



I AM A DREAMER - STEAM AND MEDIA TECH LAB

HOURS:

M, T, W, TH 3:00pm- 5:00pm

LOCATION:

Bessie Branham Park, 2051 Delano Drive Atlanta, GA 30317

PRIMARY GOAL:

Engage and inspire middle and high school youth while preparing them for college and careers in STEM, Media, and the Arts through implementation of creative educational activities that are fun and engaging. Provide assistance with daily activities and projects, while adapting to a range of learning styles.

KEY ROLES (Essential Job Responsibilities):

Create an environment that facilitates the achievement of creative media outlets and positive outcomes:

- Promote and stimulate program participation;
- Participate in the lab's orientation process;
- Provide guidance and role modeling to youth;
- Facilitate creative activities in virtual and augmented reality, gaming, robotics, audio/digital editing, photography, mass media, coding, 3-D modeling, and graphic design;
- Observe youth strengths/challenges, and suggest creative activities;

RELATIONSHIPS:

Internal: Maintain daily contact with Lab Coordinator/supervisor, and professional agencies on site for guidance, schedules, and constructive feedback.

External: Maintain regular contact with Georgia State faculty, staff, and peers for support, creativity, and conflict resolution.

QUALIFICATIONS/SKILLS:

- Must be a student focusing in science, technology, engineering, arts, and/or mathematics education;
- 1 year minimum experience volunteering or working with youth preferred;
- Under close supervision, the ability to facilitate creative outlet activities for youth;
- Maintain consistency in weekly schedule;
- Submit to no-cost background check/fingerprinting;