



10th Anniversary of the International Youth Media Summit
Los Angeles 2006-Belgrade 2015

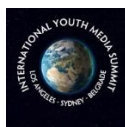
Ping Pong

(Table Tennis) began as a mild social diversion. It was probably played with improvised equipment in England, during the last quarter of the 19th century. Though Ping Pong (Table Tennis) evolved, along with Badminton and Lawn Tennis, from the ancient game of Tennis, the game was developed after Lawn Tennis became popular in the 1880s.

The earliest surviving action game of Tennis on a table is a set made by David Foster, patented in England in 1890: Parlour Table Games, which included table versions of Lawn Tennis, Cricket and Football. This game featured strung rackets, a 30mm cloth covered rubber ball, a wooden fence set up around the perimeter of the table, and large side nets extending along both sides.



1890. Only known example. ITTF Museum





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The game quickly caught on with the public, marketed under many different names:

Ping Pong or Gossima, Ping Pong, Table Tennis, Whiff Waff, Parlour Tennis, Indoor Tennis, Pom-Pom, Pim-Pam, Netto, Royal Game, Tennis de Salon, and others... Gradually the two most popular names prevailed: **Ping Pong, and Table Tennis.**

The Most Unifying Social Sport



China dominates competitive table tennis, but USA champion player **Marty Reisman** says, it's American **rec-room ping pong** that has elevated the culture of the sport to something truly great.



What is Ping Pong?

Ping pong is free (all you need is a flat surface, bats, a ball and some friends) and is inclusive to a wider cross-section of the community than many other sports.

It can be played by upwards of 20 people at once (during games such as round-the-table). These mass participatory games have the potential to bring otherwise unconnected people together, and provide the catalyst for more self-organising games to take place.

Social Ping Pong increases activity and social interaction in the spaces and venues it is played. It has already conquered bars, clubs and parks in cities right across the world. Where next?

Rules can be adapted to suit the situation, space or people playing. The variety and inclusivity of social ping pong helps to dispel some of the widely held negative perceptions of the game. Ping Pong's connections with art, music and design have helped to establish more relevant identities.

The game offers an alternative to boredom, appealing to 14 – 24 year olds who often feel marginalised from many community projects. Playing ping pong gets people out of their houses, away from games consoles and TV screens – out into parks, recreational or social spaces.

Playing can be as relaxing, collaborative or competitive as you want it to be. From two people, up to twenty or even more...

Ping Pong has many identities. The game has the ability to reinvent itself in tune with local social and cultural shifts. It is like a chameleon according to Roger Bennett - soaking up and reflecting it's surroundings, and therefore remaining more relevant and current now than its global cousin Table Tennis.

Laughter triggered when playing the game helps to break through social barriers that exist within neighbourhoods.

The game leads to chance encounters that help to reveal shared aspirations and interests. These are fundamental to establishing the new networks that underpin friendships and sustainable urban communities.



**Informal, interactive,
intercultural, creative,
educational and spontaneous
opportunities to
socialize, play and have fun**

Ping Pong is a medium through which **people connect**, a fun tool that empowers young people and encourages communities to interact. **Improving health and good mood**, ping pong sees numerous **beneficial effects** on **IYMS members** willing to change the **world**.

What we have?

An Official Text:

Ping Pong, Art Serving Diplomacy

American artist and professor at the California College of Arts, Ms. Lynn Marie Kirby will be the guest of the American Corner Novi Sad on February 14 at 5.00 pm, when she will give a lecture titled "Art in America - Art in the Embassies" and present her works as well as works of other American and Serbian-American artists who were selected for the exhibition at the residence of the U.S. Ambassador in Belgrade, Mr. Michael D. Kirby.

The exhibition titled "Ping - Pong" was inspired by family stories related to Belgrade and frequent change of residence of her family during her childhood. This exhibition is part of the State Department's program "Art in Embassies" which is being implemented since 1963 in the US Embassies around the world in order to strengthen the relationship between the United States and other countries through the form of arts.

...some photos:





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...text by Leora Lutz:

For 8 days, Leora Lutz and Natalija Pavlovic, who have never met in person, exchanged emails about their every-day observances and experiences. Written in a poetic diary format, the text exchange revealed an interplay between their personal lives. Their words literally played off of each other, like a game of ping pong back and forth, as if they were having a conversation in person.

Layering the texts in both English and Cyrillic alphabets conceals most of the words while revealing new meanings that are found in the words that linger on the fringes of the paragraphs. The words on the fringe are used to create one poem, which was then transliterated using a color-code alphabet called colorlittera.





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...our strong will to sequel, to follow up and to develop Ping Pong 2!

How we see it?

International Youth Media Summit was born in USA 2001:

“September 11, 2001. The first seeds of courage, cooperation and creativity that would become the International Youth Media Summit (IYMS) were planted that day in the ashes of terror and hatred. And many more seeds were planted that same week when Aileen Marshall from Scotland and Evelyn Seubert from the USA met for the first time. The horrible events of 9/11, fresh in their minds, brought special urgency to their mission: to create media collaborations across cultures, bringing young people together to have a voice in the future.”

After 6 years kid become EVENT:

Founded by Evelyn Seubert and Aileen Marshall, and organized by members of T.I.M.E., the first International Youth Media Summit was held from July 21 – 30, 2006 in Los Angeles, California. It was funded by The Audrey and Sydney Irmans Charitable Foundation and Health Net, and was presented by Listen Up! and Learning for Life. Ms. Marshall and the Listen Up! staff helped to recruit the 86 student delegates and teachers from 26 countries who attended this extraordinary event.

Connection with Belgrade, Serbia:

The Summit became an annual event. Miomir Rajcevic from the Media Education Centre (Serbia), Vahid Vahed from Cinewest (Australia), Birgitta Olsson from Film i Halland (Sweden), Aileen Marshall from the South Lanarkshire Council (Scotland) and Evelyn Seubert from T.I.M.E. at Cleveland High School (USA) formed the Executive Committee. In 2007, eight young people were selected from past delegations to form the Youth Committee.

The third Summit was held August 20-27, 2008 in Belgrade, Serbia and was hosted by Miomir Rajcevic and the Media Education Centre. This Summit focused on intercultural media education, media literacy and the development of film, television and internet communication. Participants from 22 countries attended.

As they move forward to advanced education and careers in many disciplines, the Summit delegates bring with them a passion for creating a harmonious world community that will benefit from shared creativity, cultural understanding and informed insights. The IYMS delegates will inspire others in their generation to shape the future through media and action.

From 2009 IYMS is legal registered in Belgrade, Serbia like Non-Profit, Charity NGO and with HQ hosted by Media Education Centre.



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What Ping Pong 2 have to be?

New approach, some kind of cover page project trough we would like to show importance, influence and meaning of cultural exchange in diplomacy, policy and future building...

For us, USA-Serbia Cultural Exchange trough Ping-Pong project curated by Linn Marie Kirby and her students/assistants have to become creative exhibition-guide for future cooperation between countries. Ping-Pong is inspirational, associative, motivational, encouraging, collective, competitive, communicational, inclusive, public, open, possible, adaptable, different, beneficial, catalytic, advantageous, healthy, cheap, funny... Ping Pong respect Gender Equality and it is for all ages... It is possible to play in every country culture and confession...

From Cultural Alphabet and Movies Screen to Dinning and Conflict Resolution Table:

We would like to keep original idea of the Ping Pong Project but to develop it on the Global Level. We would like to work on the development together, Americans and Serbians but to open space for organizations/members from any country to join "game" and to give contribution to the next Summit's Ping Pong 2 in Belgrade. In Belgrade we would like to show that Ping Pong is possible anywhere, same like our work on seven issues is possible anywhere and anytime...

Using outcomes of Ping Pong 2 we would like to develop conscience of all members, partners, friends and guests of the Summit and to give them strong tool to transform conflict in competence, animosity in cooperation and demolition in building...

During our preparation for the PING PONG TWO, on the 9th Summit in Los Angeles we would like to produce a digital version of ideas for the 10th Summit: we will present culture of different countries on the Ping Pong Table, we will use it like background for our Daily News, table for storyboarding and brainstorming, coffee break, sunshade, umbrella, dinning and, of course, to play ping pong.

All our activities will be focused on digital-art production of material will be usual for all next year participants on the 10th Anniversary International Youth Media Summit.

We need partners, sponsors, supporters, people understand importance of intercultural exchange, development of the sport spirit and all activities could help us to lead young generation in Democratic, Peaceful, Cooperative, Sustainable Future. We would like to invite you to join our Ping Pong 2 team, to help us and to share with us benefit of our project.



Miomir Rajcevic
Media Education Centre, President
International Youth Media Summit, Executive Director

