

SIA
SIA

THE SCHOOL OF
INTERACTIVE
ARTS

urban
arts
partnership

THE QUALITY OF A
CHILD'S
EDUCATION
SHOULDN'T
DEPEND ON THEIR
ZIP CODE

urban

arts

INSPIRING

PUBLIC EDUCATION

partnership



THE SCHOOL OF
INTERACTIVE
ARTS



THE CHANGE WE SEEK

VISION

At The School of Interactive Arts, we envision a future where students from low-income communities can find success as creatives in the tech sector.

WHO WE ARE

We are the only nonprofit using mastery level video game development instruction exclusively to create opportunities for lower-income youth to access creative STEM careers.

MISSION

Our mission is to provide students from low-income communities with a quality 21st century education that is rooted in the arts of technology, preparing them for lifelong success.

WHY

We serve students of color who lack access to a quality education. We partner with companies who tell us they lack a diverse workforce.

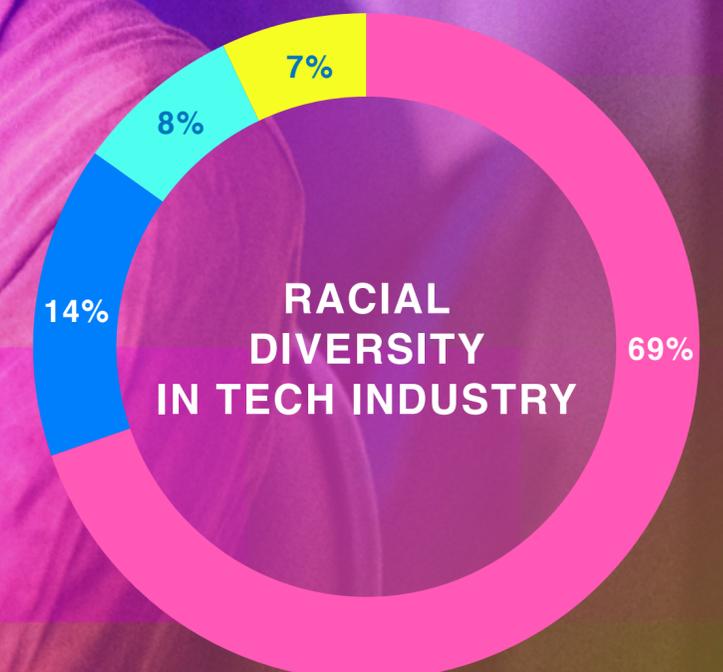
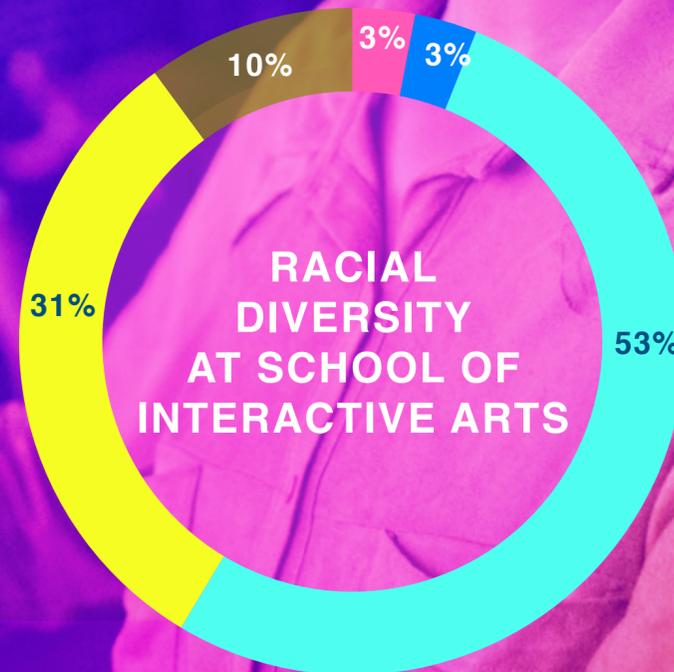
The School of Interactive Arts is at the nexus of these two challenges, providing a well-rounded pedagogy that develops students' artistic and technology skills and prepares them for college and careers in the tech industry.

Attracting a diverse workforce is an industry priority we are primed to address

YOU CAN BE HERE



OUR PROGRAMS TRANSFORM THE TRAJECTORY OF STUDENT LIVES, A MUCH-NEEDED INTERVENTION GIVEN THIS COUNTRY'S MOMENT OF RECKONING AROUND ISSUES OF RACE AND EQUITY.



OTHER BLACK HISPANIC ASIAN WHITE

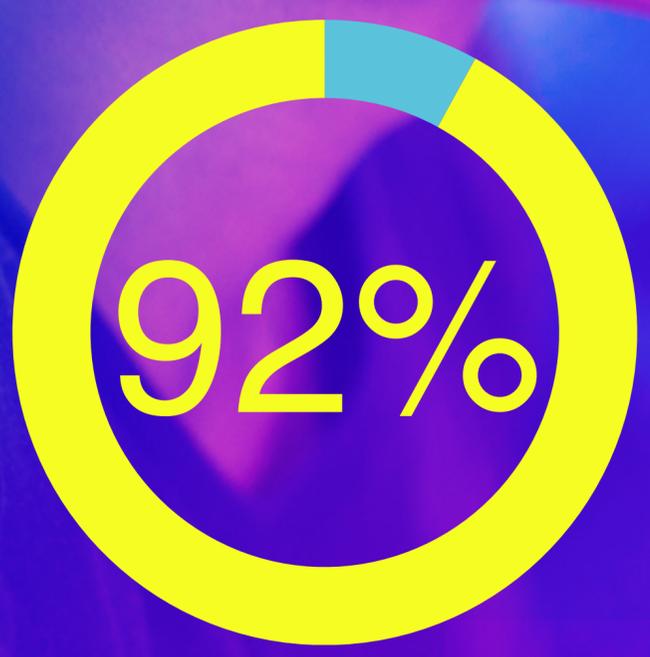
Our board is 36% People of Color and 42% female identifying. Our staff is 66% People of Color and 58% female identifying. Increasingly, our team reflects the diversity of the students we serve."

OUR STUDENT POPULATION

WHO WE SERVE



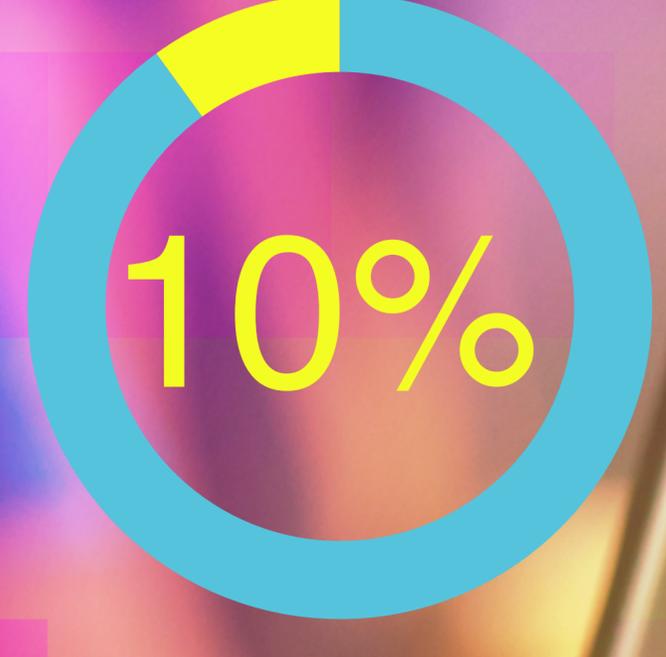
LOW-INCOME HOUSEHOLDS



BLACK AND BROWN



IDENTIFYING AS FEMALE



IDENTIFYING AS GENDER NON-CONFORMING

HOW WE DO IT SIA SERVES STUDENTS GRADES 6-12, USING GAME DESIGN AS A VEHICLE TO TEACH CORE LEARNING SKILLS

CREATIVE SKILLS



STORYTELLING



ILLUSTRATION +
MOTION DESIGN



SOUND AND MUSIC
PRODUCTION

ACADEMIC SKILLS



COMPUTER
SCIENCE



AP PREP



SAT PREP

COLLEGE + CAREER SKILLS



FINANCIAL AID +
COLLEGE ADVICE



INTERNSHIP
PLACEMENT



MENTORSHIP



MODERN
APPRENTICESHIPS

SOFT SKILLS



COMMUNICATION



INTERPERSONAL



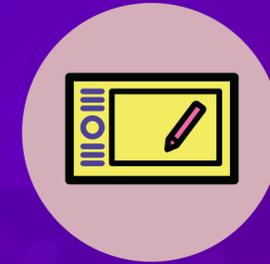
COLLABORATION



CRITICAL
THINKING



SELF EFFICACY



CREATIVITY

Darcelis “Darcy” Gutierrez graduated from the School of Interactive Arts (SIA) in 2018 and earned a full scholarship to New York University, where she is now studying to become a video game developer at the #2 digital media program in the United States.

Darcy grew up in Brownsville, Brooklyn, which has the largest concentration of public housing anywhere in the country, and is the poorest neighborhood in New York City.¹ “I would see notices around my community for jobs in chain restaurants, babysitting gigs, or picking up garbage,” Darcy says. “But I knew I wanted more.”

A talented visual artist, Darcy quickly came to view the SIA program as her second home, programming her own games, designing characters, composing music, and writing compelling stories. She won multiple awards during her time at SIA, led a team of eight game developers, and was placed in the NYU game designers program with the help of SIA faculty. “Besides learning about game development, I was able to become more confident and enrich my leadership skills,” Darcy says. “that benefitted me in so many ways.”

Darcy is now on a career track that will earn her a starting salary of \$80,000, nearly four times the median income of the community she grew up in. She is already paying it forward, by providing education to a new generation of SIA students as a Teaching Assistant. “I found my true self at SIA,” she reflects, “I’m excited to help others do the same.”

MEET DARCY SIA CLASS OF 2018  CLASS OF 2024

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