

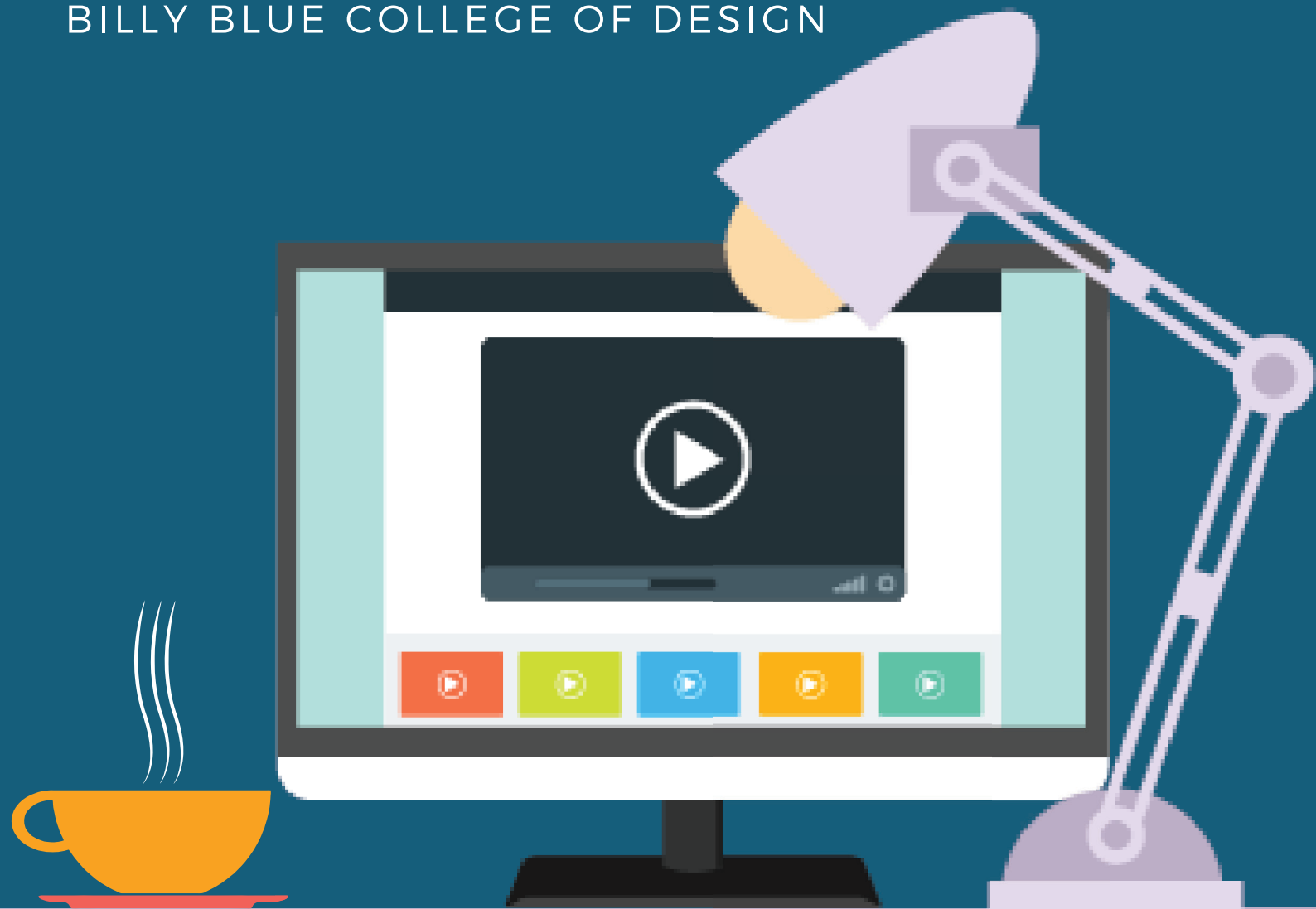
TERM 3 WORKSHOPS

MULTIMEDIA & DIGITAL MEDIA

AUGUST 13, 2019

4:00-8:30 PM

BILLY BLUE COLLEGE OF DESIGN



UX, UI DESIGN, UNITY, SVG, VIDEO FX AND HEAPS MORE
PRIMARY AND SECONDARY TEACHERS

Computing Studies and Digital Technologies workshops

[BYOD Event - Laptops please](#)

Cost (no GST) **\$70** for Members **\$140** for non-members **\$20** for university students

| | Session | Description |
|--------|----------------------------|--|
| 4.15pm | Welcome | |
| 4.30pm | Guest Speaker | Finding out how the users really feel - Gerard Hogan UX Design Researcher Google |
| 4.45pm | Billy Blue staff | Workshop 1: Principles of game design What makes a good game? Learn about the principles behind game design so that you can expand the projects of your students with industry level skills. (more details coming) |
| | Karen Binns and Brian Host | Workshop 2: The 30 Second Film Festival The 30 Second Film Festival is a high energy multimedia teamwork activity that allows students and teachers to richly engage with a concept. No multimedia experience is needed; however, through the process students are exposed to the planning, filming and editing process in a fun and deeply motivating manner. This learning activity has been developed to be adapted to all class types and has been used for professional development programs. This will be followed by a snapshot of the Adobe Spark suite of products and how these can be used in primary classrooms. |
| | Amanda Hogan | Workshop 3: Vector graphics and using coding to build pretty pretty patterns Scalable Vector Graphics (SVGs) are the best way to make graphics for responsive web pages. Making and using SVG can be very simple, but because they are XML you can make fabulous patterns programmatically. Come find out how. Some Python, but only fairly basic repetitions. |
| 6.15pm | Dinner | |
| 7.00pm | Billy Blue staff | Workshop 4: Principles of game design What makes a good game? Learn about the principles behind game design so that you can expand the projects of your students with industry level skills. (more details coming) |
| | Brett Kent | Workshop 5: Digital publishing in the modern environment (TBC) Learn an industry workflow to simplify classroom publishing projects |
| | Sam Pennington | Workshop 6: Exploring User Interface with Thinkable (primary and secondary) Thinkable is an online free tool for creating phone apps. Using block based coding students can make apps that can be downloaded to their phones. Explore UI design with this tool. |
| | Craig Daalmeijer-Power | Workshop 7: Adobe In(teractive)Design Use the Adobe Creative Cloud suite of products to create high quality digital media products and then learn how to use Adobe Indesign's interactive elements to make fantastic engaging digital publications |

Registration Register online - <http://www.ictensw.org.au/>. Registration is confirmed when payment is received.

Payments

PayPal is the preferred payment option. This payment option will ensure automatic registration and receipting.

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



Professional Teaching Standards:

ICTENSW is endorsed to provide QTC Registered Professional Development for teachers accredited at Proficient Teacher. Completing the Term 3 Workshop for Digital Technologies and ICT General Capabilities will contribute 3.5 hours of QTC Registered PD addressing 6.2.2, 6.3.2, and 7.4.2 from the Australian Professional Standards for Teachers towards maintaining Proficient Teacher Accreditation in NSW.

6.2.2 Proficient level – Engage in professional learning and improve practice

Participate in learning to update knowledge and practice targeted to professional needs and school and/or system priorities.

6.3.2 Proficient level – Engage with colleagues and improve practice

Contribute to collegial discussions and apply constructive feedback from colleagues to improve professional knowledge and practice.

7.4.2 Proficient level – Apply professional learning and improve student learning

Participate in professional and community networks and forums to broaden knowledge and improve practice.