

Pillars of action-orientated media projects in youth work

practical field experiences of wienXtra-medienzentrum

The medienzentrum is an open production facility for young people and a media education centre for youth work in Vienna. We offer equipment, consulting and training for the implementation of media projects in youth work.

Action-oriented media work is resource-oriented pedagogy that focuses on the possibilities, opportunities and potentials (of the individual and the media).

With which attitudes do we approach media projects, how do we design collaborative media production processes in order to provide for a rich learning experience for all participants? Questions like these help us to reflect on our daily pedagogical practice and have resulted in the definition of this collection of pillars of action-orientated media projects.



Attitude

- ✓ open, interested and appreciative of people and issues (democratic, ethical attitude)
- ✓ resource-oriented, strength-oriented
- ✓ role as an educator / youth worker: discovering, not all-knowing
- ✓ no focus on technology, technology is a means to an end

Setting

- ✓ co-operative media production
- ✓ moderate and facilitate group processes among equal individuals (everyone can get involved)
- ✓ developing group rules: "How do we want to work together?"
- ✓ pay attention to the feasibility of media production (adapt technology to project objectives, not vice versa)
- ✓ make job rotation possible: trying different roles in a media production
- ✓ encourage self-driven learning
- ✓ establish a feedback culture: How do we deal with ideas from others? How do we deal with mistakes?
- ✓ spontaneous, unplanned discussions on media topics are a valuable part of the project

Goals

- ✓ create spaces for trying and experiencing media
- ✓ all young people involved recognise their competences
- ✓ acquiring knowledge and expanding competencies through one's own actions
- ✓ experience self-efficacy
- ✓ strengthen articulateness
- ✓ discovering one's own resources and potentials / intrinsic motivation
- ✓ fun
- ✓ social learning (being part of a group / group processes and dynamics, perseverance / stamina, dealing with setbacks and disappointments)
- ✓ strengthen critical abilities and experience a constructive feedback culture
- ✓ all the young people involved have understood the technical process
- ✓ the (media) product is a product of the group
- ✓ raising awareness of media as instruments of articulation and publicity
- ✓ stimulating and supporting reflection processes



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