

Hybrid Articles

hybrid:arts

Issue 27. February 08

a new species of training provider in the creative industries

culture art youth technology partnership learning communication people service

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INDESTRUCTIBLE SPECIAL

WELL DONE! YOU ARE INVITED TO
UNDER WIRED

in association with hybrid:arts INDESTRUCTIBLE Music Club

P.R.O.B.E

plus collaborator 'Aitch'

YOUNG AGENTS
of Hybrid:arts

Juicy G

42 FLOOR

taped music from:

SLICA

and others

'EXCLUSIVE' from Dartington Art College

Florence Ellis

Tom Griffiths

Upstairs at Unit 13 Althorpe Street, Leamington:

also known as The Band Factory

entrance with this flyer only

Friday Feb 22 - 2008 - 7pm till 10.30 doors close at 9pm

soft drinks available

smell of alcohol means strictly NO entry

ARTS COUNCIL
ENGLAND

INDESTRUCTIBLE
SUPPORTS YOUTH MUSIC

Indestructible - a place for young people to go and make a lot of musical noise, plan and perform original music, have fun and learn new skills - is now officially up and running at Althorpe Street in Leamington Spa (also known as The Band Factory). Currently, we have four days a week training in music technology and performance, and three after school clubs for local young bands to use the facilities leading to a performance. Performances are held every third Friday of the month - the first of which was held on the 22nd of February.

The *UNDER WIRED* event, organised by and for young people, included performances by the Young Agents, Juicy G, P.R.O.B.E and an exclusive from Florence Ellis and Tom Griffiths from Dartington Art College. The event attracted a mixed audience of 70 people from a variety of cultural and musical backgrounds and included a mix of young people and parents, local music business representatives and professional musicians - all making for a great atmosphere. Live footage available to view at www.myspace.com/indestructiblemusicclub

through the pinhole

Leamington Spa Art Gallery & Museum are holding a pinhole photography workshop on Saturday 15 March, aimed at young people (12+). The workshop involves learning how to make a pinhole camera and taking Victorian Style photographs inspired by their current exhibition, *Domestic Idylls: Clementina, Lady Hawarden*. The exhibition runs until April 6th.

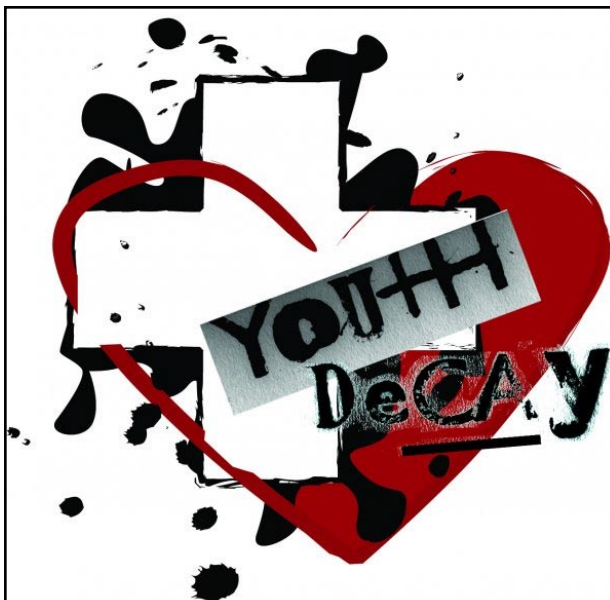
Workshop: 15th March, 12 - 3pm £3 per person, advance booking only

futurelab ideas incubator

The inspirational folk at Futurelab have launched their Ideas Incubator. Open from 21 Jan to 29 Feb, the current Incubator theme encourages people or organisations to share their ideas about supporting learning outside school. "Only 15% of children's time is spent in school. How can we support and showcase the learning that happens in the other 85%?" Ideas Incubator is focused on expertise, development and investment, offering funding, research, partnership, publicity and much more to successful proposals.

www.futurelab.org.uk/ideas





introducing sarah ingram

Hybrid Arts would like to introduce you to our latest addition – the fabulously talented Sarah Ingram, design extraordinaire. Sarah will be moulding the current cohort of music technology students at Indestructible into a visually articulate and media savvy collective, and helping them understand the art of branding. This will complement the specialist music training they are undergoing on the course and contribute to the marketing and business element of the Indestructible project. We are already impressed with Sarah's enthusiasm and cannot wait to get working with her. Her work ranges from logos and branding, digital illustration, drawings, photography and animation to clothing.

Her unique brand of graphic design and illustration is available to view on her website

www.sarashaccident.com

young people dish out advice

An enterprising group of 15-21 year olds have formed the Disc Agency – a service that will advise public services and businesses on engaging with young people. The idea for the initiative came about after the young people had taken part in a young advisor's scheme, 'New Deal for Communities'.

The scheme saw those taking part advise local services and companies on the best way to involve and attract young people. After it ended, the young people decided to continue their work through their own social enterprise. Co-founder Ricardo Sharry said the Disc Agency would use its profits to bankroll a number of youth projects: "Our social aims include a website with information for young people, a youth advice hotline and an endowment fund for young people."

For further info please email yadisc@hotmail.com

make some noise

Online media arts festival, 'Noise', is seeking new and original creative talent.

The festival is a biennial, Europe-wide media showcase for young creative people aged under 25, helping young talented people without connections to gain opportunities in the hard to crack creative industries. The initiative encourages to enter an array of projects by submitting their creative work via the NOISE web site - they accept any creative work that can be uploaded digitally. This includes music, film, illustration, fine art, design, graffiti, fashion, written word and architecture. After submitting work, selected artists can look forward to gaining further recognition and exposure for their work via NOISE's creative and media partners. NOISE will be based at BBC Coventry & Warwickshire's Open Centre as part of their national 'Call for Submissions' campaign on the 14th and 15th of February, between 10.00am - 4.00pm.

Judging of the uploaded work will begin in summer 2008, where NOISE curators and a panel of acclaimed industry professionals will select the best work to showcase on the NOISE website and throughout the media. During the festival in October 2008, the website will showcase the best of the work and media partners – MTV, BBC, MSN and lots of creative magazines will also provide features, profiles and programmes.



cherish those childhood memories

The Children's Society has launched a campaign to collect childhood memories as part of the Good Childhood Inquiry. By enlisting the help of the great British public and encouraging them to come forward with their early memories, the campaign hopes to build a picture of what a good childhood should look like, contributing towards the UK's first independent inquiry on the subject of good childhoods.

Martin Field, director of campaigns at The Children's Society, said: "Recent research held up the UK as the worst country in the developed world to grow up in. This is a chance for everyone to contribute towards making childhood better." "Memories help to shape us and we want to make a positive change for children. We all have a memory to share so we can all get involved to make a real difference for children today."

police officers go back to school

The Children's Plan has announced an initiative that will test out new approaches to play services, with police officers learning about play and school playgrounds opening outside normal school hours, as part of the government's £85m play pathfinders scheme. Paul Bonel, director of the playwork unit at skills body SkillsActive, was in favour of the idea of training up police officers and other non-play workers, such as teachers. "It's a good idea in principle and can help underpin the work of police officers and teachers," he said. "It will primarily be about raising awareness of playwork but will also help these professionals to communicate better and build more positive relationships with children." Other approaches to improving services to be tested by the pathfinders include traffic calming near playgrounds, using play workers as a 'gateway' to other services and the use of volunteers to supervise sites. The Department for Children, Schools and Families (DCSF) will start selecting pathfinders shortly and expects to name the local authorities that will run the pilots by 14 March. Work on the projects is due to start in April, and each authority taking part will build a large adventure playground or play park. The DCSF wants pathfinder projects to give a "sufficient focus" to poorer areas.

the school leaving age debate rages on

The government has introduced a bill which gives it the legal power to raise the school leaving age to 18 by 2015, in a move to strengthen careers education in schools. The Education and Skills Bill places a duty on young people to participate in education or training until they become an adult. Ed Balls, the secretary of state for children, schools and families, said: "Let's be absolutely clear, this is not about forcing young people who want to work while they train to stay at school. There will be a range of exciting qualifications and options to go into. Those who want to leave school to begin working at 16 will still be able to do so, as long as they participate in part-time training."

But the reforms have been met with opposition across many quarters – the major concern being how compulsory education to 18 could be enforced. The government is proposing a system of fines, and potential prosecution. Schools spokesman for the Liberal Democrats, David Laws, said: "While we support the government's aspiration that more young people should be in education or training until 18, we cannot support the powers to compel and criminalise which are contained in this Bill."

play ghettos...?

Play experts have warned the forthcoming national play strategy, announced as part of the Children's Plan, must not push children into "play ghettos" where children are out of sight.

While experts welcome the strategy, which is due to be published this summer, they stress that play areas should be fully included in the local community, founded on a vision where children are active, visible and engaged. The strategy is said to include 30 pilot areas, which will test supervised adventure play parks in disadvantaged areas, hopefully following the Scandinavian model, where children are safe and able to walk or cycle by themselves.

so, what's all this about digital natives?...

An academic research team comprising the Berkman Centre for Internet & Society at Harvard Law School and the Research Centre for Information Law at the University of St. Gallen in Switzerland, is hosting a wiki illustrating the beginning stages of a larger research project on Digital Natives. The wiki is a community work-space for posting information on this subject, designed for parents, teachers, researchers, and DNs themselves to talk about what it means to be born digital and the implications of generational shifts in how people use technology. The creators hope that teachers and parents will use the wiki as a place to collaborate on the development of teaching ideas and best practices.



"Are all youth digital natives? Simply put, no. Digital natives share a common global culture that is defined not by age, strictly, but by certain attributes and experiences related to how they interact with information technologies. Those who were not "born digital" can be just as connected, if not more so, than their younger counterparts. And not everyone born since, say, 1982, happens to be a digital native. Part of the challenge of this research is to understand the dynamics of who exactly is, and who is not, a digital native, and what that means."

The research will focus on exploring the impacts of the generational gap between those born with these technologies and those who were not, addressing the issues and benefits of the digital media landscape. It is hoped the research will provide a valuable insight into how digital natives make sense of their experiences online - this information could help make recommendations to educators and legislators in a way that supports young people and harnesses the exciting possibilities their digital fluency presents.

Introducing the life of a digital native

Digital Identity "Amidst a digital landscape that offers up a constant explosion of information – and influence - natives assert their personal thoughts and experiences, as well as their own political beliefs. Digital natives carry this theme of personalisation into their wider lives – by creating and 'showing their own' in order to – among many other reasons – assert themselves amongst a sea of information and influence."

Digital Creativity "Just as an artist may create a sculpture from materials found in the wild, digital natives view the media landscape as their "natural habitat" from which they can pull resources for creativity, expression, and commerce. The future balance of expression and property issues will be an important legal discussion in the years ahead."

Check out the blog for the latest developments and the chance to join in the debate www.digitalnative.org

Issues being discussed at the moment -

Does the technology develop first, or the social norms about how the tools are used? Are the technological limitations of these tools transforming the way natives socialise and understand themselves?

How do youth in different countries use online socialisation tools differently, and what is the significance of these differences? How do on-line social activities affect off-line identity development?

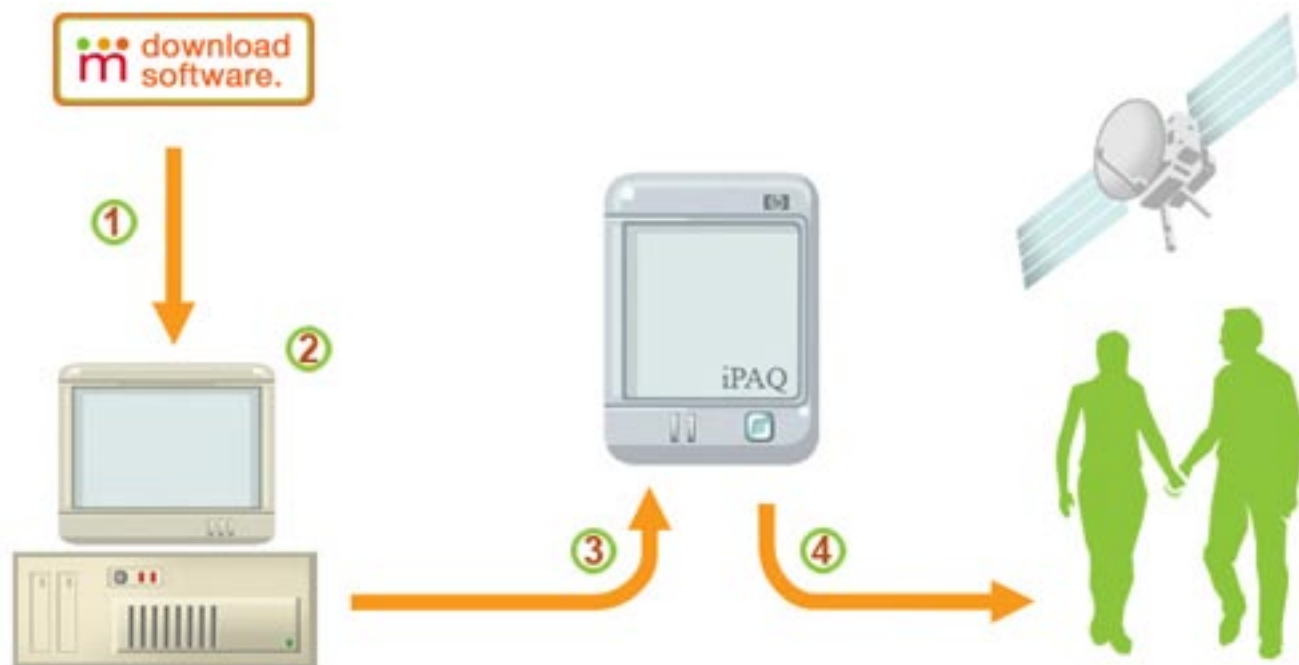
create your own landscape

Hybrid Arts have discovered an amazing website, mscape - a place where you can download, create and share mobile landscapes. Mediascapes are mobile, location-based experiences that incorporate digital media with the sights, sounds, and textures of the world around you, blending digital images, video, audio and interactions with the physical landscape. Mediascapes created on the website so far include games, guided walks and tours, and destinations, and these are available to view at www.mscapers.com/home/begin

With a handheld GPS device and the mscape software you too can get involved and give your own landscape an interactive life of it's own as you move through it!

1. Download the mscape software to your Windows PC.
2. Connect your mobile device to your PC and use the mscape library to copy the player and the starter mediascape onto it.
3. Start the mscape player and load the starter mediascape.
4. Go outside and play! You will need a clear view of the sky so your device can get a stable GPS location fix.

Get moving!



social networking poses a threat to youth groups...?

According to a recent study conducted by Big Lottery Fund Scotland and YoungScot, traditional youth groups risk losing out to social networking sites unless they rethink how best to attract teenagers. The study explored how young people view the relationship between online communities and community groups, such as youth and sport clubs. The 336 teenage participants said they were still interested in traditional community groups, but they spent most of their spare time using the internet, preferring this to community groups, most of which they found to be un-interesting. They added that a dearth of information and transport problems put them off. Online communities hold the advantage when it comes to convenience and money. The study concluded that: "It's crucial that new and existing groups adapt to stay relevant. Modern life has brought new challenges for these groups and they must think about things like communication, timing and the services or activities they offer."

However, the report did recognise the value of sites such as Bebo and MySpace in providing new ways of communicating with others who share their interests. Perhaps if more of this positive attitude towards the changing social landscape of young people was harnessed, for example, by recognising online communities as a valuable marketing tool to attract the young community, asking them what they would find interesting in a youth group. Youth groups could utilise the power of the internet to spread the word to attract a wider audience into traditional youth settings. It is becoming ever apparent that social networking poses not a threat but rather an opportunity for youth groups.