



Implementation of Creative Skills Among Young People in Modern Realities

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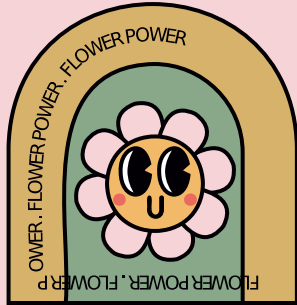
[Creativity within education system]



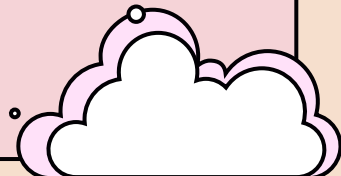
★
**Collaborative
Spaces**

★
**Project-
Based
Learning**

★
**Interdisciplinary
Courses**



★
**Extracurricular
Activities**



[Digital art]



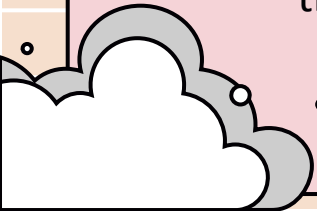
- Online art has its future in an increasingly global and digital society by approaching fandom and the fans who create and view art on a frequent basis. The expansion of the internet and growing communities have enabled a new kind of accessibility and usability to art. This includes digital art becoming a large space for making profit out of it.



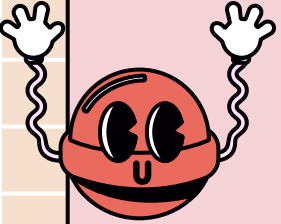


(Fan)art market

The goal of the art market is to provide a platform that encourages and showcases the creative skills of young people

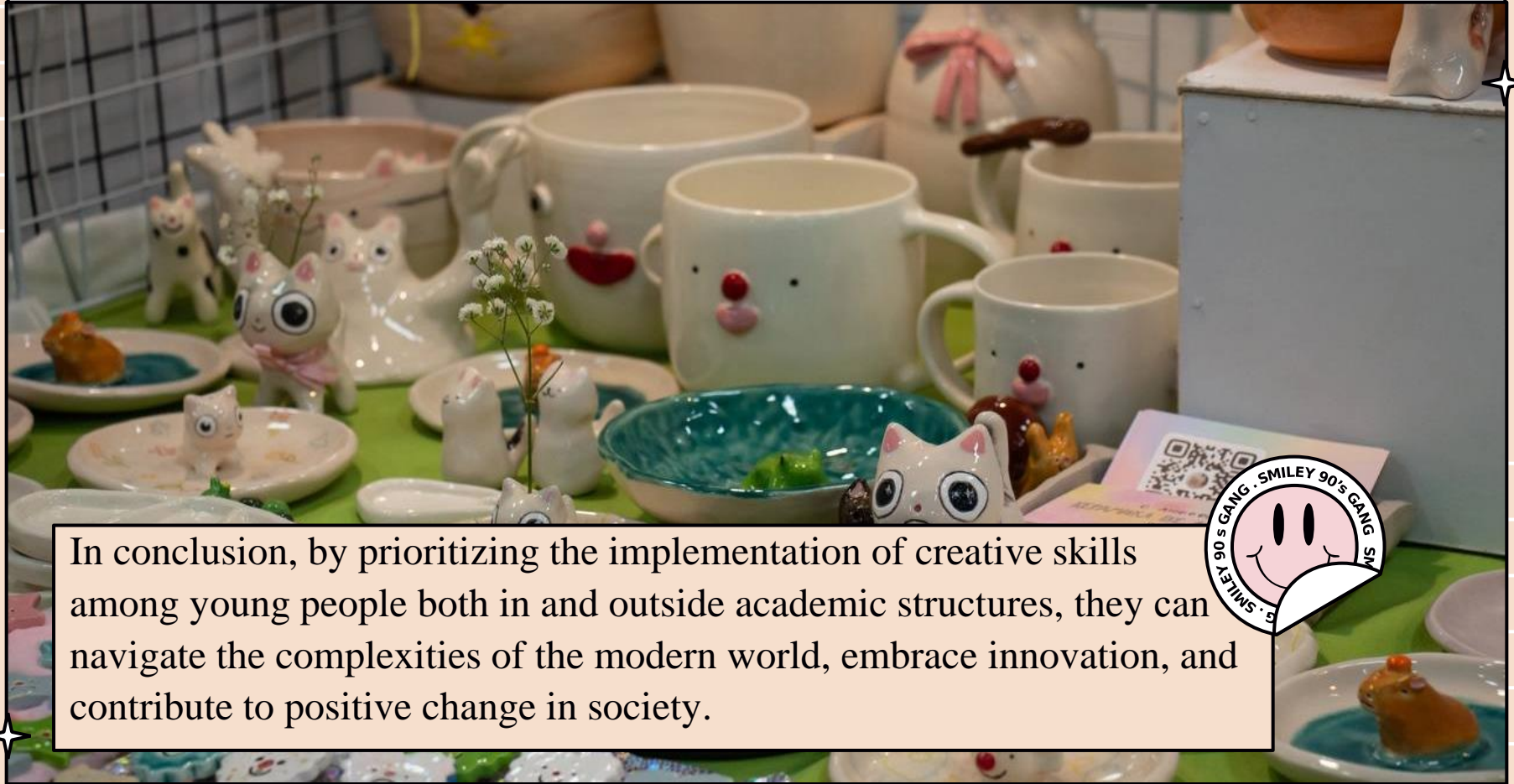


[Fanfiction]



- ⇒ fanfiction provides a platform for young individuals to engage with fictional universes, fostering creativity and storytelling skills. It encourages analysis of existing narratives and the incorporation of unique ideas and perspectives.
- ⇒ fanfiction allows young individuals to explore different genres, styles, and writing techniques. They have the freedom to experiment, take risks, and develop their own writing voice.
- ⇒ fanfiction communities offer a supportive environment for young writers to receive feedback and encouragement





In conclusion, by prioritizing the implementation of creative skills among young people both in and outside academic structures, they can navigate the complexities of the modern world, embrace innovation, and contribute to positive change in society.

