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**Youth Merge Art and Technology to Win Regional Club Tech Digital Arts Festival**  
Boys & Girls Club of Albany member to compete for national title

**Albany, Or. (Nov. 14, 2007)** –Destinee Turner was challenged with creating a digital art piece she felt reflected the changing world before her for the sixth annual Club Tech Digital Arts Festivals. Her photo illustration entry, entitled *Make a Difference*, not only visually captured this theme, but it brought home the top honor for the Pacific region in the 13-15 age group. Now on behalf of Boys & Girls Club of Albany, Turner will vie for the national title and an expenses-paid trip to Minneapolis to gain hands-on tech experience.

The Festivals, a dynamic component of the national Club Tech program, celebrate the creativity and technical abilities of Albany area Boys & Girls Club members like Turner. Artwork for the 2007-2008 Festivals must fall under the theme “Our Changing World” and is judged based on the member’s age, artistic merit and technological skill demonstrated.

“Digital cameras are very common these days and through Club Tech’s Digital Arts Festival we teach youth how to use them appropriately, discover their inner artist and hopefully open their eyes to a possible career path,” said Dan Rauzi, senior director, Youth and Technology Programs. “It’s amazing what our young people can do when given access to technology.”

Through Club Tech’s Digital Arts program, members are introduced to the world of digital movie making, photo illustration, graphic design, music production and Web design. Members like Turner who are interested in photography have the opportunity to learn about digital photo manipulation, from basic photo editing tasks, such as cropping and adjusting color and light, to advanced projects that require image filters and layering, such as creating CD cover art or photographic. Upon completion, they are encouraged to utilize their newly acquired skills to compete in the Digital Arts Festivals.

The Festivals are only one way Boys & Girls Clubs of America, Microsoft and Best Buy Children’s Foundation hope to “technologically enable” some 4.8 million youth served by more than 4,000 Clubs nationwide and abroad. Club Tech also provides software, develops and delivers curricula and provides program management and computer training for staff and youth. The partnership allows Clubs to integrate technology into every aspect of the organizations’ fabric: from overall management to core programs.

For more information, visit [www.bgca.org](http://www.bgca.org).

**About Boys & Girls Clubs of America’s Club Tech Program**

Club Tech was created by Boys & Girls Clubs of America ([www.bgca.org](http://www.bgca.org)) and Microsoft ([www.microsoft.com](http://www.microsoft.com)) in 2000 to technology enable Clubs worldwide, transforming Clubs from “swim & gym” to “point and click.” Partnering with long-time supporter Best Buy Children’s Foundation ([www.bestbuy.com](http://www.bestbuy.com)) and Microsoft, BGCA provides technology program access to some 4.8 million youth served through Club membership and community outreach at more than 4,000 Clubs. By leveling the “virtual playing field,” kids of all ages and circumstances now have access to the same resources and skills to help them discover their world; expand creativity; perform better in school, and eventually take their technology know-how into the workplace.

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