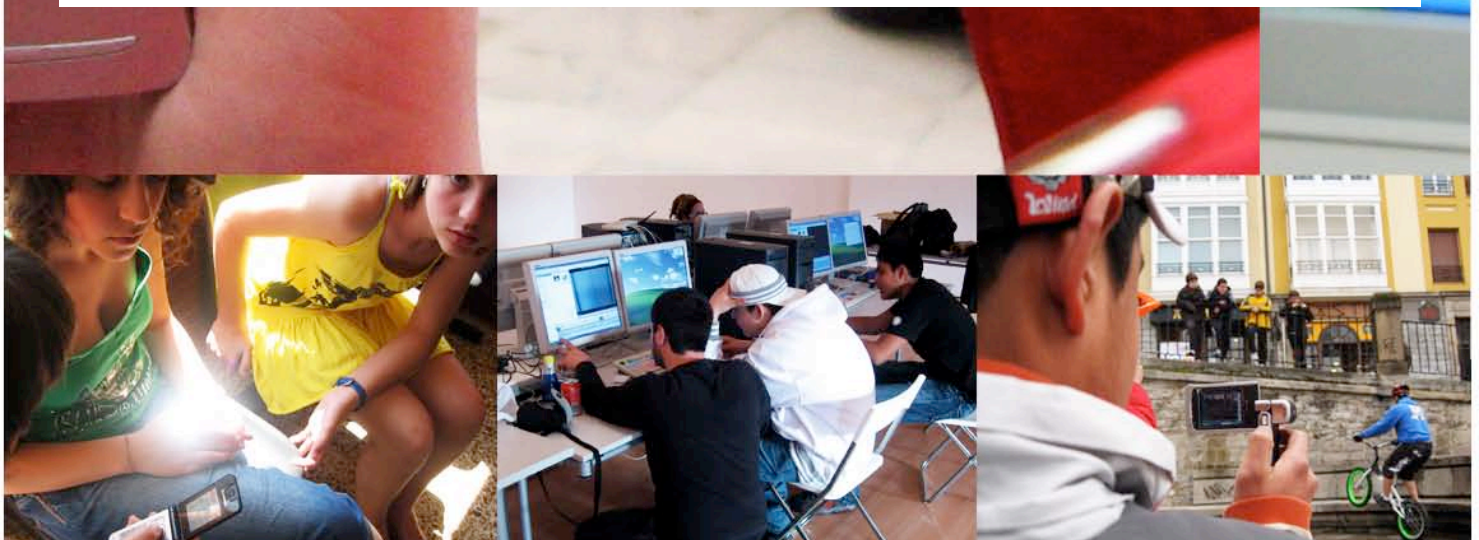


REPORTER@S-MOBBLOGGING

To use technologies that we have increasingly at hand, to produce news and creative contents, to give our points of view, to build communities of interests, to socialize etc.

OBJECTIVES	METHODOLOGY	PARTICIPANTS	TIME
<ul style="list-style-type: none"> • Encourage social networks and channels for the flow and exchange of contexts in a horizontal manner. • Working with the idea of multimedia editors. • Enhance through creative work, the ability of young people to interpret the vast amount of information that they receive daily. 	<ul style="list-style-type: none"> • The students will be trained to design and publish contents in multimedia spaces in web environments. • Making a blog. 	<ul style="list-style-type: none"> • Active and sharp/alert young people, with concerns and the desire to do and learn different things • A group of 10 participants. 	<ul style="list-style-type: none"> • Two 8 hour sessions.





Capturing videos.

0. CONTEXT

Reporter@s-Moblogging is an experience which is part of the leisure education programme, **CASI TENGO 18 (ALMOST 18)**. This workshop was carried out as a tool of participation, training or supplement, in different contexts within programme initiatives such as *100%TerritorioMóvil*, *PKTexpreses* or *DINAMIK(TT)AK*, as well an independent workshop.

In each case the workshop was appropriate to the context and specific needs by varying the spaces where they were held, the duration and the different topics dealt with.

Thus *Reporter@s-Moblogging* has been held, to mention a few, at the Bilbao Fine Arts Museum, Arteleku, Artium, Centro Cívico Campillo ("Campillo Civic Centre"), Club Joven Abetxuko ("Abetxuko Youth Club"), Elorrioko Institutua or in shopping centres in various localities.



Workshop explanation.

1. REPORTER@S-MOBBLOGGING

With the advancement of communication technologies, information channels and contents are increasing democratised. This, in addition to meaning new formats (such as a la carte television or Internet on the mobile phone) allows in particular, that the user is no longer a mere receiver, but can produce and deliver their own contents. Thus, providing more horizontal communication channels, sharing information, building communities by interests etc.

It's been a long while since mobile phones were mere telephones to become multimedia terminals full of options. It started with ringtones and nowadays, besides many other things, one can record, edit and distribute audiovisual contents with a very good resolution, all from one's own mobile phone.

Reporter@s-Moblogging are roving pedagogical workshops of an eminently practical nature (developed in regulated and non-regulated contexts), on the globosfera and communication (chats, blogs, mobile phone devices...). The aim is to provide young people the basic tools and means to create communication habits and to make audiovisual contents from their own point of view.

The workshops have been designed based on the concept of "Reporteros-Móviles" ("*Mobile Phone Journalists*"). It is an innovative model for the production of contents and broadcasting of information in a horizontal way that encourages the collaborative creation and relationship between users, via channels and social networks, based on concepts such as journalism-citizenship and the Web 2.0.



Grabando con el móvil.

2. OBJECTIVES

The main objective of *Reporter@s-Moblogging* is that young people use technologies that we have increasingly at hand to produce news and creative contents, to give our points of view, to build communities of interests, to socialize etc.

Moreover, for information purposes, the young people will be introduced to the different communication options of the internet such as blogs, fotologs, podcasts, chats, Skype, MySpace... In this way, it is intended that the people attending acquire an overall perspective of the meaning and benefits of all these media and channels and understand its logic of operation.

In a concise manner, the objectives of *Reporter@s-Moblogging* can be formulated as follows:

- Encourage social networks and channels for the flow and exchange of contexts in a horizontal manner, based on the idea of journalism-citizenship and the mobile phone journalist.
- Working with the idea of multimedia editors as a professional profile.
- Enhance through creative work, the ability of young persons to interpret the vast amount of information that they receive daily.

Moreover, AMASTÉ has some general objectives for all activities within its work programme with CASI TENGO 18 (ALMOST 18):

- Encouraging among young persons values such as participation, creativity or citizenship awareness.
- Establish intermediation channels between the young people and various social agents.
- Encourage the constructive use of TIC's in a horizontal manner, moving towards a digitally trained society.
- The study of the types and interests of today's young persons.



Reporter@-moblogging.

3. CONTENTS

What is it going to be about? Topics

Each time that the *Reporter@s-Moblogging* workshop has been made it has taken a different context so that the topics that were covered were very diverse.

The characteristic common to all topics is the proximity to the participants of the workshop, these issues were brought by they themselves to be analysed and worked on in the workshop.



Uploading contents to the blog.

4. METHODOLOGY AND ACTIVITIES

Analytical, participatory and creative methodology. Consists in developing a syllabus of creation and “digital journalism” from an eminently practical perspective. All exercises and skills of the workshop will be designed to obtain results almost immediately.

Throughout the workshop the students will be trained to design and publish contents in multimedia spaces in web environments. To do this, they will be taught on a basic level to use the following:

- Video and digital photo via mobile phones.
- Software to edit and dump contents: Blogging (MoBlog, VideoBlog...) and video editing
- FTP and other technologies: Bluetooth, infrared, MMS, SMS...

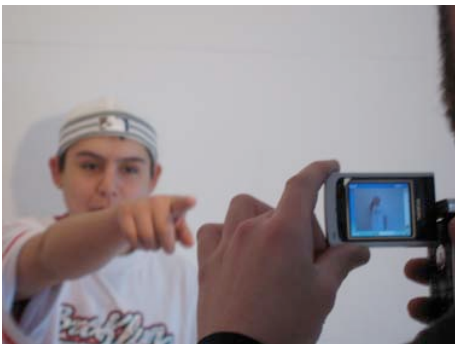
5. WORK GROUP

As with the topics the group varies on each occasion. *Reporter@s-Moblogging* is designed for 10 active and alert teenagers with concerns and desire to do and learn different things.

Number of participants: 10 persons

Ages: 16 – 22

Gender: Mixed group



Recording.

6. TIMING

The format type of *Reporter@s-Moblogging* will last 8 teaching hours divided into 2 sessions.

7. LOCATION

Reporter@s-Moblogging has been held, to mention a few, at the Bilbao Fine Arts Museum, Arteleku (Donostia-San Sebastián), Artium (Vitoria-Gasteiz), Centro Cívico Campillo (“Campillo Civic Centre”) (Vitoria-Gasteiz), Club Joven Abetxuko (“Abetxuko Youth Club”) (Vitoria-Gasteiz), Elorrioko Institutua or in shopping centres in various localities.



Video editing.

8. MATERIALS

Materials:

- staff for the development of the activity (excluding reinforcements).
- didactic support material of the explanations.
- web space and on-line support (hosting, blogs) for the creation of multi-media blogs of the participants during the workshop and its indefinite use from that moment on.
- additional software and digital tools (photo and video editing, text editor etc).

Infrastructure:

- a work room with computers. (one for 2 participants—preferable one computer per person).
- a video cannon to project the theoretical part of the workshop.
- mobile phones with their support material (connection cables and CD with application software) during the workshop sessions. There is a need to study the method of assigning mobile phones to the participants so that they work with them during week between.

To develop the workshop each participant will have:

- A mobile phone with high resolution video.
- A multimedia position for each 2 people.
- A multimedia blog (common or individual). This web space shall be the production tool itself that meets all the features and applications necessary for the auto-editable presentation in a simple manner of the contents to be developed during the workshop (these blogs may be maintained by the participants themselves after the workshop has ended). Wordpress.com or Blogspot.com offer free space for personal blogs. They are very simple to use and have a wide range of interfaces. Besides the management and publishing systems are simple.

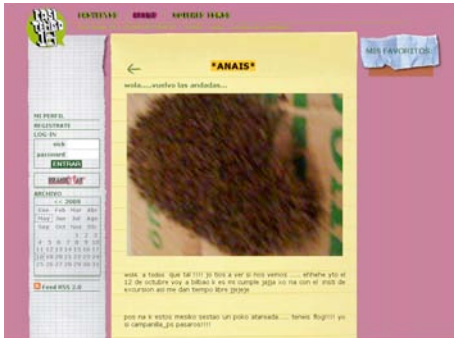


Sending contents by Bluetooth to the computer.

9. ASSESSMENT INDICATORS

To assess the workshop we have to take into account in addition to the assessment made by the group, the following indicators:

- level of active participation (attendance, motivation...)
- level of satisfaction of the young people (young persons' assessment)
- level of camaraderie and empathy
- type of personal relationships of the group
- the group's capacity
- creative ability
- level of criticism and the group's sense of self criticism.
- level of results and products made in the workshop.



A personal blog in the *Almost 18* website.

10. DOCUMENTATION

Help Links for various technical questions related to *Reporter@s-Moblogging*:

Information on **Journalism-Citizenship**:

- http://es.wikipedia.org/wiki/Periodismo_ciudadano
- <http://www.periodismociudadano.com/>

Information on **videoblog**:

- <http://es.wikipedia.org/wiki/Videoblog>

List of digital video **editing programmes** (organised according to licence use):

- http://en.wikipedia.org/wiki/List_of_video_editing_software

Keys to **optimizing videos** for uploading to on-line video repositories (YouTube, Vimeo, Slip...):

- <http://www.vimeo.com/help/compression>

Free software video editing:

- <http://www.dariola.net/?p=238>

On-line guide to create a video blog:

- <http://www.freevlog.org/translations/spanish/index.html>

11. WORK APPENDICES

In the following appendices are the session plans for each workshop:

Appendix 1: SESSION 1

Appendix 2: SESSION 2

12. CONTACT DETAILS

This workshop is part of the **CASI TENGO 18** (“**ALMOST 18**”), a cultural action programme through which various proposals attempt to give the right to speak to teenagers, inviting them to participate as active citizens in the definition of the world in which they live: their imaginary one, their values, their interests and concerns, etc.

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Sometimes the masculine gender is used in this file. This is not due to an intentional use of language with sexist overtures, quite the contrary. The difficulty of finding satisfactory words and expressions that encompass the meaning of a word and its different genders has forced us - not to saturate the reading – to use the masculine plural tense as a linguistic rule set by the Royal Spanish Academy.

This file is licensed under a Creative Commons 3.0 Spain licence. Feel free to use it to prepare a workshop with your group, but remember that there is no master formula and it is preferable that you adapt the contents depending on the context and needs of the group.



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This file has been prepared with the assistance of the Department of Culture of the Basque Government.





1st SESSION

OBJECTIVES	<p>Encourage social networks and channels for the flow and exchange of contexts in a horizontal manner.</p> <p>Working with the idea of multimedia editors.</p> <p>Enhance through creative work, the ability of the young persons to interpret the vast amount of information that they received daily.</p>
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TIME	ACTIVITIES	CONTENTS	MATERIALS
5 min.	Introduction.		
10 min.	Knowledge activity.		
60 min.	Explanation that serves as an example.	<ul style="list-style-type: none"> - Moblog concept. - YouTube. - Web 2.0 (Wikipedia). 	<ul style="list-style-type: none"> - Computer. - Cannon projector. - Screen.
30 min.	Explanation of the audiovisual language theory and handing of the mobile phone.	<ul style="list-style-type: none"> - The audiovisual language. - Handling the mobile phone to create contents. 	<ul style="list-style-type: none"> - Computer. - Cannon projector. - Screen. - Mobile phones (with camera).
2h 15 min.	Ideation and recording of a video.	Free theme, depending on the group.	<ul style="list-style-type: none"> - Mobile phones (with camera).

Introduction ----- 5 min.
 Each participant writes their name on a sticker and a round of names is carried out.

Knowledge activity ----- 10 min.
Portraits: In pairs, and after 10 minutes and without looking at the paper, we have to depict our team-mate, when we finish, pairs swapping and we again depict our team-mate, in this way, until we have made a portrait of the entire group.
 Each one selects the portrait of themselves that they like the best.

Explanation that serves as an example ----- 60 min.
 Introduction on the blogosphere and the moblog technologies through the examples on the web:
 - moblog concept: what it entails
 - YouTube operation
 - The Web 2.0, using as an example Wikipedia.

Audiovisual language theory and handing of the mobile phone ----- 30min.
 On a practical level the use of mobile phones will be introduced, the implementation of contents, editing etc and a first practical activity will be carried out that enables to experience the results and capabilities of the mobile phones.

Ideation and recording of a video ----- 2h 15 min.
 In pairs or small groups, conceive and script a video. Once they have thought about it, start on the action.



2nd SESSION

OBJECTIVES	<p>Working with the idea of multimedia editors. Enhance through creative work, the ability of the young persons to interpret the vast amount of information that they received daily.</p>
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TIME	ACTIVITIES	CONTENTS	MATERIALS
20 min.	Dump contents to the computer.		- Mobile phones. - Computers.
30 min.	Explanation on editing.	How to edit the video Editing new contents etc.	- Computer. - Cannon projector. - Screen. - Editing programme.
120 min.	Editing the video.		- Computers. - Editing programme.
20 min.	Explanation on how to publish.	Dump contents to the blogs. Reflection on the contents posted on the blogs etc.	- Computer. - Cannon projector. - Screen.
40 min.	Publication of videos.		- Computers.
10 min.	Idea-sharing session.		- Computers.

Dump contents to the computer ----- 20 min.

Explanation on editing----- 30 min.
 Brief explanation on how to edit the videos made.

Editing the video ----- 120 min.
 The participants edit the videos recorded in the previous session.

Explanation on how to publish----- 20 min.
 Explanation on the publication of the contents of a blog etc

Publication of videos ----- 40 min.
 Each participant publishes the edited contents on their blog.

Idea-sharing session----- 10 min.
 Share the content of each participant posted onto their blog. Reflection on the type of contents posted on the blogs, what to do and how to do it.

NOTE:
 Give consideration to the possibility of having a technological reinforcement in the museum itself that enables the participants to go and dump their videos and/or solve problems that arise between the two official sessions of the workshop.