LEARNING MATERIALS for Vocational Mentors in Creative Work
Unit 4 ENGAGE CREATIVE YOUNG PEOPLE

LO1 Identify, research and map the agencies, services, resources, activities and places that attract and support creative young people in your district or region

"Map supporting resources for creatives at regional level – South West Macedonia"

Partner name: EASP
Macedonia

Case study
MAGDA – Video development association

Purpose

The purpose is to test the format "case study" as mapping tool for the network of non-formal education services, the activities and the resources of an identified in this case 'video game development association MAGDA' in the South Eastern region of Republic of Macedonia.

Scope

The case study will give an overview of the currently organised education services and supporting activities of a video game association, its network, educational added value for the mentees, and eventual developmental perspective towards sustainable employment for the young creatives.

Best practices:

>> Main VET **education provision** is concentred on video game development, i.e. programming and 3D modelling. But there are also cross sector elements that are provided and appear to be of big importance for the overall success of the mentees: business development, music for video games, storytelling – scenario development, problem solving that is capacity to use the skills of program languages, 3D modelling, mathematics, drawing, geometry. There is opportunity for cooperation with additional mentors in business planning and fund raising for business ideas

>> MAGDA provides space for the young people, usually introvert, addicted to technology and screens. The video game developing is a socialising activity socializing and unfolding creative potential as well as opportunity for income generation.

![TME - Talent Matching Europe]

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>> MAGDA has a network of partners: Faculty FICT – Bitola, GAUSS as NGOS, SEAVUS as training provider (3 D modelling), GG MK – internet live streaming emission specialised for game developers and game users. The education program is accredited.

>> Engaging young people: MAGDA is providing space for practicing video game developing to the student that are part of the Faculty for ICT from Bitola. Also organises yearly the Global game jam competition that is world - wide event. From Macedonia there are approx. 100 participants.

>> Specific qualifications and services still needed: To make mapping of the gaming industry, mapping of other IT industry that can participate in gaming industry, adequate tests to evaluate the skills of the young people. Like online tutoring, game development guidance (e.g. toolbox), online bloggers for gaming industries (followers usually to pick up on trends and inspiration)

>> Success indicators for CCI Mentor?

- Developed commercial product game
- Creating team to become a start up
- Competent Individuals that can join IT companies

Review >>>

To prepare this Case study we used simple format where the Best practice part is the most important as mapping mean. To prepare the Case study it was necessary to make research in the sector, locate the association, plan and make direct interview. We have used the interview questionnaire developed by the TME project team for analysing the "State of play of mentoring in CCI"