

# LABLEARNING

## MEDIA BASED EMPOWERMENT FOR DISENGAGED YOUTH



## THE LABLEARNING GUIDE COLLECTION



### NR 11

## Inspiration from the Intel Computer Clubhouse Network

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The LABlearning Guide Collection offers inspiration, tools and principles to establish empowermental media based learning facilities for disengaged youth.

The Guide Collection offers around 20 different guides, including the full collection of guide material.

The media based learning initiatives are contributing to re-thinking learning and to the creation of 21<sup>st</sup> century learning opportunities for young people.

The LABlearning Guide Collection is synthesizing theory and practice from such approaches as media learning, game based learning, project based learning, entrepreneurial and community based learning. The Guide material emerges from extensive literature studies, the Intel Computer Clubhouse Network's 20 years of experience, as well as from LAB practice in Catalonia Spain, Holland, Italy and Denmark.

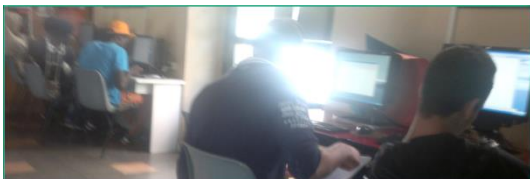


The LABlearning Guide Collection is produced by the Comenius LABlearning project 2011-13, funded by the European Commission. The material is openly available to all non-profit users. More information about the project and the partners on [www.LABlearning.eu](http://www.LABlearning.eu)



## Inspiration from the Intel Computer Clubhouse Network

One of the most important inspirations behind the European LABlearning initiatives is the Intel Computer Clubhouse Network, operating more than 100 media clubhouses for disadvantaged youth worldwide and for more than 20 years. In this small guide you can be introduced to the basic principles of this initiative.



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## LEARNING BY DESIGNING

Research has shown that people learn best when they are actively engaged in exploring, experimenting, and expressing themselves, not just passively receiving information.

More and more schools are focusing on learning-by-doing, involving students in hands-on activities. Computer Clubhouses follow a similar strategy, but go a step further: members don't simply get their hands on computers, they use computers to design, create, and invent things. It's not just learning-by-doing; it's learning-by-designing.

As Clubhouse members design their own illustrations, animations, robotic constructions, and music compositions, they learn valuable technical skills while also learning about the process of design and invention: how to conceptualize a project, how to make use of the materials available, how to persist and find alternatives when things go wrong, and how to view a project through the eyes of others.



## FOLLOWING YOUR INTERESTS

When people care about what they are working on, they are willing to work longer and harder, and they learn more in the process.

Clubhouses provide members with a great deal of choice, so that members can find projects and activities that they really care about. Members choose when to come, when to leave, what to work on, who to work with.

But running a Clubhouse is not simply a matter of letting youth do what they want. Clubhouses need to provide a great deal of support and structure to help youth identify their interests, turn them into meaningful projects, and learn from the experience. Clubhouse structure comes in many forms: the selection of software, the arrangement of furniture, the collections of sample projects, the support materials, the guidance from staff and mentors. The key is to provide choice plus structure, so that members have the freedom to follow their fantasies, but enough support to turn those fantasies into realities.



## BUILDING A COMMUNITY

When people think about thinking, they often imagine Rodin's famous sculpture *The Thinker*: a solitary figure, sitting by himself, with his head resting on his hand. But in the past decade, educational researchers have increasingly focused on the importance of social interactions in the ways people think and learn.

Clubhouses are designed to foster the growth of a learning community, in which youth of different ages share ideas and work together on projects, with support from staff and adult mentors. No one is assigned to work on any particular team. Rather, communities emerge over time.

Design teams form informally, coalescing around common interests. Communities are dynamic and flexible, evolving to meet the needs of the project and the interests of the participants.

Through their interactions and collaborations with a diverse community of members, staff, and mentors, Clubhouse members gain new perspectives for thinking about the world around them - and also new ways of understanding themselves.



## RESPECT AND TRUST

Communities flourish only if they are built on a foundation of respect and trust, in which people respect one another's ideas, opinions, and values.

At Clubhouses, young people are treated with trust and respect - and are expected to treat others the same way. In many settings, youth are reluctant to try out new ideas, for fear of being judged or even ridiculed. At the Clubhouse, the goal is to create an environment in which participants feel safe to experiment, explore, and innovate. Youth are given the time they need to play out their ideas; it is understood that ideas (and people) need time to develop.

Clubhouse staff and mentors do not simply dole out praise to improve the "self-esteem" of the youth. They treat youth more like colleagues, giving them genuine feedback, and pushing them to consider new possibilities. They are always asking: What could you do next? What other ideas do you have?



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Much more on [www.LABlearning.eu](http://www.LABlearning.eu)

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The LABlearning consortium offers

**Counselling** on media laboratories for disengaged youth for national and European educational policy-makers

**Collaboration** on the establishment of media laboratories in formal and non-formal contexts for institutions and communities

**Training** in managing media laboratories for disengaged youth for teachers, mentors and youth workers

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The LABlearning consortium offers its services on non-profit basis and always links the media laboratories to 21<sup>st</sup> century learning.

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. . . . . And, **MUCH MORE** about the Intel Computer Clubhouse Network on [www.computerclubhouse.org](http://www.computerclubhouse.org)



# 21<sup>st</sup> century learning in action

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## LABLEARNING



MEDIA BASED EMPOWERMENT  
FOR DISENGAGED YOUTH

You Tube



Penja un video ▾



Experience the direct voices of the young people on

You Tube

With English subtitles

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The 37 minutes video **Joves i Futur** is created, designed and produced by young people in Salt-Girona Catalonia participating in the EU LABlearning project. Their work is much appreciated, as are their open statements in the video.

The project wishes to thank both the youth teams and the mentors working with them!

The video, other videos and 20 different LABlearning Guides are openly available on

[www.LABlearning.eu](http://www.LABlearning.eu)