

AUSTRALIAN
TEACHERS OF MEDIA
STATE CONFERENCE
2024

PROGRAM

FRIDAY 18 OCT 2024
ACMI, FED SQUARE



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8:30 AM - 9:00 AM

Registrations in ACMI Foyer

Attendees may find the foyer on Floor 1 of ACMI (entrance from Federation Square).

Please visit www.acmi.net.au/plan-your-visit for accessibility information about making your way to ACMI.

OPENING SESSION in Cinema 2

9:10 AM - 9:30 AM

ATOM Vic Introduction and Acknowledgement of Country
ACMI Introduction and Exhibition Overview

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.

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 Studio

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, Obayda 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.

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11:50 AM - 12:30 PM SESSIONS

Swinburne Studio

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.

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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 take teachers through the updated Victorian Curriculum as well as the New Media Study Design.

GDFL 2

Help Your Students Become International Animation Success Stories

With Mike Aldrich & Colin Bennett.

Toon Boom Animation software is used on 80% of the world's 2D TV and Film productions including The Simpsons, Family Guy, Rick & Morty & Koalaman. It is the premium 2D software taught in bachelor's degrees around the world for students seeking careers in animation.

Learn how big the animation industry is in Australia and how you, as teachers, can help your students fast track their careers without having to learn the software or know how to animate.

Swinburne Studio

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.

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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 at Beer Deluxe - Open to All

