



## What

Media MashUp mobilizes a national public library network to establish 21st literacy outcomes in a collaborative, innovative, informal learning program for youth in rich media content development. The project will lead to a framework for best practices in technology program implementation using rich media. It will also provide a snapshot for libraries and administrators of key characteristics of organizational change and adaptation that support technology-rich youth programming.

To view the complete grant narrative, visit <http://www.hclib.org/extranet>

## How

**Comic Life** (free download of 30-day trial)

<http://plasq.com/comiclife>

Users can import their own drawings, photos and images into Comic Life and format them into panelized comics, complete with comics-style conventions such as speech and thought bubbles.

**SAM Animation** (free download)

<http://www.sanimation.com/>

Use SAM Animation to create stop-motion animation with a video or still camera connected to a computer. The software allows the user to change the frame rate, to order/sort frames, and sync a soundtrack. SAM Animation was developed by Tufts University Center for Engineering Education and Outreach.

**Scratch** (free download of full version)

<http://scratch.mit.edu>

Scratch is a graphically-based programming platform developed by the MIT Media Lab. It can be used to create animations, games and interactive art using images and sounds that users create or download from external sources. Users can upload their projects to the Scratch website which is also home to a large, active user community and support forums.

**Art Rage** (free download of trial version, unlimited time)

<http://artrage.com>

Art Rage emulates physical drawing materials and implements. You can 'draw' with oil paints, pencil, crayon and airbrush. The free trial version give you access to many, but not all of the full (for purchase) version.



## Audacity (free download of full version)

<http://audacity.sourceforge.net/>

Audacity is an open-source sound editing program that can be used to cut, splice, record and mix audio tracks. It's also great for converting sound files from one file format to another.

## Why

Ito, Mizuko, *et al.* (2010). *Hanging Out, Messing Around, Geeking Out: Living and Learning with New Media*. Cambridge: MIT Press.

Jenkins, H. (2008). Confronting the challenges of participatory culture: Media education for the 21st century.

Papert, Seymour. (1980). *Mindstorms, children, computers, and powerful ideas*. New York: Basic Books Press.

Resnick, Mitch, *et al.* (2009). Scratch: programming for all. *Communications of the ACM*, 52(11), 60-67.

The Partnership for 21<sup>st</sup> Century Skills

<http://www.p21.org>

Search Institute – developmental assets for youth

<http://www.search-institute.org/developmental-assets/lists>