ACMI DAY 1 PROGRAM

DIGITAL LEARNING & TEACHING VICTORIA

Time	Swinburne Studio	GDFL 1	GDFL 2	Cinema 2
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			
10:50- 12.20	**Masterclass: Human-AI Co-Thinking: Designing Learning and Assessments for the Real World** *Joshua Brewer*	**Masterclass: Adobe Express Tools for Creativity** *Al Briggs*	**Masterclass: A Practical Micro:bit Journey** *Catherine Newington, Caterina Garwoli & Sam Kingsley*	**Masterclass: Digital Toolbox Online Tools to Enhance Creativity and Engagement** *Whitney Dudley & Luke Robinson*
12.30 - 1:25	Lunch + Sponsors Hall @ Cameo			
1:30 - 2:15	**Play, Prompt and Create: Digital Learning with AI in the Primary Years** *Scott Peel*	**From Research to Reality: Designing Digital Game Learning Experiences** *Shea Rigney*	**From PLAY to PYTHON** *Libby Moore (Moore Educational)*	**Introduction to VCE Algorithmics** *Michael Quilliam*
2:20 - 3.05	**Unlocking the Power of the Digital Technologies Lesson Plans** *Steven Goldberg & Lorraine Blyth*	**Hands-on Game Design Experiences for Primary Students** *Coby Reynolds & Nathan Alison*	**Creating a New Year 10 Elective "Introduction to Algorithmic Thinking"** *Georgia Gouros*	**AI Literacy in Year 11 Applied Computing** *Kanthi Kommidi*
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			

ACMI — DAY 2 PROGRAM

DIGITAL LEARNING & TEACHING VICTORIA

Time	Swinburne Studio	GDFL 1	GDFL 2	Cinema 2
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			
10:50 - 12.20	**Masterclass: Visualising the Everywhen through Virtual Heritage** *Brett Leavy*	**Masterclass: What Does the Future of Learning Look Like with AI in Schools?** *Adrian Janson & Toddle*	**Masterclass: Making the Invisible, Visible** *Rachael Patrick & Gillian Light*	*Masterclass: Applied in Action: Practical Activities for the New Study Design* *Luke Robinson & Whitney Dudley*
12.30 - 1:25	Lunch + Sponsors Hall @ Cameo			
1:30 - 2:15	**Learn Godot Game Development for Years 7-10** *Pablo Farias, Zenva Schools*	**VCE Study Design Retrospective - 1 year in!** *Adrian Janson*	**3D Printing as a Tool for Student Engagement Across the Curriculum** *Jack Allen*	**Adapted Explicit Instruction for the Neurodivergent Learner using Google Slides and Forms** *Leona Goodwin*
2:20 - 3.05	**Building AI Mood Lamp – Detect Happy or Sad Faces** *Pathik Shah*	**Measure What Matters: Building a Digitally Capable School** *Paula Christophersen & Anna Kinnane*	**Code, Chance, Create: Unlocking Maths & Digital Tech with micro:bit games** *Celia Coffa*	**DLTV VCE Kit: Resource Unpacked** *Adam Clissold, Angeline Yannopoulos, Sally Gridley*
3:15 - 4.00	Keynote: Trent Ray @ Cinema 2	*Fencing the Ocean – Riding the Wave of Change Together: Preparing Communities for Australia's Social Media Reform*		
4:00 - 4.15	PRIZE DRAW & Thank you!			