MSU Media Summer Camps
July 5, 2015 – July 24, 2015

Demographic data:
- Total number of unique participants: 231
- Male: 173 (75%); Females: 58 (25%)
- Day-only: 92 (37.1%); Overnight residents: 156 (62.9%)
- Grade: 3 in 5th grade; 9 in 6th grade; 31 in 7th grade; 31 in 8th grade, 49 in 9th grade; 40 in 10th grade; 36 in 11th grade; 23 in 12th grade.
- Ethnicity: Asian/Pacific Islander: 11; African American/Black: 22; Caucasian: 167; Hispanic/Latino: 14; Unreported: 13
- We work diligently to provide as many scholarships for low-income and underrepresented participants. These come through grants, community partner sponsorship or donations, and the Honor's College.
- Criteria for admission: None, although scholarships offered by our department, as well as the Honor's College, are merit and need-based.

Funding

Our program is funded primarily through participant tuition and fees. We seek grants and sponsorships to offset the operating costs, and scholarships to allow low-income students to attend.

Scholarships are available through the Honor's College, and through the availability of sponsorship from third-party donors and community partners (Michigan Council of Women in Technology, Michigan Technology Network, MSUFCU, Jackson National, Scholastic, etc.). A limited number of scholarships are also available through the organizing unit (Department of Media and Information).

Objectives

- Provide hands-on instruction with software and hardware used in media subject areas with the goal that students can operate these programs independently upon completion of camp.
- We work to introduce students to a university environment where they develop relationships with current Department faculty and MSU students.
- Adapt a college-level course into an accessible program that educates students on related career fields in media and computing.
- Students build skills through these project-driven programs; they create video games, mobile apps, websites, and short films.

Description

We hosted 231 unique students across three weeks of programs. These 12 courses included 3D Animation, Beginner and Advanced Game Design, Digital Cinema, Miss Media, Game Design with Minecraft, and Introduction to Programming with Minecraft.
Faculty: Six faculty were involved in both the administration and instruction of the camps.

Students: 32 students were involved as instructors, overnight chaperones, and videographers.
Third-party contractors: Six third-party contractors were employed for instruction, photography, and videography.
Contact Hours: Students spent 32.5 hours per week in each class, for a three-week total of 97.5 hours. The overnight chaperones talked with the students frequently about college, but that amount is difficult to quantify.

Outcomes

Student post-program evaluations showed:
- Increased interest in the following subjects as a result of attending MSU Media Camps: Technology (82%), Computing (71%), Design (72%), Engineering (49%), Math (39%)
- Development or improvement of the following life-skills: Completing tasks (69%), Problem solving (71%), Working with a group (63%), Accepting people who are different from me (70%), Communication (72%), Making friends (72%), Working independently (64%).

Additional Significant Information

Faculty/staff post-program evaluations showed:
- 95% of instructors felt that the camps add value to the College by helping incoming students in their skill development.
- 90% of instructors thought that the camps provided positive public relations for the College.
- 60% of the instructors felt that the camps provide a nice way for faculty and alumni to stay involved with the College.

Contact Information

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