



DIGITAL CREATIVITY

Enhancing Creative Outcomes Using Digital Technologies

This event will be approved by BOSTES for professional development

Online Registration: <http://members.ictensw.org.au/event-2275207>

WHAT

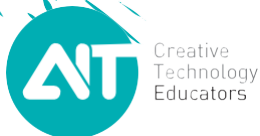
After the tremendous success of our last event we are rolling out another due to popular demand. Educators of all levels are invited to share their ideas on how to creatively use digital media, or use digital technologies to teach creative outcomes! Teachers will be invited to participate in a range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

HOSTED BY

The Academy of Information Technology
Where creativity meets technology

WHEN & WHERE

Monday 15th August 2016
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 strictly limited
www.ictensw.org.au
secretary@ictensw.org.au

ICTENSW Term 3 Workshops

Incorporated ABN 27 567 884 887

<http://www.ictensw.org.au/>

secretary@ictensw.org.au

Multimedia, STEAM, HSC Computing Studies

Cost (no GST) \$50 for Members

\$90 for non- members \$20 for university students

	Session	Description
4:30 pm to 4:35pm	Welcome	Leanne Cameron, President, ICTENSW Peter Cameron, AIT
4:35 to 4:45	Review of Technologies in NSW Curriculum	An update on the current review of ICT and Technologies in the NSW Years K-10
4:45pm to 6:15pm	Rubbish to Rembrandt, how lighting can improve your video	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	App Inventor provides to fastest way to build apps for Android phones and tablets. This workshop is designed for those with no prior experience, you can learn to build apps within two hours. Empower students to get creative without needing coding knowledge.
	MakerSpace Exploration	This session will be hands on with some of the technologies used to teach STEM, but can also be used for the teaching of IST in years 9 and 10. Resources will be provided in the form of programs and teaching guidelines to take with you from this course.
	HSC Round table	What should you be doing in the run up to the HSC? Experienced teachers will be co-ordinating a round table discussion about IT, IPT and SDD
6:15pm to 7:00pm	DINNER	
7:00pm to 8:30pm	App Inventor, making apps with no code	App Inventor provides to fastest way to build apps for Android phones and tablets. For those who have had a bit of experience, you can learn more about how to build apps within two hours.
	Industry Case study, a typical digital media freelance	<ul style="list-style-type: none"> ● Industry structure, types of employers <ul style="list-style-type: none"> ○ 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	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 2D content; easy multiplatform publishing; thousands of quality, ready-made assets. (Though this could be UDK if the new version is more suitable)