Event Agenda

All times are AEST

Students from all over Australia can combine communication skills with STEM and design thinking with our virtual Hackathon

THURSDAY 12 August 2021

Teacher Professional Development

4:00pm – **6:00**pm

- Overview of the Design Thinking process
- Design mini challenge for teachers
- Strategies to incorporate *Design Thinking* as a multidisciplinary concept in the classroom

Approval for NESA/TQI PD accreditation TBC

FRIDAY 13 August 2021

Design Thinking workshop for students (teacher led)

Students will:

- Engage in an overview of the design thinking process.
- "Learn by doing" a design mini-challenge (same as TPD)
- Meet their Design Thinking Team Mentor
- Gain an understanding of how the hackathon will run and what they will need to do to be successful

MONDAY 16 August 2021 — Day 1

9:00am

Specific problem challenges are published

9:30am

Live broadcast from ANSTO featuring special guests to kick-off the hackathon.

During Day 1, students will:

- Choose which problem challenge they would like to solve
- Identify, **empathise** and understand their end-users
- **Define** and uncover the root problem by asking questions
- Select which STEM & Innovation/Industry Mentors they would like to work with on Day 2
- Collaborate with their Design Thinking Team Mentor to reflect on their work and receive feedback

TUESDAY 17 August 2021 — Day 2

9:30am

Live broadcast from ANSTO: Reflections on Day 1 and inspiration from special guests to get the creative ideas flowing for Day 2

During Day 2, students will:

- Challenge assumptions, **ideate** and generate ideas for solutions
- Engage with STEM and Innovation/Industry mentors to gain the insight and feedback needed to begin designing their **prototype** solution
- Reflect on their work and begin thinking about the **pitch** with their Design Thinking Team Mentor

WEDNESDAY 18 August 2021 — Day 3

9:30am

Live broadcast from ANSTO: Pointers on how to deliver a successful pitch and some inspiration for the homestretch

During Day 3, students will:

- Manifest their ideas in a tangible way by making and breaking solutions using a variety of mediums (Eg. 3D models, collage, sketches, role-playing, paper/craft prototypes, etc.)
- Collaborate with their Design Thinking Team Mentor to **test** their solutions and receive end-user and final feedback for their **pitch**
- Complete the "pitching" template, plan, record and submit their pitch for judging by 11:59pm

THURSDAY 19 August 2021

Shortlisting of entries:

- Finalists will be notified by COB

FRIDAY 20 August 2021

Official judging panel (morning)

Event showcase and winner's announcement (afternoon)

- Finalists will be asked to participate in the showcase
- All hackathon participants will be invited to watch

All videos will be recorded and shared to enable future viewing

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#anstoscienceweekhackathon2021