.mcgawymca.org/MetaMedia

STEP ACTION RESULT
Consume Critically engage with a broad & balanced spectrum of media
Curate Assess, rank, and organize media into personal collections
Remix Reassemble & respond to media
Produce Develop & execute original projects
Publish Share work with an audience

Develop curiosity
Hone taste & style
Discover new technical & creative processes
Cultivate creative voice & practice persistence
Build self-confidence & presentation skills