

**“HOME”**

## **Adobe Creative Catalyst Award**

**Calling Home:** RAW Alumni produce a film about first generation college students and belonging.

Many of our seniors are the first in their family to be accepted to college. Studies show that if a first-year college student does not feel as though they belong at their institution, they do not stay. To support college freshman who just want to call home for comfort, our alumni will create a short film with a strong and supportive message from HOME: “You belong!” Through this video our alumni will give other college students from impoverished communities like ours the confidence they need to succeed.

**Going Home:** Real to Reel students travel to their family’s country of origin to make films and collect footage for a video installation.

### **Part 1**

First and second generation immigrants constantly straddle the line between their family’s cultural traditions and their own longing to fit in as Americans. Real to Reel facilitated a once-in-a-lifetime opportunity by traveling with our students to their family’s country of origin, documenting their experience every step of the way. In each country (Cambodia, Dominican Republic, and Guatemala), students captured footage for their own personal films, portraits of place, and virtual reality footage.

### **Part 2**

This project will culminate in the development of a video installation that figuratively transports Lynn’s immigrant population back to their native lands. For one week, the installation will be projected onto selected buildings throughout Lynn, igniting curiosity and promoting new connections with neighbors. After that week, the video projections will live as an exhibit in RAW’s art gallery, filling our street-facing windows with vibrant and diverse visions of daily life throughout the globe.

**Home Movies:** Friday Night Movie Club

To continue to cultivate RAW as a creative sanctuary for youth, Real to Reel will pilot a new Friday Night Movie Club. The club will be curated by Real to Reel staff, and include a facilitated conversation about films.

**Adobe Odyssey:** Our squad of RAW artists.

In order to rise to the challenges of Adobe and Project1324’s challenges, RAW has recruited a group of talented and committed artists to lead the way in creating content throughout the school year.

**Home Room:** R2R POV students will create Virtual Reality films about HOME.

As teenagers build identity and assume independence, the place they call home can be a positive defining factor, but it can also be a detrimental one. Staff will support youth as they identify aspects of their lives that shape their identity. Students will create immersive portraits of HOME. Viewers will be “dropped into” the fabric of our students’ lives, revealing the inner-world they cultivate in their bedrooms, or wherever they go in their home to rest and regain strength. Real to Reel staff will ask challenging questions like: “If you had to flee your house tomorrow and you could only bring one item with you, what would it be, and why?”

**“HOME”**

## **Adobe Creative Catalyst Award**

**Home Stretch:** R2R Focus students will produce documentary films about HOME.

Students will point their cameras into their community and make short documentaries centered on the theme of home. Topics may include teen homelessness, foster care, family dynamics, and immigration. By extending their perspective to look at the larger issues, our students will mature as filmmakers, and as individuals.

**Mi Casa:** R2R Direction students will produce films with Art of Words students.

Staff and students will work with author and poet Renée Watson in a series of workshops to develop poetry about home. Using their home as a backdrop, Real to Reel filmmakers will capture the essence of each performer with cinematic production techniques.

**Home Tech:** Visual Arts students will work with technology and Adobe software in their groups.

Adobe will enable even our youngest artists to learn to create narrative digital media. Just as our youth switch comfortably from painting in acrylics to doing a woodcut, RAW will lead the way in giving all of our youth the skills needed to use technology to produce artful digital media.

**Home Page:** Students will work with experts to create websites.

As our seniors prepare for life after high school, they are often challenged to build a portfolio for college admission or a career in the creative industry. To that end, we will host technology workshops where students work with experts to use data about our projects and the home environment of Lynn to create a HOME website (as well as their own HOME site of their artistic work). They will learn about graphic design, mapping, showing data in creative and beautiful ways, as well as web and content development.

**Homing In:** Infrastructure and database development to support the administration of programming

RAW welcomes the opportunity through HOME to focus on the aspects of our organization that keep us strong and centered. A portion of this grant will be used for staff development, collaborating with our Creative Catalyst partners in-person, and on building efficient data systems for program tracking and evaluation.

**RAW ART WORKS**

