



**Museum of Science™**  
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**Museum of Science, Boston welcomes 250 teens from 19 countries to global summit**  
*Using technology creatively, youth leaders collaborate to address community challenges*

BOSTON, June 30, 2006 – On July 18, The Museum of Science, Boston welcomes nearly 250 young “ambassadors” from 19 countries to the Intel Computer Clubhouse Network’s 2006 Teen Summit. These youth leaders from underserved communities worldwide will use their technology skills and imagination to create solutions for issues faced by their communities. From across the United States and as far away as Russia, New Zealand, Jordan, Israel, South Africa, and Brazil, young people, ages 13 to 18, will work together to address socially conscious challenges such as reducing gang violence and improving the environment. The summit runs July 18-23.

“The goal of the Teen Summit is to inspire Computer Clubhouse youth not only to build hands-on fluency in technology but also to become self-motivated, confident learners through collaborative experiences that spark their interest, expand life skills, and help them become global citizens,” said Gail Breslow, director of the Intel Computer Clubhouse Network.

Chosen by their local Computer Clubhouse coordinators for outstanding leadership skills, technical and creative ability, and contributions to the community, Teen Summit ambassadors are already attracting attention. According to local news accounts, before the New Zealand Clubhouse opened, Ngawai Manuel could barely open Microsoft Word. Now, she mixes music and creates presentations for potential Clubhouse sponsors. New Zealander Lole Lolesio learned graphic design and has begun an online forum for other ambassadors. In Lakewood, Colorado, LaJay Diamond played video games, hoping to make the NBA, until he discovered a talent for rapping at his local Clubhouse. He now plans to study music at college.

While most summit activities will occur at Northeastern University, the Museum of Science will host a “Clubhouse-to-College, Clubhouse-to-Career” Fair July 19. Summit ambassadors will explore career and college options, interact with local college representatives, and meet working engineers, musicians, publishers, animators, writers, producers, programmers, and photographers. During the summit, youths from different countries will work together to address their communities’ challenges by creating computer-generated animations, art, music, an E-zine, radio and video documentaries, robots, and 3-D models.

## **The Computer Clubhouse Model**

Funded in part by the Intel Foundation, the Computer Clubhouse was founded in 1993 by The Computer Museum (now part of Boston's Museum of Science) in collaboration with the MIT Media Laboratory. Guided by adult mentors, youth from underserved communities explore their own ideas and build confidence through the creative use of technology. Today, with the Clubhouse at the Museum of Science as the model, the Intel Computer Clubhouse Network has grown to 105 Clubhouses in 20 countries—over 50,000 young people whose lives have changed through this innovative learning approach. Learn more at [www.computerclubhouse.org](http://www.computerclubhouse.org).

New York Yankee star pitcher Mariano Rivera was so impressed with the Museum's Clubhouse that he helped sponsor two of them in his native Panama. "I wanted to do something different from building a baseball field, something more on the education side that would stay with the kids forever," he said in a recent A&E TV interview. "They love computers but these kids did not have enough money to buy them. So we provided the Clubhouse for kids to learn, to be professional, and become somebody."

## **In Collaboration With**

The Intel Computer Clubhouse Network's 2006 Teen Summit is sponsored in part by the National Science Foundation (NSF) with support from Intel Foundation, the MIT Media Lab, Northeastern University, and the Museum of Science. With the MIT Media Lab, the Intel Computer Clubhouse Network, based at the Museum, serves as the center of innovation for Computer Clubhouses around the world. Intel has provided financial, technical, career, and volunteer mentor support to replicate the Computer Clubhouse program globally. In addition to Intel Corporation's \$32 million investment, Adobe Systems Incorporated—which has provided the largest software donation—Corel, and Autodesk, Inc., have committed a total of more than \$10 million in software and services to the Intel Computer Clubhouse Network. Other organizations involved include the NSF, the Bill & Melinda Gates Foundation, Harmony Line, the LEGO Company, and Haworth Inc.

## **About the Museum of Science, Boston**

*One of the world's largest science centers, the Museum of Science attracts over 1.6 million visitors a year through its vibrant programs and over 700 interactive exhibits. Museum features include the Thomson Theater of Electricity; 3-D Digital Cinema; Current Science & Technology Center; Charles Hayden Planetarium; and Mugar Omni Theater. The Museum's exhibit plan, Science Is An Activity, has been awarded many National Science Foundation grants and influenced exhibit development at science centers worldwide. The Museum's National Center for Technological Literacy aims to enhance knowledge of technology and inspire the next generation of engineers, scientists, and innovators by introducing engineering as a new discipline nationwide in schools, at college, and beyond. For more information, visit [www.mos.org](http://www.mos.org).*