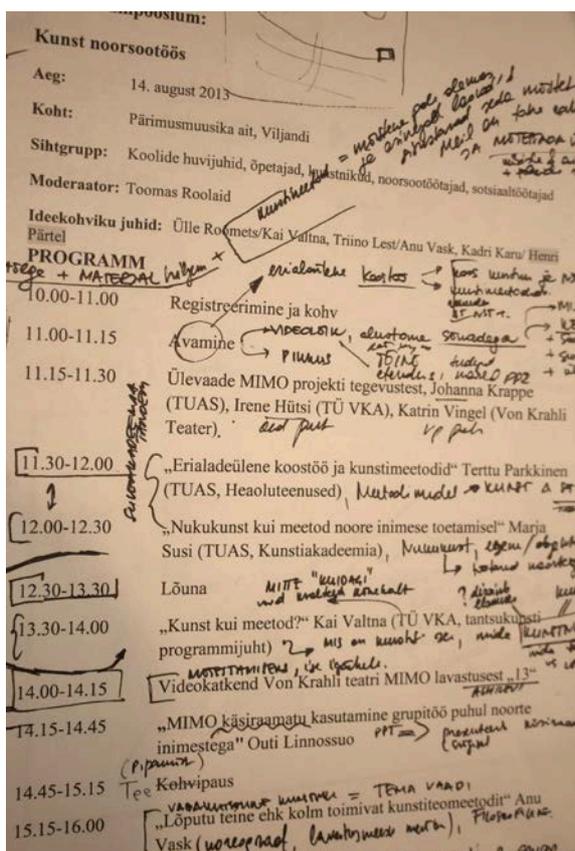




MIMO  
MOVING IN,  
MOVING ON!

# Newsletter

03/13



Planning is the key to success. (Photo by: Kadri Karu)

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## MIMO IN SHORT

MIMO is a three-year research and development project with EU funding from the Central Baltic – program (Central Baltic INTERREG IV A 2007–2013). The project develops multi-professional teamwork models and art based methods for the use of social and youth work by carrying out various workshops for the target group of 13–17 year olds.

## Coming soon: MIMO Publications!

Three more publications from MIMO will be published during autumn 2013 about multiprofessional teamwork, case studies, hands-on tools about applying arts and process documentation.

## INFO

<http://mimo.turkuamk.fi>  
<http://mimo.ee>  
<http://www.facebook.com/MovinInMovingOn>



## MIMO Symposium *Art in Youth Work*

On the 14<sup>th</sup> of August 2013 a symposium *Art in Youth Work* organised by the Estonian partners of the MIMO project, Performing Arts and Culture Education Department of University of Tartu, Viljandi Culture Academy (UT VCA) and PW Partners, took place in Viljandi. At the same time, the event served as the opening day of the annual Summer Academy of Leisure Time Managers, which was this time called *Lavastatud-avastatud* (Staged-Discovered). The summer academy has been organised by the Department of Culture Education of UT VCA since 2009.

The training served as a great opportunity to introduce the activities of the MIMO project to a broader circle of youth workers, teachers of general education schools and leisure time managers, and to discuss the possibilities of multiprofessional cooperation among artists and youth workers. The aim being the possibility to create an environment that would inspire the youth to explore and express their abilities, needs and skills by applying the means of art.

The speeches of the symposium represented both – the speakers for art as well as youth work. As it came out, even if there are no differences in the aims of both sides, the language used may prove to be rather different and therefore contain different meanings. The topics included theoretical aspects as well as practical method overviews. Everything starts from professional responsibility. The differences of these responsibilities in youth workers and artists were brought out by the presentations of Terttu Parkkinen (TUAS; Well-Being Services) and Kai Valtna (UT VCA, Performing Arts).

Outi Linnossuo (TUAS, Well-Being Services) introduced the forthcoming MIMO handbook that provides the supervisors of the youth with

practical advice and suggestions on how to become more productive in a team and as a team. Marja Susi's (TUAS, Arts Academy) presentation about puppet art opened up an exciting art form from the pedagogical point of view as a supportive activity of children's and youngsters' identity creation. And last but not least, the intriguing emotional/associative presentation *Forever Second – Three Effective Methods of Making Art* by Anu Vask (a teacher of creative dance and a freelance choreographer in Estonia), which featured an introspection into an artist's thoughts and the essence of the process in case of art.

By the end of the symposium day each participant of the Summer Academy had to choose one method of art (object and puppet theatre, movement) that s/he wished to get more acquainted with. During the next two days Marja Susi, Terttu Parkkinen and Anu Vask conducted workshops of puppet theatre and creative dance for the participants.

Written by: Kai Valtna, Lecturer of Dance  
University of Tartu, Viljandi Culture Academy



*Kai Valtna speaking at the MIMO Symposium. (Photo by: Kadri Karu)*

## Youth Work in the World of Digital Games

*Games and Youth Work* (Pelit ja nuorisotyö) online course has gathered students from different campuses of Humak and TUAS. Games and playing are one of the main tools of youth workers since the birth of the profession. At the same time information society has reached the digital dimension, expanding digitalisation also into games and playing. *Games and Youth Work* focused on digital games as part of the youth culture is giving viewpoints on how to apply these games as a tool for youth work.

It is awesome to see that students who will be working with young people in the future and also the higher education institutions training them are interested in staying in tuned with time and the phenomena of youth culture. It is also great that digital games are now seen as a possibility, not as a threat that needs to be treated with reserve and contempt. Digital games have been a reason for “moral panic”, just like social media and the entire Internet earlier, and rock music even before that. Playing digital games is now mainstream activity. It was earlier a passionate hobby of a small group of enthusiasts. Now it is an immense culture of its own.

Even if digital games are not part of your tool kit, it is important to understand that working with young people in 2013 requires some general knowledge of digital games. They mean a lot for a large and ever growing group of young people. Digital games enable keeping in touch with friends and finding new friends. It is possible to cooperate in the game and experience stories and adventures together. Also other kinds of social activities is built around digital games such as setting up a game group, guild or clan or participating in e-sports tournaments.

The players also often produce media content about their favourite hobby by making “let’s play” videos, game ratings, game characters and also items that these characters can use. Nowadays it is quite common that the digital games provide field editors for the players to enable making of new fields, levels and modifications to already exiting games. We are all aware of the success of the entertainment media companies like Rovio, Supercell and Kuuasema. The future high-flyers in game business may already be designing their success stories.

The hobby can become a future profession for many young people. If the professionals working with them don’t take the hobby seriously or even underrate it, it is not a very good starting point for positive development. Who would diminish dance, theatre, music or literature as a hobby and also express his or her attitude? Appreciation and respect are essential when working with young people, even if he or she plays digital games as a hobby. Youth centres offer also digital games as part of their activities.

Many young people have expressed how great it is that they don’t have to be ashamed of their hobby in the youth centre. It is to be supported that youth centres are the first places supporting and encouraging the digital game players to continue in the field of culture they have chosen. Also premises and educated workers with sufficient understanding or specialization in the culture of playing digital games are needed. Just like we need youth workers specialised in journalism, media, music, theatre etc. and premises that support these actions.

Written by: Tero Huttunen

Project Manager

Verke (National Centre for Online Youth Work)

Visiting Lecturer at Humak



*Excitement  
before the  
premiere.  
(Photo by:  
Jenny Yrjölä)*

## Spring premieres

*Night of the Disappearing Art* was once again held in Vimma. 21<sup>st</sup> of May 2013 saw premieres of several films that were produced in MIMO during the spring semester 2013.

Screening kicked off with horror. *Kauhua kellarissa* (Terror in the Cellar) was the very first movie making attempt of participants of media workshop held in Vimma during the spring. Teenage film makers showed that the tricks of the trade were well understood and appropriated.

Students from Turku University of Applied Sciences (TUAS) had been busy with assignments and productions linked to MIMO. Film and television students made short fiction films about the lives of young people. Pains of growing up, friends, family, sense of self and sense of belonging were some of the themes touched by the excellent stories brought before the audience. The night marked the very first showing of the films and the proud authors presented the films with sincere thanks to all the people involved and with a rightfully earned sense of achievement.

Three completed films that were shown were *Pitsaperjantai* (Pizza Friday), *Origami* and *Yksi muista* (One of the Others). In addition to these several different editing versions of a fourth

film *Mutsis ei tajuu* (Your Mother Doesn't Know it) were shown. These versions highlighted the possibilities of crafting different story lines and different emotions from the same raw material. This editing workshop and a sound workshop were also MIMO activities of the TUAS Degree Program of Film and Television in the spring semester of 2013.

Previously completed documentary film *Toivolantie 1* (Street of Hope 1) following the theatre workshop from the beginning to the finished show was also on the night's menu. Accompanying the film was an interview video of the film's editor. Interview was an example of work of the students in the Degree Program of Journalism. Over a dozen interview videos were produced during the spring introducing the activities and achievements of MIMO.

*Night of the Disappearing Night* drew a crowd of over seventy people to spend a few hours watching different tales about the young people in Finland today. Most of us were somehow involved in the processes of producing these films. It was a perfect opportunity to enjoy and appreciate the work of ourselves and others.

Written by:

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