ICT Educators NSW Presents

DIGITAL CREATIVITY_

Enhancing Creative Outcomes Using Digital Technologies

This event will be approved by BOSTES for professional development

WHAT

After the tremendous success of our last event we are rolling out another due to popular demand. Educators of all levels are invited to share their ideas on how to creatively use digital media, or use digital technologies to teach creative outcomes! Teachers will be invited to participate in a range of fun creative workshops and guest presentations from creative professionals.

HOSTED BY

The Academy of Information Technology
Where creativity meets technology

WHEN & WHERE

Monday 3rd August
4:00pm-8:30pm (refreshments will be served)
AIT Campus — 7 Kelly St Ultimo, Level 2
Parking at Broadway Shopping Centre
www.ait.nsw.edu.au

Spaces are limited to 150 teachers.

Contact
secretary@ictensw.org.au for more information.

AIT Creative Technology Educators

ICTE NSW

Term 3 Workshops #ICTENSW

Multimedia, STEAM, HSC Computing Studies, Unconference

Date: Monday 3rd August 2015 Time: 4pm to 8pm - Dinner included
Venue: AIT Creative Technologies Ultimo

Address: Level 2, 7 Kelly Street, Sydney, NSW 2007; Google Map https://goo.gl/maps/sc2bR Web: www.ait.nsw.edu.au

Cost (no GST)   **$50** for Members   **$70** for non-members   **$20** for university students

Afternoon Tea, Registration and Welcome from 4pm

Event Webpage (online registration) http://members.ictensw.org.au/event-1962926

August Workshops

Times	Session	CS Stream:	Primary	AIT Media:	AIT Media	HSC Strand/Room:
4:00 to 4:30pm		**Afternoon Tea and Networking** C09				
4:30 to 4:45pm		**ICT Educators NSW Update** Where are we up to with the new Australian Technologies curriculum?; Upcoming PL opportunities; Conference news C09				
4:45pm to 6:15pm	One	Name:Amanda Hogan Topic: Arduino 'Robot in a box' C11	Name: Bronwyn Moreton Topic: Beebots and other little bits C17	Topic: Rubbish to Rembrandt, how lighting can improve your video C02	Name: AIT Staff Topic: Concept Art, drawing that helps teams to visualise C04	2 x parallel sessions Name:John Drake Topic: 'What should I be doing in the run up to the HSC?' - SDD OR Name: Kelly Bauer (Chair) Topic: 'What should I be doing in the run up to the HSC?' - IndTech (MultiM) C09
6:15pm to 7:00pm		**Dinner**				
7:00pm to 8:30pm	Two	Name: AIT Staff Topic: Concept Art, drawing that helps teams to visualise C11	Name: Zeina Chalich Topic: MakerSpaces for the Primary classroom C17	Name: AIT Staff Topic: Industry Case study, a typical digital media freelance TBA	Name: AIT Staff Topic: Create your own environment with Unity 3D C04	Name: Tracy Mackenzie (Chair) Name:Topic: 'What should I be doing in the run up to the HSC?' - IPT EC09

Registration

Register online - http://members.ictensw.org.au/event-1962926. Registration is confirmed when payment is received.

Payments

PayPal is the preferred payment option. This payment option will ensure automatic registration and receipting. Other payment options include mailing the invoice with payment or electronic transfer payments. Please register on the ICTENSW website to generate your invoice and for electronic payment details - http://www.ictensw.org.au/.

Need help - please contact the treasurer - treasurer@ictensw.org.au or secretary secretary@ictensw.org.au

BOSTES Endorsed Workshops

The ICT Educators of NSW is a BOSTES' endorsed provider of Institute registered professional development for the maintenance of accreditation at Proficient Teacher/Professional Competence.

Workshop Descriptions

Name	RM	Teacher	Content
Building a Robot in a Box with an Arduino	C11	**Amanda**	
Beebots and other little bits	C17	**Bronwyn**	Give your students the opportunity to engage with robotics in order to develop their computational thinking and collaborative problem-solving skills. Come along to this session to see how easy it is to introduce robotics into your classroom whether your students are 6 or 16 years old. No prior robotics experience necessary. Comfortable clothing recommended because you'll be spending some time on the floor playing with Bee Bots, Dash and Dot and Lego kits. Sounds good? See you there!
Rubbish to Rembrandt, how lighting can improve your video	TBA	**Patrick**	This workshop aims to teach the basics of professional lighting because with a little knowledge, and tools to hand, anyone can improve the quality of their video. It will be more likely that they convey the message they want and less likely they will be embarrassed by the 'amateurishness' the images they create. The class will look at how the camera records light, where the best place is to put lights is and a variety of solutions to everyday shooting problems
App Inventor, making apps with no code	TBA	**Kriss**	App Inventor provides to fastest way to build apps for Android phones and tablets. Even with no prior experience, you can learn to build apps within two hours. Empower students to get creative without needing coding knowledge.
Concept Art, drawing that helps teams to visualise	TBA	**Kwan**	Essentially concept art is a way to create and share ideas. Before a film, game or animation is started the creators need to agree on what the characters and environment will look like. After discussion a concept artists tries to capture what the creators described, the resulting concept art is used as the basis of further discussion. In this workshop participants will find out more about how concept art is used to create animation, film and games and will do a simple silhouette exercise to see how it can work in practice. (No artistic skill required)
Industry Case study, a typical digital media freelance	TBA	**Helen**	Industry structure, types of employers ○ How a digital freelancer markets themselves ○ What is the knowledge skills and attitudes that are most wanted ○ Incomes freelance/FT Jnr/Mid Senior ○ The generic production pipeline The effect of freelancing on the individual
Create your own environment with Unity 3D	C04	**Carlton**	Be master of your own kingdom with Unity. Unity is a game development ecosystem: a powerful rendering engine fully integrated with a complete set of intuitive tools and rapid workflows to create interactive 3D and 20 content; easy multiplatform publishing; thousands of quality, ready-made assets.(Though this could be UDK if the new version is more suitable)
MakerSpaces for the Primary Classroom	C17	**Zeina**	Come and see how you can build your own makerspace in your primary classroom.