Successful Teen Tech Programs

- QR Code Scavenger Hunts around the library
- Maker space - changes monthly. We haven't had to do much outreach adn generally have 25 - 30 attending. I think it is the topic (one time was build a LED tote bag.
- Is it like MakerBox
- It is. We have plans to expand and take it out to other libraries
- We have makey makey and arduino boxes as well.
- Video Game night is pretty successful here. I like the idea of opening it up to other gaming platforms though.
- We have a partnership with SparkFun
- And eat Pizza
- We put together a video made completely by the teens for a Florida-based contest. They did it all on the library iPad.
- Gamestar mechanic is really popular here too. We started learning about game design and elements and the kids have made it a monthly program.
- We had vintage video game. I want to do more but we are under construction and I am just starting out.
- Haven't heard about gamestar mechanic.. .will definitely Google it. Thanks!
- Made movie for Summer Reading Promo as part of CLSP
- We did a four-week web coding program and while we didn't get a lot of kids, they came back every week for the four weeks (which I count as a success). We used Mozilla's tools and maker pages.

What Made Them Successful?

- Get the input from the teens about what THEY want to do
- Capitalizing on the MINECRAFT craze
- Marketing can be a challenge. What works for you all?
- Marketing IS a challenge!
- Word of mouth AND social media
- Our local schools talk about our programs on their announcements.

- School partnerships can be key!

- We also have a tumblr blog that we update with our programs.

- We have partnered with Allied Media (gave us promo stuff for Hunger games and then 30 free passes to Divergent premiere) Used the promo items to bribe participants in Teen Tech Week.

- Must talk to the teens personally. Do not rely on posters, newsletter etc. to get them to come

- We encourage staff to learn the names of kids and then we try to personally invite them

- Great ideas all!