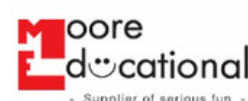


8:00 - 9:00	Registration			
9:00 - 9:15	Welcome to ACMI and intro to DigiCon 2025 @ Cinema 2			
9:15 - 10:00	Keynote: Dr Tim Kitchen The Skills That Matter Most. Educating for Success in an AI-Driven Future			
10:10 - 10:45	Morning Tea + Sponsors Hall + Networking @ Cameo			
	Swinburne Studio	GDFL 1	GDFL 2	Cinema 2
10:50- 12.20	Masterclass: Human-AI Co-Thinking: Designing Learning and Assessments for the Real World <i>Joshua Brewer</i>	Masterclass: Adobe Express Tools for Creativity <i>Al Briggs</i>	Masterclass: A Practical Micro:bit Journey <i>Catherine Newington, Caterina Garwoli & Sam Kingsley</i>	Masterclass: Digital Toolbox Online Tools to Enhance Creativity and Engagement <i>Whitney Dudley & Luke Robinson</i>
12.30 - 1:25	Lunch + Sponsors Hall @ Cameo			
1:30 - 2:15	Play, Prompt and Create: Digital Learning with AI in the Primary Years <i>Scott Peel</i>	From Research to Reality: Designing Digital Game Learning Experiences <i>Shea Rigney</i>	From PLAY to PYTHON <i>Libby Moore (Moore Educational)</i>	Introduction to VCE Algorithmics <i>Michael Quilliam</i>
2:20 - 3.05	Unlocking the Power of the Digital Technologies Lesson Plans <i>Steven Goldberg & Lorraine Blyth</i>	Hands-on Game Design Experiences for Primary Students <i>Coby Reynolds & Nathan Alison</i>	Creating a New Year 10 Elective "Introduction to Algorithmic Thinking" <i>Georgia Gouros</i>	AI Literacy in Year 11 Applied Computing <i>Kanthi Kommidi</i>
3:15 - 4.00	Cinema 2 DLTV AWARDS CEREMONY Keynote: Stephanie McLoughlin & Leah Feigan From Policy to Practice: Shaping Digital Learning in Victoria			
4:00 - 6:00	VISIT ACMI Exhibition : Game Worlds			

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8:00 - 9:00	Registration			
9:00 - 9:15	Welcome to ACMI and Day 2 DigiCon 2025 @ Cinema 2			
9:15 - 10:00	Keynote: Andrew Smith CEO VCAA Digital Technologies and Implications for Curriculum			
10:10 - 10:45	Morning Tea + Sponsors Hall + Networking @ Cameo			
	Swinburne Studio	GDFL 1	GDFL 2	Cinema 2
10:50- 12.20	Masterclass: Visualising the Everywhere through Virtual Heritage <i>Brett Leavy</i>	Masterclass: <i>Adrian Janson & Toddle</i>	Masterclass: Making the Invisible, Visible <i>Rachael Patrick & Gillian Light</i>	Masterclass: Applied in Action: Practical Activities for the New Study Design <i>Luke Robinson & Whitney Dudley</i>
12.30 - 1:25	Lunch + Sponsors Hall @ Cameo			
1:30 - 2:15	Learn Godot Game Development for Years 7-10 <i>Pablo Farias, Zenva Schools</i>	VCE Study Design Retrospective - 1 year in! <i>Adrian Janson</i>	3D Printing as a Tool for Student Engagement Across the Curriculum <i>Jack Allen</i>	Adapted Explicit Instruction for the Neurodivergent Learner <i>Leona Goodwin</i>
2:20 - 3.05	Building AI Mood Lamp – Detect Happy or Sad Faces <i>Pathik Shah</i>	Measure What Matters: Building a Digitally Capable School <i>Paula Christophersen & Anna Kinnane</i>	Code, Chance, Create: Unlocking Maths & Digital Tech with micro:bit games <i>Celia Coffa</i>	DLTV VCE Kit: Resource Unpacked <i>Adam Clissold, Angeline Yannopoulos, Sally Gridley</i>
3:15 - 4.00	Keynote: Trent Ray @ Cinema 2 <i>Fencing the Ocean – Riding the Wave of Change Together: Preparing Communities for Australia's Social Media Reform</i>			
4:00 - 6:00	PRIZE DRAW & Thank you!			

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