

INTRODUCTION

Teens are living in a society where they are encouraged to be productive at all times, with schedules filled to the brim with activities. In spite of this, it's important for teens to find time to work on their own creative pursuits. Our issue of the YA Hotline is focused on content creation and all the different ways that teens can exercise their creativity. Whether this be digitally by creating podcasts or YouTube videos, or analog by creating zines or writing fanfiction. The topics within our issue align with the principles of HOMAGO; hanging out, messing around, and geeking out (Ito et al, 2019).

Focusing programming and services on content creation allows teens to leverage out-of-school learning through connected learning. Programs like this encourage teens to find like-minded peers and learn more about their own interests. Providing the library as a space for this sort of connected learning gives teens a safe space to work on their creativity, free of the pressures of school (Ito et al, 2013). These sorts of creative pursuits may give teens insight into what types of careers they may want to pursue in the future and will help them to gain skills they will need to be successful.

Within this issue of the YA Hotline, you will find programming ideas, book reviews, bibliographies, interviews, and articles. We hope that the articles within this issue inspire you to create with your teen patrons.

References

- Ito, M., Gutiérrez, K., Livingstone, S., Penuel, B., Rhodes, J., Salen, K., Schor, J., Sefton-Green, J. & Watkins, S. C. (2013). *Connected learning: An agenda for research and design* [eBook]. Digital Media and Learning Research Hub. <http://eprints.lse.ac.uk/48114/>
- Ito, M., Baumer, S., Bittanti, M., Boyd, Danah, & Cody, R. (2019). *Hanging Out, Messing Around, and Geeking Out: Kids Living and Learning with New Media*. The MIT Press. <https://doi.org/10.7551/mitpress/11832.001.0001>