3rd World Summit on Media for Children
23-26 March 2001
Thessaloniki, Greece
www.3rd-ws.org
3rd WORLD SUMMIT ON MEDIA FOR CHILDREN

Under the auspices of

The President of the Hellenic Republic
The Ecumenical Patriarchate of Constantinople
UNESCO and UNICEF

Supported by

The Ministry of Press & Mass Media
The Ministry of Culture
The Ministry of Macedonia-Thrace
The Ministry of Education
The Ministry of Development
The Ministry of Defense
The Ministry of Transport & Communications
of the Hellenic Republic

The Municipality of Thessaloniki
The Secretariat General for Youth
The Audiovisual EUREKA
The MEDIA Programme of the European Commission

Supervised by

The Hellenic Audiovisual Institute (IOM)

Produced by

European Children’s Television Centre

Organised

Children’s Media Development Ltd
KAHooTZ
Australian Children's Television Foundation (ACTF), Australia
Come and participate in the making of a KAHooTZ Xpression. Learn about some of the children involved, explore their work in KAHooTZ and enjoy their achievements.

Lucas Learning Interactive Games: a Force for Young Minds
Lucas Learning, USA
Children become familiar with the following interactive games:
- Anakin's Speedway www.anakinspeedway.com
- Yoda's Challenge™

Neuro-Baby 2001 www.mic.atr.co.jp/-tosa/nb/index.html
ATR Media Research Labs, Japan
MIT Centre For Advanced Visual Studies, USA
An automatic facial expression synthesizer responding to feeling expressions of human emotions by e-mail. Neuro-Baby recognizes emotions (e.g. anger, joy, surprise, sadness, disgust, teasing, fear, greeting) from intonations in the human voice.

World Link Up Youth Booth http://www.abc.net.au/children/linkup
Australian Broadcasting Corporation (ABC), Australia
Student guests are able to instantly participate in World Link Up, acquire web-creating skills through an interactive web-based activity and express their personal concerns and aspirations through the World Link Up site on-line from the Summit.

Interactive Concert
The JPMorganChase Kids Digital Movement and Sound Project
A collaborative project of mak.frankfurt, Ballet Frankfurt, Teachers College and the Computer Music Center, Columbia University
Sponsored by JPMorganChase
Children use the latest digital technology to analyse movements and sounds of their environment. They use knowledge gained from this analysis to produce their own choreography pieces for children and LEGO Mindstorms robots as well as their own music compositions.
(see detailed text about the Interactive concert special event)

Each day there will be 2 hours of open rehearsals in Pavilion 10.
23/03 - 15:00-16:00 Movement part 18:00-19:00 Sound part
24/03 - 12:00-13:00 Movement part 18:00-19:00 Sound part
25/03 - 12:00-13:00 Movement part 17:00-18:00 Sound part
25/03 - 19:30 Final presentation
(See detailed programme of the Interactive Concert special event.)
New Technologies

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