

GMIT Galway Campus – Digital Skills Week Programme April 3rd – 7th 2017

Target Audience	Event details	Monday April 3rd	Tuesday April 4th	Wednesday April 5th	Thursday April 6th	Friday April 7th
Agricultural Community and Business Groups	Workshop Title			Social Media for Agri-Business	Using Social Media to Develop Agri-Businesses	
	Time			9.30am – 5.30pm	9.30am – 5.30pm	
	Places available			20	20	
	Workshop Leaders			Dr Lisa Ryan and Maria McDonagh (School of Science)	Dr Lisa Ryan and Maria McDonagh (School of Science)	
	Location			GMIT IT Training Room, Main Campus	GMIT IT Training Room, Main Campus	
GMIT Staff	Workshop Title		Digital Open Badges in GMIT: What, Why and How?	Augmented Reality Collaboration and Learning Opportunities		
	Time		10am – 4pm	10am – 11am		
	Places available		15	20		
	Workshop Leaders		Wayne Gibbons (School of Engineering)	Damien Costello (School of Science and Computing)		
	Location		GMIT IT Training Room	Room 1036		
GMIT Students	Workshop Title	Augmented Reality Collaboration and Learning Opportunities	Enterprise Resource Planning (ERP) at Work - Digital Skills		Augmented Reality Collaboration and Learning Opportunities	
	Time	10am – 11am	9.30am – 12.30pm		2pm – 3pm	
	Places available	All students on the Forensic Science Programme	2nd year GMIT BIS business programme students		Students in the Architectural Technology Programme	
	Workshop Leaders	Damien Costello (School of Science and Computing)	Ronan MacGearailt (School of Business)		Damien Costello (School of Science and Computing)	
	Location	Room 1036	Theatre 1041		Room 1036	
Secondary Schools and FE Colleges	Workshop Title			Augmented Reality Collaboration and Learning Opportunities		
	Time			2pm – 4pm		
	Places available			Two groups of 24 students		
	Workshop Leaders			Damien Costello (School of Science and Computing)		
	Location			Room 1036		

Digital Skills Workshops in GMIT Galway: Workshop Details

Social Media for Agri-Businesses

The workshop will focus on overcoming the digital challenges and barriers facing those in the Agri-food sector. The main objectives of the workshop are to:

- Provide an overview of Social Media in the Agri-Food Sector
- Provide training on how to set up and use the different social media channels paying particular attention to Facebook, Twitter and Blogs
- Develop a social media strategy for business
- Provide guidance on developing content for social media platforms

Using Social Media to Develop Agri-Businesses

The workshop will focus how to use Digital Skills for business collaboration and communication in the Agri-food sector. The main objectives of the workshop are to:

- Provide training on how to promote a business using social media
- How to self-promote
- How to identify and engage in business opportunities using social media
- Using social media to stay connected and expand your network within the sector

Augmented Reality Collaboration and Learning Opportunities

Augmented reality allows the building of layers on real world objects to enhance the user experience. Whether it is in the classroom to learn the anatomy of the human body or to walk around the surface of Mars with a guide, the possibilities are only just beginning.

This workshop provides an introduction to the Microsoft Hololens - the first fully self-contained holographic computer which allows developers and designers to create experiences that can enhance the real world for the user. It will present an overview of how the hardware works and how augmented reality can provide real service to the users. During the hour long workshop, the attendees will also be able to get hands on experience of the possibilities that the Hololens can make a reality.

Digital Open Badges in GMIT: What, Why and How?

This workshop will consist of two distinct sections. In the morning session, the focus will be on discussing what exactly digital open badges are, why they are of interest to the education sector, and how you can use them with your students. The centre-piece of the morning session will be a live presentation (via video-link from Finland) by Eric Roussele of the Open Badge Factory (openbadgefactory.com) titled "What did we learn from the Open Badge Factory project?"

The second part of the workshop will be a hands-on, how-to session. This will include small group work on designing a digital badge, creating a graphic for it, using the OpenBadge Factory account to create the digital badge, issuing the badge through Moodle, and finally we will take a look at what it is like to receive a digital badge and what you can do with it then. This section will consist mostly of using online software.

This workshop is for anyone in GMIT with an interest in innovative technology-enhanced learning who wants to know more about how digital open badges can be used in their teaching practice. No previous experience or knowledge of digital badges is required, although with the incorporation of software in the workshop, a decent working knowledge of Moodle and IT skills would be desirable.

Enterprise Resource Planning (ERP) - Digital Learning Tools

In this workshop, participants will learn about the application of Enterprise Resource Planning (ERP) in local industries. In addition, the session will provide an opportunity for learners to see how SAP, the leading world ERP database application, is used.

Augmented Reality - School Taster Workshop

Augmented reality allows the building of layers on real world objects to enhance the user experience. Whether it is in the classroom to learn the anatomy of the human body or to walk around the surface of Mars with a guide, the possibilities are only just beginning.



GMIT Mayo Campus – Digital Skills Week Programme April 3rd – 7th 2017

Target Audience	Event details	Monday April 3rd	Tuesday April 4th	Wednesday April 5th	Thursday April 6th	Friday April 7th
Secondary Schools and FE Colleges	Workshop Title		How To: Build a Website	Geographical Information Systems (GIS)		
	Time		11am – 1pm	9.30am – 11.30am		
	Places available		12	18		
	Workshop Leaders		Sharon Boyle sharon.boyle@gmit.ie	Pearse McDonnell pearse.mcdonnell@gmit.ie		
	Location		B208	Y201		
General Public and Businesses	Workshop Title	Web Analytics for Business	Infographics and Images	How To: Create an Animation	Mapping with phones and tablets	Digital technology for learning outside
	Time	4pm – 6pm	4pm – 6pm	1:30pm – 4pm	4pm – 6pm	12pm – 2pm
	Places available	12	12	15	12	20
	Workshop Leaders	Laura Hegarty laura.hegarty@gmit.ie	Laura Hegarty laura.hegarty@gmit.ie	Sharon Boyle sharon.boyle@gmit.ie	Kevin O'Callaghan kevin.ocallaghan@gmit.ie	Kevin O'Callaghan kevin.ocallaghan@gmit.ie
	Location	B208	B208	G102	Meet in Reception of GMIT's Mayo Campus	Meet in Reception of GMIT's Mayo Campus
Community groups, Businesses, Innovation Centre, Schools.	Workshop Title	From "Don't be evil" to Google Almighty: Living in a world where everything is recorded by information gold diggers	Playing God with technology. Just because we can, does it mean we should?	An introduction to Geographical Information Systems (GIS)		Imagining new Dreamtimes: Techno V Eco.
	Time	6:30pm – 8pm	7pm – 8:30pm	7pm – 9pm		2pm – 4pm
	Places available	20	Unlimited	18		Unlimited
	Workshop Leaders	Egbert Polski egbert.polski@gmit.ie	Dr. Davy Walsh davy.walsh@gmit.ie	Pearse McDonnell pearse.mcdonnell@gmit.ie		Mark Garavan mark.garavan@gmit.ie
	Location	G104	P004	Y201		P004



Digital Skills Workshops in GMIT Mayo: Workshop Details

Web Analytics for Business

This is an introduction session to Web Analytics. The workshop will be a theory based session and a practical demonstration at the end to bring all you have learned together. We will cover what Web Analytics & Google Analytics is, why you would use Google Analytics for your business, how to become Google certified, what is MailChimp and demonstration within the workshop - How to link a website to a Google Analytics Account.

How To: Build a Website

This is a practical workshop for secondary school students. It will explore the technologies that we use to build websites and explain common web terminologies. Free site builder options will be introduced and students will have the opportunity to build their own website. They will also be shown free online tools for sourcing copyright free images for their websites and for editing images. They will also learn how to add an online store to a website.

GIS for secondary school students / An introduction to Geographical Information Systems (GIS)

In this workshop, students will explore the use of Geographic Information System (GIS) tools to analyse maps and location data. Students will get a hands-on feel for how GIS can greatly enhance our ability to analyse spatial information. We will see how Dr John Snow used a GIS-style approach to trace the 1850s cholera epidemic in London to a contaminated water pump. We will examine a variety of maps (Africa/Europe/Ireland) in the workshop and use GIS to extract patterns and analyse the data.

Mapping with phones and tablets

This is a practical workshop designed for the general public. This will involve constructing a simple map of an area of the grounds around GMIT. The workshop will utilise examples of free software available to download and provide an introduction of how to get people started in making their own maps and recording their routes around town. The session will begin with an indoor session, followed by an outdoor practical mapping session and will conclude with a wrap up indoors. Please bring your own tablet and /or phone for this exercise. Upon booking we will provide advice on what software to download.

Digital technology for learning outside

Learning outside has become very topical and relevant with a lot of research published on why being in nature is important to people's well-being. For this workshop we will be based in the outdoor classroom which is a living structure based in the grounds of GMIT's Mayo campus. As part of the workshop we will have a look at the potential use of technology for outdoor learning and investigate the limitations and potential of coupling these often perceived incompatible environments. Bring a warm jacket and a mug and running around clothing.

Infographics and Images

This will be an introduction session to Infographics. This workshop will be both a theory and practical session. We will cover what is an Infographic, why you would design an infographic for your business, how you can share them using your social channels and carry out an exercise in the session to create a simple Infographic.

How To: Create an Animation

This is a practical workshop for secondary school students. The equipment and software needed for creating a stop-motion animation will be explained. The steps to create an animation will be demonstrated and completed by attendees. Students will then storyboard and create their own short stop-motion movie. The movie will be uploaded to YouTube at the end of the workshop.

From "Don't be evil" to Google Almighty: Living in a world where everything is recorded by information gold diggers

We are nearly used to - or don't care - that even the most minor coffee shop loyalty app wants to have access to our location, phone book, messages, pictures and other records. We are not told what it does with this information and consent is sketchy at best. With the suspicion that Google Now could constantly listen to our conversations and Google glasses for augmented reality possibly allowing to record everything globally: Where are we heading?

Just because we can, does it mean we should? Playing God with technology.

This will be an interactive class exploring the use of Bio-technology and care-technology in today's world. Both kinds of technology are developing at such a fast pace that we rarely have time to consider the direction they are taking. While the development of these kinds of technology has greatly enhanced the lives of certain people, it can have an adverse effect on others. The unintended consequence of so called 'technological breakthroughs' has yet to be realised. Given that consumer markets are slowly taking over the moral compass of society we need to ask one of the most pressing philosophical questions of our time: does our ability to create something give us an automatic right to create it?

Imagining new Dreamtimes: Techno V Eco.

In the face of rapid technological development combined with growing ecological crises two possible future possibilities lie open. One is the technicist dream of creating a post-organic humanity fully integrated with its technological capacity. Another however is of a return to the organic ground of a humanity integrated with the ecological reality of the planet. This talk explores each of these possibilities - their meanings, implications and likelihood of realisation.

For further information on the All Aboard, National Digital Skills Week in GMIT contact:

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