



The BAFTA Youth Mentoring Programme in association with Media Trust Mediabox Video Games Showcase

Friday 20th November 2009

- Welcome from Tim Hunter, Head of Learning & Events, BAFTA
- Maddie Dinwoodie, Head of Projects, Creative Media, Media Trust
- Video Games created by young people:

1. 'Crisiszone' by Andrew Haslam, 17 and Andres Lopez, 14

Andrew

Within my game, the character wakes up alone, in a room, with very little understanding of the environment around him - in a sense, in the earlier stages of my life, I was very much like the protagonist, with the world seeming strange and unfamiliar to me. I think of the darkness within the first level in particular as being a metaphorical representation of my difficulties, and the way that so many things seem unclear and ambiguous to me. Despite this, the game has been designed to reflect my analytical way of thinking and curiosity, driving players to search for answers (keys) in order to overcome adversity (doors).

Andres

My name is Andres Augusto. I'm 14 years old and I have Aspergers' Syndrome. I have difficulty in communicating because I find it hard to read other people's signals such as body language, facial expressions and tone of voice. I can be so lonely at times and unable to discuss how I feel - because most people just don't understand me. My game features children, like me, as superheroes as I want others to see we are capable of great things too.

During the workshop Andres and Andrew realised their skills complemented each other and decided to create a game together. Andrew concentrated on the graphics and Andres composed the music.

2. 'Gang Land' by Daniel Royle, 18 and Phillip Shaw, 18

Gang Land is designed to be a moral maze with the dynamic between the two teenage gangs played out in the decisions the player can make. This is reflected for example in how you can end up in prison if you make 'bad' decisions but get rewards if you make the right ones.

3. 'Zombie killer' by Awais Ali, 19

I was really keen to create a game that reflected how lost and confused young people can feel growing up in today's world. I used Zombies to create a sense of danger and threat. Throughout the game a player has to find a path through the game by finding keys and solving problems just like a young person growing up to adulthood.



4. 'The Traveller' by Evan Roberts, 16

My game is about a traveller who arrives in smog filled, littered city. This game is about how the traveller struggles and fights to change the city for the better. In this city the officials live at the top of the tallest towers. The traveller climbs through the tower to the officials at the top, in an attempt to bring the unfair system to an end. On his way he makes friends and enemies.

5. 'Eledo' by Jaffer Choudhry, 15

My main character will be a normal civilian until he realises that the government he is under is corrupted and he stands to try to change this. Soon enough, he realises that these people that he's fighting aren't normal; he realises they have powers; powers that can easily destroy him at the snap of a finger. However, after much searching, he finds someone who is willing to help and teach him how to fight on the condition that he will never back out no matter what. From this, the protagonist (possibly to be named Eledo) will learn how to destroy the sorcerers and demons who have corrupted the world. I believe that people will enjoy this game because there aren't many games like this and people will be able to sympathise with the protagonist, as he starts off in a position similar to many people. It would be a game that many people should enjoy and a game that I'd personally hate to stop playing.'

6. 'Puzzles' James Hobson, 19

The idea of my game changed because I couldn't put as much detail into my game as I would have liked. The idea of driving in the game wasn't possible because of the game software. The game relates to my life because I like playing games that involve puzzles and problems which require solving in order to progress through the game. This also helps me socialise because it provides common ground for interacting with people.

BAFTA Mentors:

Adrian Curry, Producer, EA

Joris De Man, Composer & Sound Designer

Ruben Farris, Game Designer, Relentless Software

Jon Hare, Composer & Video Game Designer / Director, Tower Studios

Fanee Sazaklidou, Creative Director, Sony Computer Entertainment Europe



Background to the Youth Mentoring Programme

In 2008 the British Academy of Film and Television Arts (BAFTA) partnered with Media Trust to pilot a mentoring programme for young people. Since then 34 BAFTA mentors have become involved with the scheme, which offers skills-based support to individuals or groups working on media projects. So far BAFTA mentors have supported young people at 10 different youth organisations.

Young people involved in the programme have identified both personal and careers-based positive outcomes. They include increased confidence, new transferable and media-related skills, and a new willingness to engage in media-related training and education.

Media Trust is the UK's pre-eminent communications charity. Media Trust works with media organisations and charities to enhance their communications and enable communities to find their voice and make it heard.



The BAFTA pilot was managed through Media Trust's Youth Mentoring scheme, which matches young people to media professionals who act as mentors on their media projects. www.mediatrust.org/youth-media/youth-mentoring

Mediabox, who selected the young people to take part in the video games project, is a fund that offers 13-19 year olds the chance to create their own media projects and get their voices heard.

Feedback from the BAFTA Youth Mentoring Programme (film projects)

"I liked getting to work with someone that could offer something different to the usual stuff we do. She encouraged me to get up and act in front of the group... at the start I didn't want to do anything. I learnt that I had it in me to get up and perform in front of people. I didn't think I could do it. She believed in me." - Young person

"It was really, really powerful to meet young people and the leaders who live just down the road but are living very different lives from me and to get a window into a different world. The experience was one of the best things I've done all year." - Basi Akpabio, BAFTA mentor

"We cannot believe that we are so lucky to have someone of Pippa's experience supporting our project. Pippa is just absolutely fabulous. Our documentary is near completion. We very much appreciate how Pippa encourages each person to develop through this process. Her hands off approach nurtures the young peoples own creativity and talent without influence and her direction and support is immeasurable to the young people involved but also to me as the project manager. I still cannot believe that we have her on board. Thank you all so very very much." - Charlotte Curran, CHC

BAFTA's Learning Policy

BAFTA is the UK's foremost charity working with the leading lights in film, TV and video games. BAFTA's learning policy makes their expertise available to everyone.

BAFTA works with learners of all ages – from young children who want to find out more about how their favourite TV show, film or game is made; to students wanting to know about working in the industry; to industry professionals who want to learn from the successes of their peers. For more information, and to subscribe to BAFTA's Access All Areas e-newsletter, visit: www.bafta.org.



Full List of BAFTA Mentors

First Name	Last Name	Job Title
Adrian	Curry	Producer, EA
Joris	De Man	Composer & Sound Designer
Ruben	Farrus	Game Designer, Relentless Software
Jon	Hare	Composer & Video Game Designer / Director, Tower Studios
Fanee	Sazaklidou	Creative Director, Sony Computer Entertainment Europe
Bassem	Abdallah	Producer/Director
Basi	Akpabio	Executive
Ivor	Baddiel	Writer
Anna	Benson Gyles	Director/Producer
Antonia	Bird	Director/Producer
Simon	Booker	Writer
Luigi	Chiappini	Filmmaker/Composer/Broadcaster
Christin	Cockerton	Writer & Director
Maddy	Elles-Hill	Producer
Stephen	Garrett	Executive Chairman, Kudos Film & Television
Stewart	Harcourt	Scriptwriter
Pippa	Harris	Film Producer
Richard	Hastings	Executive Producer, Entertainment, BBC
Gillian	Hawser	Casting Director
Michael	Hines	Director & Producer
Damian	Jones	Producer
Jemma	Jupp	Filmmaker
James	Mellor	Assistant Director
David	Morrissey	Actor/Director
Malcolm	Mowbray	Film Director/Writer
Lisa	Neeley	Producer & Screenwriting Tutor
Jill	Robertson	Director
David	Rolfe	Producer/Director
Carl	Schoenfeld	Producer
Linda	Shire	Consultant/Production
Ellin	Stein	Script Consultant / Writer
Caroline	Van Den Brul	Creativity & Story Consultant
Damian	Wayling	Screenwriter
Brian	Woods	MD, True Vision Productions