

AUSTRALIAN  
TEACHERS OF MEDIA  
STATE CONFERENCE  
2024

---

# PROGRAM

FRIDAY 18 OCT 2024  
ACMI, FED SQUARE



# PROGRAM

FRIDAY 18 OCT 2024  
ACMI, FED SQUARE

AUSTRALIAN  
TEACHERS OF MEDIA  
STATE CONFERENCE  
2024

8:30 AM - 9:00 AM

**Registrations in ACMI Foyer**

## OPENING SESSION in Cinema 2

9:10 AM - 9:25 AM

ACMI Introduction and Exhibition Overview

9:25 AM - 9:40 AM

**Screen Smart: Navigating media with critical thinking** Peter Anstee

ATOMVic with the support of the Department of Education, is pleased to present a session on screen and media literacy for the middle secondary years, for teachers, based on a sequence of 15 lesson plans being released through the Department of Education in 2025. The material includes unit plans, teacher guides and support material.

The content is aimed at years 7 and 8 and is across the subject areas of English, Humanities, Health and the Arts.

9:40 AM - 10:20 AM

**Press B to Belong** Matthew Harrison & Jess Rowlings

Using digital games to create inclusive spaces for neurodivergent children and young adults.

This presentation will provide an overview of an evidence-informed, strength-based program that uses cooperative video games as tools for social learning and inclusive play, and provides a pathway for supporting neurodivergent students in esports programs. This presentation draws on findings from a design research project where students helped to devise a program that was both engaging and neurodiverse-positive. The project resulted in a design for a program and a series of supporting resources that teachers, therapists and school leaders can utilise in their setting to help every student feel like they belong.

10:20 AM - 11:00 AM

**MORNING TEA in Cameo**

## 11:00 AM - 11:40 AM SESSIONS

Cinema 2

**Media Futures: Students as consumers and creators** Jane Polley & Christine Evely

Students are both consumers and creators of media. In today's digitally connected world young people interact in person and online with a diversity of traditional, new and emerging media. Today's presentation is about a new resource that will be published on the Australian Curriculum Version 9.0 website.

Connecting across the learning areas of Media Arts, English, and Digital Technologies, Jane and Christine will share a preview of the Curriculum connection resource, discuss implications and opportunities, and give some real-world examples so teachers, school leaders, and curriculum managers can see how the resource might be implemented in today's schooling environment. The resource aims to enhance media literacy, highlight Media Arts knowledge, understanding and skills, and support the development of critical, creative, and empowered young people.

# PROGRAM

FRIDAY 18 OCT 2024  
ACMI, FED SQUARE

AUSTRALIAN  
TEACHERS OF MEDIA  
STATE CONFERENCE  
2024

## 11:00 AM - 11:40 AM SESSIONS

GDFL 2

**Australian Screen Content: A Vision for the Future** Julie Eckersley

Something big is happening across the globe. Viewer habits are rapidly changing. Television is transforming and viewers are migrating to new platforms. The changes are swift and the stakes are high.

What does this mean for Australian Screen Content Creators?

How can we future proof our industry and also use this time of change to become a major player in the content industry worldwide.

In this seminar Julie will use her deep industry knowledge and understanding to present a vision for a future where Australia is a global creative powerhouse.

Swinburne Lab

**Adobe Animate 101** Nick Zomer

This practical workshop will include all key stages and skills needed to teach students at varying levels the digital animation software Adobe Animate. The workshop will include beginner style introductory lessons on each of the key stages of the animation process. After completing the workshop teachers should feel comfortable teaching the basics of digital animation. Teachers will also receive a cheat sheet workshop booklet they can use as a resource in their teaching.

Gallery 3

**Untitled Goose Game Exhibition** ACMI

In 2019, Melbourne game developers House House rose to international success and acclaim with their hilariously naughty videogame, which captured the hearts, minds and humour of children and adults alike.

Now, ACMI's interactive exhibition gives you new insight into the creative development of this viral sensation, through displays of previously unseen concept art, sketches and design material. These are presented alongside playable versions of the game from its early development, exhibited publicly for the first time.

## 11:50 AM - 12:30 PM SESSIONS

Cinema 2

**A changing relationship** Brett Lamb

'A changing relationship' explores the evolving relationship between media and audiences. A dizzying combination of micro-celebrities, self-branding, aspirational labour, bot-herders, soft facts, deep fakes, and the potential collapse of reality itself is challenging assumptions about the way we use media...and the way it uses us.

GDFL 2

**Media teacher practitioners at the Victorian Academy of Teaching and Leadership**

With Sam Mackie, Obeyda Kannouj, Hatice Huseyin, Daniel Christiansz.

What is it to be a practitioner inquirer in the Media Studies landscape? Come and meet Academy Fellowship recipient Obeyda Kannouj and Teaching Excellence Program (the TEP) participants, Hatice Huseyin and Dan Christiansz, as they share their experiences of investigating their own problems of practice; of being researchers into their own teaching context.

# PROGRAM

FRIDAY 18 OCT 2024  
ACMI, FED SQUARE

AUSTRALIAN  
TEACHERS OF MEDIA  
STATE CONFERENCE  
2024

## 11:50 AM - 12:30 PM SESSIONS

Swinburne Lab

**Film-making as an easy youth engagement tool** Matt Stewart

A practical workshop on delivering a simple film-making program, based on Forum Theatre, for drama and non-drama students, years 7-10, as a means of stimulating conversations around important social issues that are impacting young people today, while encouraging critical thinking.

After participating in this workshop, teachers should feel confident to use forum theatre and film-making as a tool to not only deliver against the curriculum, but also to get young people thinking about different ways to approach different situations and how to find opportunities for change when witnessing perceived injustices.

Gallery 3

**Untitled Goose Game Exhibition** ACMI

In 2019, Melbourne game developers House House rose to international success and acclaim with their hilariously naughty videogame, which captured the hearts, minds and humour of children and adults alike.

Now, ACMI's interactive exhibition gives you new insight into the creative development of this viral sensation, through displays of previously unseen concept art, sketches and design material. These are presented alongside playable versions of the game from its early development, exhibited publicly for the first time.

12:30 PM - 1:30 PM

**LUNCH in Cameo**

## 1:30 PM - 2:10 PM SESSIONS

Cinema 2

**VCAA (New Victorian Curriculum/Media Study Design)** Kathryn Hendy-Ekers

Kathryn Hendy-Ekers from the Victoria Curriculum Assessment and Authority will talk teachers through the update Victorian Curriculum as well as the New Media Study Design.

GDFL 2

**Supporting students' passion for 2D animation** Mike Aldrich & Colin Bennett

From Toon Boom Animation, Mike will take teachers through Australian animation's scope and opportunities, why Toon Boom has become the leading software here in Australia for both 2D, 3D and soon to be games productions, and run through their proposal to help teachers help students. From entry level with one student to fully integrated micro-course offerings. From Year 7 introductions to VCE Unit 3 & Unit 4 productions.

At the same time, Colin will choose a volunteer from the audience to show teachers how quickly they can get someone engaged with no experience and get them to produce a simple, original animation in 30 minutes.

Swinburne Lab

**Making blood, vomit and bird poo - the life of a props person on set!**

With Esther Coleman-Hawkins.

The art department is one of the busiest on set with the most employees. It's arguably the most fun too! This workshop will explore the department, its roles, pathways in and give you some great take aways for a very interactive lesson in your own school.

# PROGRAM

FRIDAY 18 OCT 2024  
ACMI, FED SQUARE

AUSTRALIAN  
TEACHERS OF MEDIA  
STATE CONFERENCE  
2024

## 1:30 PM - 2:10 PM SESSIONS

GDFL 1

**Honk! Using the hit Aussie game 'Untitled Goose Game to explore game design in the media classroom**

With Susan Bye & Ellen Molloy.

Find out about the rich literacy learning activated by ACMI's Honk! Untitled Goose Exhibition and its behind-the-scenes exploration of the smash-hit Australian-made videogame, Untitled Goose Game. This session showcases how the exhibition and Goose Game's unique approach to humour, gameplay, and world building can inspire creative learning through game ideation and design.

## CLOSING SESSION in Cinema 2

2:20 PM - 3:00 PM

**Your ABC: A partner in Media Literacy Education** Annabel Astbury

In this closing keynote, Annabel Astbury, Head of Education at the ABC will showcase the work ABC Education has spearheaded in Media Literacy in Australia and share the vision her division has for creating trusted, valuable and media content for students of all ages.

3:00 PM - 4:30 PM

**NETWORKING EVENT in Cameo**





# PROGRAM

FRIDAY 18 OCT 2024  
ACMI, FED SQUARE

AUSTRALIAN  
TEACHERS OF MEDIA  
STATE CONFERENCE  
2024

8:30 AM - 9:00 AM	<b>REGISTRATIONS   Foyer</b>			
9:10 AM - 9:25 AM	<b>OPENING SESSION   Cinema 2</b> ACMI Introduction and Exhibition Overview			
9:25 AM - 9:40 AM	<b>Screen Smart: Navigating media with critical thinking</b> Peter Anstee			
9:40 AM - 10:20 AM	<b>Press B to Belong</b> Matthew Harrison & Jess Rowlings			
10:20 AM - 11:00 AM	<b>MORNING TEA   Cameo</b>			
TIME/ROOM	Cinema 2	GDFL 2	Swinburne Lab	Gallery 3
11:00 AM - 11:40 AM	<b>Media Futures: Students as consumers and creators</b> Jane Polley & Christine Evely	<b>Australian Screen Content: A Vision for the Future</b> Julie Eckersley	<b>Adobe Animate 101</b> Nick Zomer	<b>Untitled Goose Game Exhibition</b> ACMI
11:50 AM - 12:30 PM	<b>A changing relationship</b> Brett Lamb	<b>Media teacher practitioners at the Victorian Academy of Teaching and Leadership</b> Sam Mackie, Obeyda Kannouj, Hatice Huseyin, Daniel Christiansz	<b>Film-making as an easy youth engagement tool</b> Matt Stewart	<b>Untitled Goose Game Exhibition</b> ACMI
12:30 PM - 1:30 PM	<b>LUNCH   Cameo</b>			
TIME/ROOM	Cinema 2	GDFL 2	Swinburne Lab	GDFL 1
1:30 PM - 2:10 PM	<b>VCAA (New Victorian Curriculum/Media Study Design)</b> Kathryn Hendy-Ekers	<b>Supporting students' passion for 2D animation</b> Mike Aldrich & Colin Bennett	<b>Making blood, vomit and bird poo - the life of a props person on set!</b> Esther Coleman-Hawkins	<b>Honk! Using the hit Aussie game 'Untitled Goose Game' to explore game design in the media classroom</b> Susan Bye & Ellen Molloy
2:20 PM - 3:00 PM	<b>CLOSING SESSION   Cinema 2</b> <b>Your ABC: A partner in Media Literacy Education</b> Annabel Astbury			
3:00 PM - 4:30 PM	<b>NETWORKING EVENT   Cameo</b>			