



Dallas Park & Recreation

Teen Technology Center: A Virtual Programming Hub

Park and Recreation Board
December 10, 2020

BACKGROUND

Located on the campus of Juanita J. Craft Park in South Dallas, the Teen Technology Center (TTC) is a 2,152 square foot facility designed to meet the needs of the Dallas teens; with a specific focus on teens residing in the 75210 and 75215 zip codes

The Teen Tech Center was created as a result of a \$50K Best Buy and Clubhouse Network Grant received by Dallas Park and Recreation (DPR) and our partners, Dallas Parks Foundation (DPF) in Fall 2015. DPR and DPF continue to receive annual grant awards from Best Buy; funding is to support programs and equipment



Dallas
Parks
Foundation



FACILITY AND PROGRAM OVERVIEW

- TTC sponsored by Best Buy and Clubhouse Network nationwide, prepare teens for technological careers through hands-on experience such as digital media, robotics, virtual reality and 3D printing. Our Dallas campus is 1 of 35 Best Buy sponsored Teen Tech Centers
 - *Best Buy, together with our partners, is committed to preparing teens from disinvested communities for jobs of the future. Our hope is that one day, every young person will have the technology, training and mentorship they need to succeed*



FACILITY AND PROGRAM OVERVIEW

- Dallas Park and Recreation Department's *Teen Tech Center (TTC)* is an innovative, creative, out-of-school learning space where teens, age 12 - 17, collaborate with adult mentors to develop new skills, explore their own ideas, and build confidence through the vehicle of technology
- Youth focus on career fields such as Graphic Designer, Fashion Designer, 3D Animator, Game Developer, Music Producer, Movie Director, Inventor, Music/Movie Editor, Robotics and Engineering
- In recent months, TTC participants have created department promotional videos and have served as photojournalists for special events





FACILITY AND PROGRAM OVERVIEW

Our TTC facility is equipped with, a recording studio, sound booth and editing studio, movie production equipment, sewing and design area, 3D printers, communal maker-space and a lounge area

PANDEMIC PROGRAMMING

Innovative programming was birthed during the COVID-19 pandemic; the TTC was equipped with trained personnel and the necessary resources. TTC was the driving force towards relevant recreation programming during the crisis

- Pathways Program
- Virtual Summer Internship Program
- Engineer for the Week
- Teen Tech Fest: Stay at Home Edition
- Rec@Home
- Senior Programming
- Community focused Programming
- Virtual Interactive Summer Camp
- Online Community and Staff Trainings
- Coding Camps





Behind the Scenes of Virtual Summer Camp:
Science Project

Behind the Scenes of Virtual Summer Camp: Sports Training/Physical Education



LESSONS LEARNED

- Tech Centers or a communal maker-space should be considered for all future facility projects; as we have done for Singing Hills and Willie B. Johnson Recreation Centers
- **IF** accessible, all persons regardless of age, gender, ethnicity or socio-economic status in the absence of in-person programming, can benefit from virtual programming
- Recreation can be relevant through a digital platform
- Virtual programming is here to stay; resources must be identified for sustainability; iProgram model
- Discard the rules; trust the team

NORTH REGION TEXAS RECREATION & PARK SOCIETY

LONE STAR AWARD "Rec @ Home"



MONICA TETTEH
Marketing and
Communication



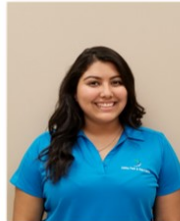
AMANDA LE
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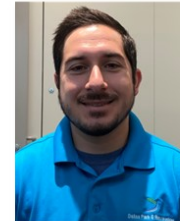
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“Out of clutter, find simplicity. From discord, find harmony. In the middle of difficulty, lies opportunity” – **Albert Einstein.**

“Necessity is the mother of invention” (or in our case, innovation)
-**English Proverb** (often ascribed to Plato)