



Girls In ICT Day

Canterbury College

Thursday 28th April, 2022

7:30 - 8:30	BOP Team Arrival And Set Up
8:30 - 9:00	Schools arrive
9:00 - 10:30	Session 1 - STEAM In Our Community
9:00 - 9:15	Welcome BOP and Canterbury College will welcome students, run through general housekeeping information, and provide an outline for the day.
9:15 - 9:45	A Career In STEAM Keynote To kick off our day and inspire the students, and highlight some of the more interesting and exciting prospects of STEAM and ICT careers we will host a 'Career In STEAM' keynote, hosted by a relevant industry professional, currently creating exciting opportunities in their field. For this keynote, we want to explore the idea that there are many careers in ICT and STEAM that go beyond coding, with a special focus on STEAM careers that engage the community. For a Keynote speaker we will look to engage someone working in the following areas: <ul style="list-style-type: none">- Digital Art Activations (eg: a representative from BlakLash Creative or Optikal Bloc)- Interactive Installations & Events (eg: a representative from Curiocity Brisbane or Brisbane Christmas Town Hall Projections)- Significant AR/VR city project (eg: Cross River Rail and their Digital Brisbane Twin Map)- Emerging Technology In Film (eg. a rep from Warner Bros, Netflix)
9:45 - 9:50	Design A Local Community Activation For Brisbane 2032 Olympics After exploring all the exciting opportunities in the STEAM space, we will challenge students to develop a STEAM based activation in their local community for the Brisbane 2032 Olympics. With the Olympics taking place across the Sunshine Coast, Greater Brisbane and the Gold Coast we'll be challenging students to explore the future of creative technology, as they design a truly innovative experience for their community.



	Examples for these activations may include a VR experience for elderly members of the community who can't make it to a stadium to watch a sport live, projections on local buildings or AR activations in public spaces etc.
9:50 - 10:00	Innovations Around The World To get students thinking big about the possibilities of activations in their own communities, students will research other cities that have previously hosted the Summer or Winter Olympics, as they discover innovative, engaging, and community focussed activations that have been created before. Students will be challenged to find as many examples as possible for their chance to share in a selection of prizes.
10:00 - 10:10	Identifying Your Space From there, we will take what we've discovered in our World Map exercise and see where we might be able to apply this locally. Within their groups, students will identify and discuss unused or underutilised spaces in their own community that could be activated during the Olympics in 2032. Students will build a profile of their chosen location, identifying what the current uses or problems with the space are, and what could be changed to make it more accessible and engaging for the community.
10:10 - 10:20	Identifying Your Users Having identified their ideal space students will then start to think about the types of people they want interacting with their activation. To do this, students will be creating user personas to help inform their final solutions.
10:20 - 10:30	Designing Your Activation Finally with an identified space and target market students will get the opportunity to create a series of ideas for activations for their community in a design sprint. During this activity, students will individually create 8 unique ideas for their space, before coming together as a group to create on a final idea to activate a space in their community.
10:30 - 11:00	Morning Tea
11:00 - 12:30	Session 2 - Future Of Work Panel Discussion
11:00 - 11:30	The Future Of Work Panel Discussion After morning tea we'll be bringing students back together for a panel discussion to explore The Future Of Work. This panel discussion will see the speakers exploring what a day in the life of their role looks like, the

	<p>opportunities that got them to where they are today, what they are excited about in the next 10-20 years, and what advice they have for young people wanting to follow a similar pathway.</p> <p>Potential speakers include Shweta from Data#3, a representative from Commbank's Cyber Team, and a representative from an organisation such as Telstra Purple, CSIRO, Deloitte or Suncorp.</p>
11:30 - 12:45	<p>Ethical Continuum Debates</p> <p>To get students warming up and thinking about the challenges our generation will face in the future of work, we'll be posing some ethical questions to them to discuss with their groups.</p> <p>For this activity, we will provide students with a series of ethical challenges that experts are debating today. After learning about the ethical challenges associated with the new and emerging technology, students will debate in their groups whether they think this is a good thing or a bad thing before coming back together with the rest of the participants.</p> <p>Topics Include:</p> <ul style="list-style-type: none"> - Do robots deserve human rights? - Should we allow gene editing technology? - Should we implement social credit score systems?
11:45 - 12:05	<p>The 100 Jobs Of The Future</p> <p>After exploring some of the innovations happening in the technology space today, we'll then be turning our attention to the types of jobs that will be utilising this technology.</p> <p>For this, we will be exploring the 100 Jobs Of The Future that are expected to appear in the Australian workforce in the next 20-30 years. For our first activity, we will be giving students a series of these job titles, including things like 'Biomimicry Innovator', 'Off World Habitat Designer', and 'Fusionist' and we'll be challenging them to come up with a 1-2 sentence description of what these roles might entail.</p>
12:05 - 12:20	<p>Creating The Job Descriptions</p> <p>After students have had a chance to generate their own definitions for these roles, we'll be giving students the actual definition that researchers at Griffith University, Deakin University, and Ford Motors have developed. Once students have had a chance to explore what the experts think, they'll then be challenged to pick one role and as a group develop a job description outlining what the role entails, the sort of tasks and projects someone with this role will be working on, and the skills that an employer</p>



	might be looking for.
12:20 - 12:30	Creating The Resumes Finally, we'll be challenging students to swap hats and start to think about what an ideal candidate for this role might look like. For the final activity, students will be working in their groups to develop a resume for an ideal candidate for the role. This will see students thinking about what sort of skills someone with this role might need, what experience and education they should have had, and what interests or hobbies they might have.
12:30 - 1:00	Lunch
1:00 - 2:30	Session 3 - Entrepreneurship In Action
1:00 - 1:30	STEM Based Businesses Fireside Chat For our final session of the day we'll kick off with a fireside chat, interviewing a local creator who is utilising technology and the digital space to build their own creative career. Interviewees may include: - A podcaster/vlogger/digital influencer - A startup founder - A digital marketing/design/advertising creative - AR/VR Experience Designer - Digital Architect/Modelling Designer The fireside chat will see a member of the BOP team sitting down with a digital creator to hear about their story, ask questions about the journey and source some practical advice students could use to build their own business in the digital space.
1:30 - 1:35	Building Your STEM Based Business To finish the day, we'll be working with students to build their STEM-based businesses. To start the session, we'll be exploring some of the key elements that every business has as we explore how other entrepreneurs have built and launched their own digital businesses.
1:35 - 1:45	Identifying Your Product After gaining some inspiration from other digital creators, students will then be challenged to identify their own business idea using their STEM-based passions.
1:45 - 2:00	Understanding Your Customers



	<p>After identifying some of our business basics around the type of business we might create, we'll then turn our attention to the types of customers we'll be targeting as we create customer personas for our new business.</p>
2:00 - 2:15	<p>Building Your Brand</p> <p>From there, we'll start to have a look at our brand as we identify our brand values, persona, key colours and icons, and mission. This will help us create a brand that our customers will love!</p>
2:15 - 2:30	<p>Creating Your Product/Service</p> <p>After building a brand that their customers will love, we'll then get students thinking about what their product or service might look like and how they could bring that to life.</p>
2:30 - 2:45	<p>Advisory Board Pitching</p> <p>As our final activity, students will then be challenged to pitch their business idea to another group as part of our advisory board pitching session.</p>
2:45 - 3:00	<p>Wrap Up</p> <p>In the final 15 minutes, we'll then be bringing students back together to wrap up the action-packed Girls In ICT Day program and farewell them for the day!</p>
3:00	<p>Students Depart</p>