e4youth

youth

ENGAGEMENT » EDUCATION » EMPLOYMENT » ENTREPRENEURSHIP

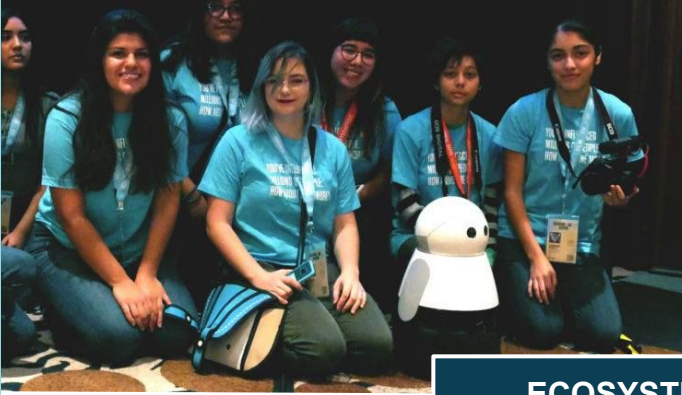**Bridging the gap into the creative economy**

Theory of Change

We believe that creative youth, particularly those from underserved communities are a drastically underutilized resource. We work with partners to invest cultural capital into these communities and deliver collective impact.

Enrichment Clubs

Industry Partners

ECOSYSTEM MODEL

Creative Mentors

Shadow the Pros
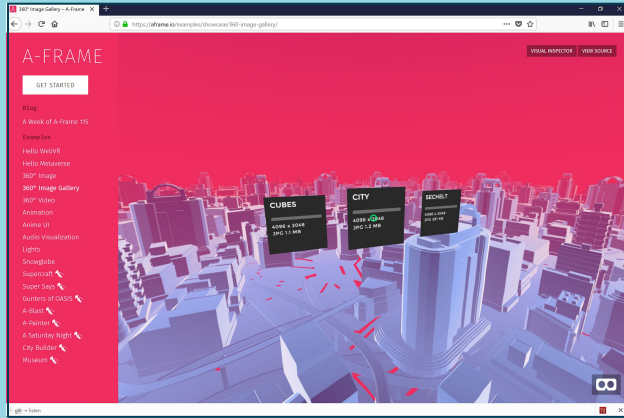
Why VR Storytelling?

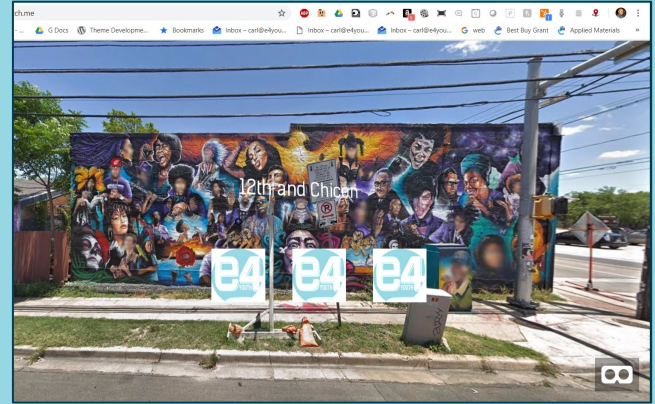11 year old leads a coding workshop at Mozilla Fest 2017 in London.

Remixing VR in the Web Browser

aframe.io

Glitch.com

Equipment
Web connected computer, Browser (Firefox), Oculus Go or Cardboard, Headphones
Assets
360/2D Images [.jpg], Audio file(s) [.mp3]

Tools | freely available online resources

Aframe.io | Web VR Framework
Glitch.com | Remix Platform
Coggle.it | Design Thinking Tool
Google Maps Street View
iStreetView.com
StreetView Download (Windows/Mac)
Github (optional)
Digital Audio Editor (Recommend: Soundtrap.com)

Framework | explore a location...
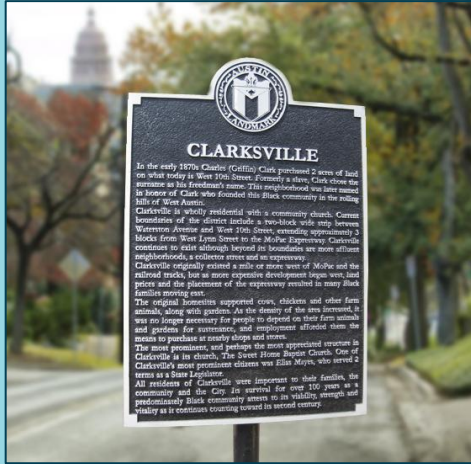
Identify a location that has significance to you.

Workflow | identify location(s) to snap...
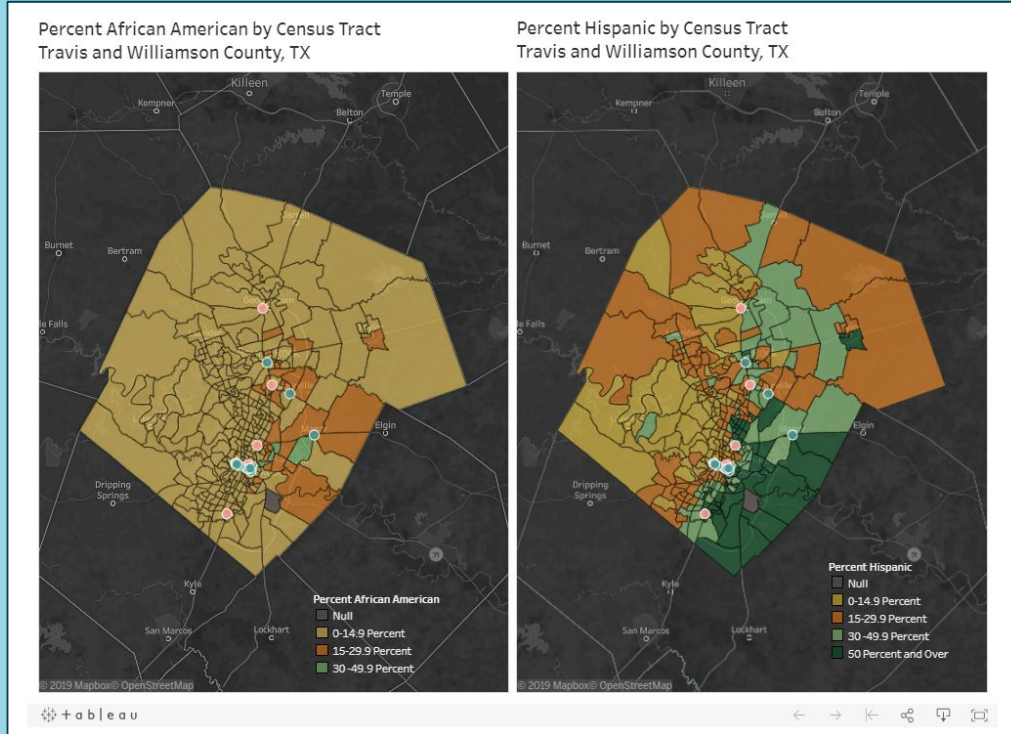
Percent African American by Census Tract
Travis and Williamson County, TX

Percent Hispanic by Census Tract
Travis and Williamson County, TX

Percent African American
Null
0-14.9 Percent
15-29.9 Percent
30-49.9 Percent

Percent Hispanic
Null
0-14.9 Percent
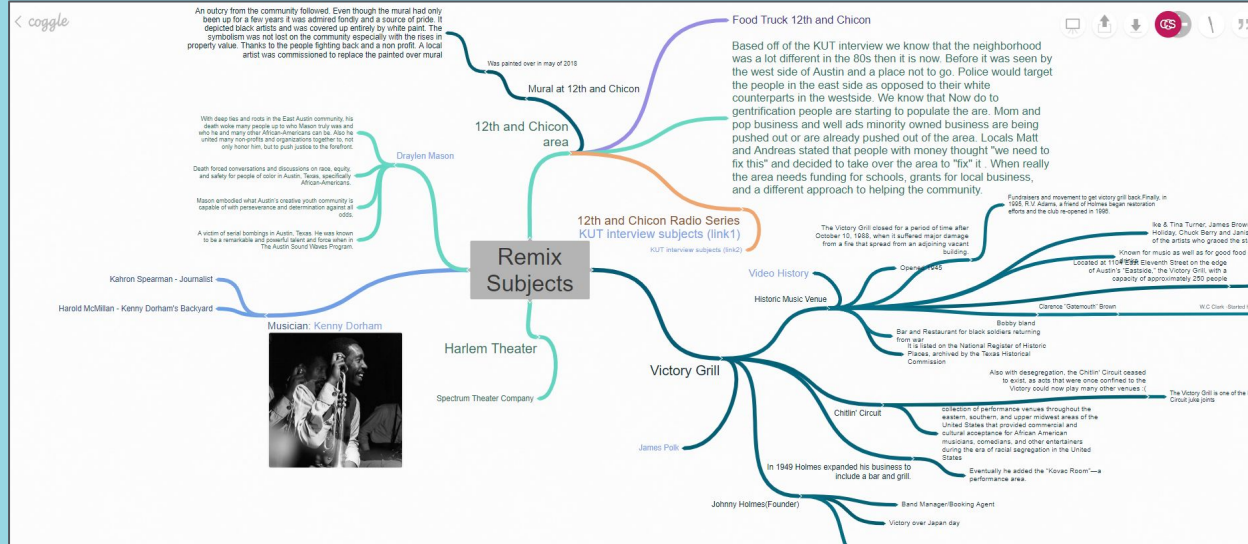15-29.9 Percent
30-49.9 Percent
50 Percent and Over

We used Tableau to outline all of the sites highlighted in the music video and start a conversation with students and community members about gentrification.

We used the online mind mapping tool Coggle.it and design thinking techniques to help students brainstorm about what they have to say about these locations. Post Its or a whiteboard can work just as well.

Workflow | create 360 images of location

Use a 360 camera or snap 3 or more 360 images of your location from Google Street View.

Steps

1. Use Google Maps Street View to identify your location URL.
2. Use iStreetview.com to identify the Panorama ID of your location.
3. Use Streetview Download on your computer to download your 360 images.

Full Tutorial: http://bit.ly/e4Google360

Workflow | create your own stories...

Write, record and edit oral histories, interviews, music, poems or reflections and make into mp3's.

Tools: Garage Band (Mac), Audacity (Windows)
Soundtrap.com (online)

Workflow | remix assets in browser

1. Go to Glitch (https://glitch.com/e4youth). Select pinned project "12thchiconstarter"
2. You'll see a view of the project.
3. Choose to **Remix This** (lower right hand corner)**.**
4. Go to **Assets** over on the left-hand side of the screen. If you have assets you'd like add (images or audio), you can drag and drop them here.
5. Once you've uploaded files, mouse over them and click. You'll see a thumbnail of the image/file. Click **Copy Url** button. This is the Url of the asset that you'll be pasting into the **index.html** file.
6. Go to **index.html** file (upper left side of the screen).
7. Find **<a-assets>** tag. You'll see a series of **<img>** tags and one **<audio>** tag. The ones with the id's **scene_01, scene_02** and **scene_03** represent the 360 images that are currently being used in the project. The others with the suffix **thumb** represent buttons seen in the project. The Urls within the **src** tags are the ones you'll want to replace with your own. Select the Url for the image you'd like to replace and paste your own into it.
8. Go back to **Assets** directory and repeat the previous 3 steps for each image that you'd like to reload.
9. If you have an audio file, copy the Url from within the assets folder and locate the **<audio>** tag within the **index.html** file. Replace its Url with that of yours.
10. To see what your remix looks like, click the **Show Live** button. Your project will open in a new tab of the browser.
11. The content will load in a new tab on the browser. View Live

Share | tweet out your remixes

Syntax = http://yourremix-title.glitch.me

@e4youth | #vrremix

Workflow | share/score remixes

RUBRIC

The following is the rubric we use to assess student assignments and award credits toward rewards from our partners. It focuses on helping students consistently demonstrate higher-level thinking skills through their work.

Design The product shows very strong evidence that the producer used excellent logic, communication, collaboration and problem-solving skills throughout the production process to effectively create an engaging and compelling product.	**3** **Good**	**2** **Satisfactory**	**1** **Needs** **Improvement**
Content The design stirs a rich emotional response that enhances the story-telling and adds excellent value and atmosphere to the product.	**3** **Good**	**2** **Satisfactory**	**1** **Needs** **Improvement**
Production The product shows strong evidence that the content was well-researched and thought out. There is strong evidence of critical thinking.	**3** **Good**	**2** **Satisfactory**	**1** **Needs** **Improvement**
MAXIMUM TOTAL POINTS: 9			

Digital Badges
Score range 3 - 9
8 or higher = Stipends/Rewards

Ecosystem

	2019	2020
Clubs	9	20
High Schools	8	15
Students	225+	500+
Creative College Mentors	30	50
Job Shadows/Interns	22	30

Tech Sector Partners
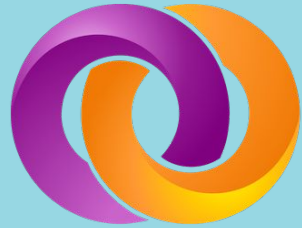
Permanent.org

Dr. Robert Friedman - Executive Director

Nerdy Thursdays | vr remix stations

March 7th & 14, 5:30 - 9 p.m.
@ Capital Factory
701 Brazos St. Austin, TX

Questions

www.e4youth.org
facebook.com/e4youth
instagram/twitter: @e4youth

Carl Settles: @carlsettles

Humberto Perez: @elmaestrohperez

www.permanent.org
facebook.com/permanentorg
linkedin.com/company/perm-record/
twitter.com/permanentorg (edited)