



1.0 - KAHNAWAKE SURVIVAL SCHOOL

Skins

new ways of telling old stories

Game “modding” is the term used to describe the adapting or creating of game content using commercial game engines. Modders are able to leverage the technical infrastructure of an existing game to create their own fully functionally yet fully personalized worlds. Skins has taken another word for this practice, “skinning”, as inspiration for a a year-long workshop series with Mohawk teenagers from the Kahnawake First Nation in Quebec. The students work in small teams building virtual environments incorporating stories and histories from their community. Our goal with Skins is three-fold. First, we want to facilitate inter-generational communication in a way that motivates the younger generation to take an active interest in the history of their community. Second, we are hoping to encourage the teens to embrace computer technology as a means of creative expression and production, not just consumption. Third, we are providing them with a rigorous introduction to digital media production techniques so that the computer

becomes a tool which they can fully control and exploit. Please see www.skins.abtec.org for more information.

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