

SYNOPSIS

The HYAH focused on two areas of digital development:

1. Creating a new online platform by young people for young people;
2. Exploring new approaches to using digital technology across a range of art forms

FORMAT

Online platform: www.hyah.co.uk

The concept was devised by the young people on the HYAH Youth Forum and the site was then built by Think.In.Form. The platform includes a digital map detailing all HYAH activity during the initial 2-year pilot phase 2014-2016.

New approaches: Two pilot projects with new digital partners, XpoNorth and North Port Studios

AIMS

1. To enable young people to access and experience digital activity, to widen their perspective, and to make them aware of the possibilities technology and equipment present;
2. To encourage and empower young people to be confident in using digital technology and/or creating content for online platforms;
3. To establish new partnerships and explore new ways of working which could be developed further when working with young people and community groups;
4. To increase awareness of HYAH resources and upskilling young people in the knowledge needed to utilise them



Case Study: DIGITAL DEVELOPMENT

DIRECT LINKS WITH TIME TO SHINE:

Theme PARTICIPATION – Creating and sustaining engagement

Principle No 1 – Place young people at the centre of the strategy's aims and ambitions, but also at the centre of plans to deliver this strategy

Principle No 3 – Work collaboratively; create mechanisms for better information sharing, peer support and networking

Principle No 4 – Be proactive in the use of digital technology

Principle 6 – Tackle Inequalities

ONLINE PLATFORM

The Youth Forum were initially tasked with discussing and influencing the form of an 'online platform'. They discussed the possibility of creating an app but decided that a website would be easier to maintain in the long term.

A very ambitious concept of 'merging Facebook with LinkedIn' highlighted the need to make a platform which young people could populate with their own content, where they could communicate their skills and experience, and where they could see what else was going on in the creative landscape within Highland.

Taking this vision forward, a brief was released for companies to respond to. Think.In.Form, a company based on Mull, were successful in securing the tender. A joint effort with young people – who created most of the content and who still do – saw the creation of www.hyah.co.uk

In order to also showcase the breadth of work carried out by the HYAH over 2014-16, a digital interactive map was also created. This shows the geographical spread and impact of our work.



We decided to create text infographics to accompany the graffiti illustrations to help viewers quickly understand what was wrong with each location.

After lunch we recorded an additional closing credits video with all six of us stood around the 360° camera. We created accompanying graffiti tags (each linked to our names) on Daniel's iPad Pro which will then be placed next to each of us on the video. It has been a lot of fun getting to play with new technology, whether it be the camera or a graphics tablet.

(Taken from a weekly blog written by the group)

PILOT 1: NORTH PORT STUDIO

In summer 2016, six pupils from Grantown Grammar School worked with North Port Studio from Elgin. Armed with a 360° camera, the group were tasked with highlighting rundown locations on their travel routes to and from school. With the aid of virtual graffiti, the students attempted to raise awareness and provide potential solutions to these problems.

This project became very experimental. It was noted at an early stage that many problems did not actually exist, so the time was used to explore the possibilities of the technology to hand and teaching the group about post-production and editing techniques on a range of software. North Port identified if and how they could utilise 360° cameras for future projects and also learnt that using footage captured with these devices with programmes such as Adobe take a much longer development time than expected! #everydayisaschoolday

<https://www.youtube.com/watch?v=lq-vKYkShi0&t=22s>



Highland Youth
Arts Hub
Com-pàirteachas Ealain
Oigridh na Gàidhealtachd

Case Study: DIGITAL DEVELOPMENT

PILOT 2: XPO NORTH

In partnership with XpoNorth, the 'HYAH Digi-Roadshow' saw a team of tech professionals visit Lochaber High School, Thurso Academy, Portree High School and Dingwall Academy over within a 2 week period in November 2016.

Aimed at upskilling pupils in the use and application of digital equipment, three workshops were delivered in each school:

- 1.Content Production by Amanda Millen of XpoNorth
- 2.FinalCutPro editing with freelance film-maker Tristan Aitchison
- 3.Equipment-use skills with Sean Corbett and Eileen Byrne of Glasgow based production company, Visual Impact.

Having never worked together on such a project, it was a learning curve coming together over an intensive period, but everyone learned day to day on how to adapt and improve workshops for different ages and abilities. The format worked very well with excellent feedback from schools & the team are keen to develop this further for a 2017 re-run.

I found out about many different resources that I can use which I never knew about before. At first I was a bit overwhelmed and nervous to use the equipment but all the instructors were very helpful and by the end I was having great fun.

Lily, Aged 15



I feel that I learnt a lot about cameras and editing...it has encouraged me to make my own short films and edit them too.

Freya, Aged 15

