

Techsdale Game Design Program

CENTRAL HUB // GREATER TORONTO AREA

CUSTOMIZED EVALUATION

SUPPORTS (CES) PROFILES



ORGANIZATION NAME

Techsdale

PROGRAM NAME

Game Design Program (Beginner)

STEPPING UP THEMES

- Education, Training & Apprenticeships
- Diversity, Social Inclusion & Safety
- Employment & Entrepreneurship

PROGRAM TARGET POPULATION

- Youth living in poverty
- Racialized youth
- Newcomer youth

PROGRAM ACTIVITIES

- Youth Outreach
- Providing a 14-week tech course that meets once per week

“I always wanted to be on the other side of the game, instead of just the person with the controller in my hand. I want to be the person designing the characters, the landscapes, putting the code in for the movements, the animation — everything.”

— DANDRÉ HENRY, PARTICIPANT

CONNECT WITH VISIONS OF TECHDALE!

<http://techsdale.ca> / @techsdale

TECHSDALE (TXDL) is a mentorship and development program, and its purpose is to teach young people how to make games, apps and websites. Techsdale was created not only to help youth express themselves through digital media, but to also to diversify the tech sector by steering young people of various backgrounds into employability and internships.



PROGRAM OVERVIEW

The Game Design program teaches youth (14-19, with exceptions for exceptional students) vital tech skills using holistic project-based learning, mentorship and training to develop participant portfolios and create a pipeline into the tech industry for individuals with barriers to access.



WHAT ARE YOUR EVALUATION HOPES AND DREAMS?

“I think we need to do better in terms of proving our legitimacy to potential funders. So anything to do with quantifying, or education and community impact...would add a good deal to our grant literature, our strategy, our way of thinking about how we develop curriculum and lesson plans. So that’s one possibility, one avenue for investigation.”



WHAT OPPORTUNITIES FOR A SUCCESSFUL EVALUATION?

“As we begin to receive funding and to be empowered to offer additional programs, we will look for opportunities to a) advance the skills of returning students with intermediate programming, b) engage returning students as mentors to assist with first-time students. Successful evolution for TXDL at our present stage would mean quantifying worthwhile skill-deepening among our returning students.”



WHAT KIND OF SUPPORT COULD YOU USE FOR THE EVALUATION?

“We have proposed to a couple of our students to get involved, to be youth representatives on the board, and at least a couple of them are enthusiastic about that, and we could move this in with that. A few of them are game to take on mentorship and leadership roles.”