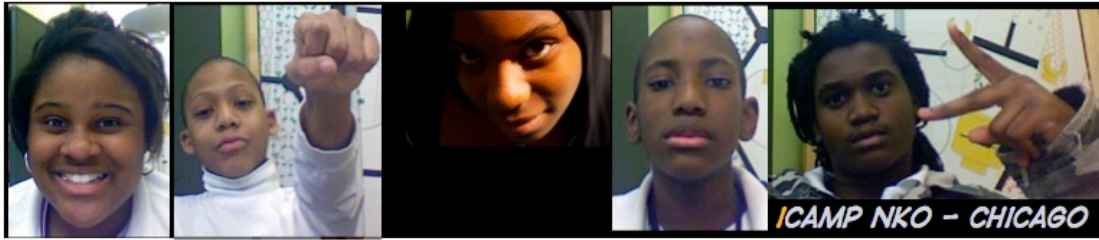


**-iCAMP-**  
Internet  
Community  
Arts Media  
Partnerships



## Global Youth Building Community via Writing, Media and the Arts

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### the Project

Bay Area radio and mapping project to collect individual stories and reflections from city residents (produced weekly over the period of a month in partnership with Oakland Leaf, Youth Sounds & East Oakland High School).

### What?

iCAMP.org initiates and supports community partnerships aimed to address issues in technology access, education and employment opportunities available to low-income residents, worldwide. By training youth as media apprentices and engaging professionals, college students and teachers as mentors, iCAMP is laying the foundation for an innovative model of community collaboration and project-based service learning through technology, arts and digital media after-school. Our proposed project for Fall 2007 is to prototype an online radio station that connects community voices - youth and adults - working across the Bay Area through regular podcasting & social networking activities.

### How?

iCAMP.org will achieve its impact by working in reciprocal partnerships with schools, arts organization, and community technology centers. We want to create a groundbreaking *hybrid* community network that can encourage and facilitate deeper face-to-face exchange as well as online support among its member organizations and individual affiliates. Workshops create a space for participants to explore various ways to work together in order to solve or address local problems (neighborhood violence, teenage health, food security etc) through sustainable, artistic media production. Sessions give everyone the opportunity to collaborate with peers, teachers and artists in focused learning roles. By working in the community of peers, mentors and professionals, youth become leaders of positive projects for change, gaining the self-esteem and confidence to design and implement new solutions, effectively using arts and media to engage or educate a global audience.

### Why?

To be full citizens today, youth must be engaged, articulate, critical and collaborative. They must become creators, designers, builders and innovators who envision new possibilities (see Digital Youth Network). The learning experience for participants is one of working in a team of peers to creatively solve or report real community problems.

The goal of iCAMP is to provide a global Internet connection between grassroots leaders and their communities that is highly useful, collaborative, and simple to access. While many organizations are working to build technology skills to the school, our vision is to build lasting hybrid links that span various contexts to foster more cross-sector collaborations while maintaining a great deal of synergy amongst participants and projects. The result, we are hoping, will be a more vitalized and connected community, where residents are literate and skilled enough to identify

