



Digital outreach and sandbox creativity: using the NERUPI framework to deliver a digital festival through Minecraft

NERUPI Convention 2020

Scott McKenzie and Emily Warwick



Thanks for joining us! In the chat box can you put your name, job title, university



PS Please remember to mute your mic



Session overview:

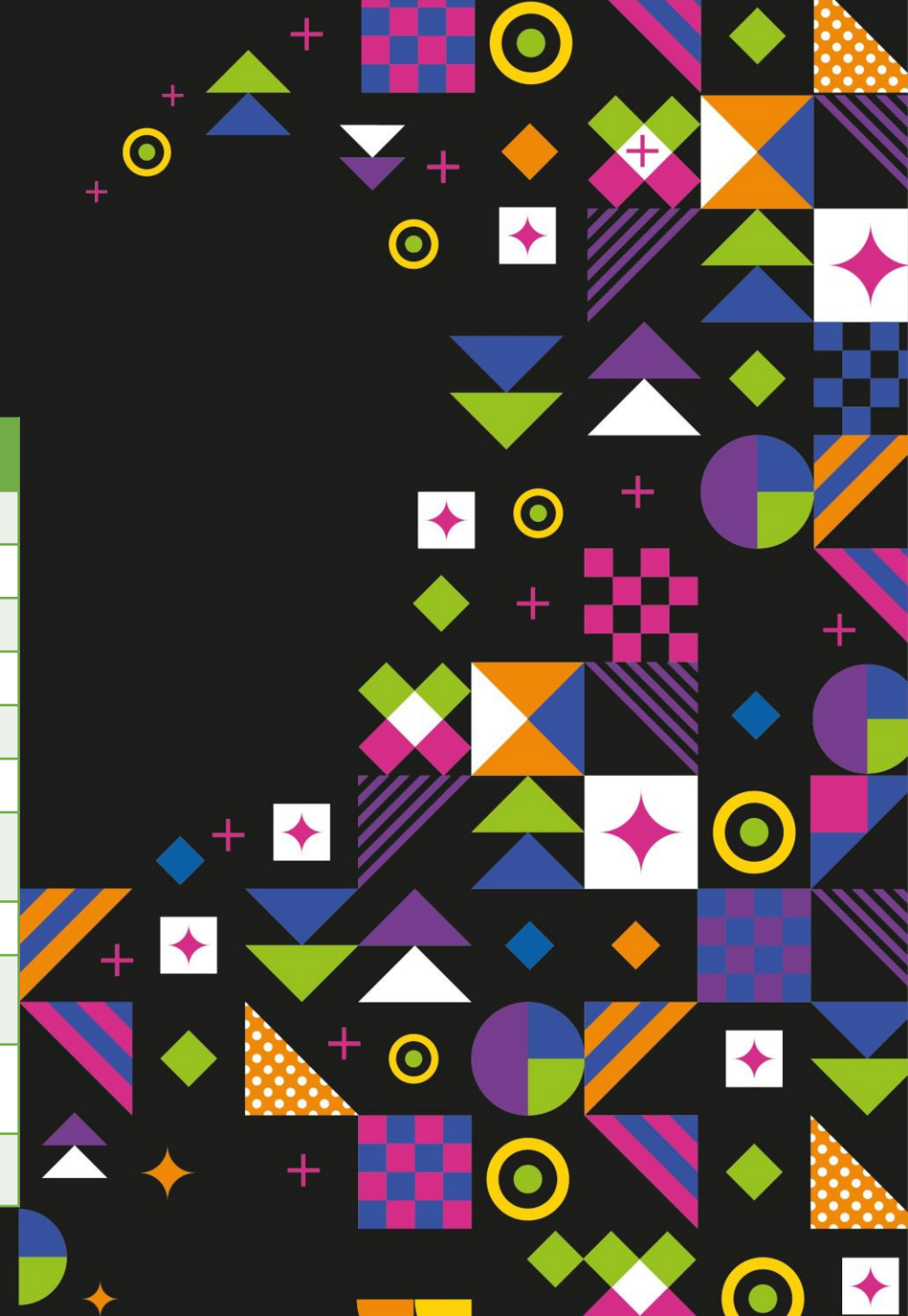
- Introduction to the festival – moving online
- Development of objectives
- Using Minecraft
- Evaluation Methods
- Reflection and moving forward



Development of the objectives

Objectives

- Explore academic, social, economic and personal benefits of progressing to Higher Education (Level 2)
- Explore social and leisure, and extra-curricular opportunities in Higher Education (Level 3)
- Find out about academic and information services, facilities and resources at Cardiff University (Level 3)
- Explore university subject areas and the range of possible study opportunities (Level 2)
- Find out about student finance and additional financial support (Level 2)
- Develop confidence in their potential to progress onto and succeed at university (Level 2)
- Become familiar with a university setting and learning and teaching approaches in Higher Education (Level 2)
- Establish a positive association with Higher Education and Cardiff University (Level 2)
- Gain a positive first-hand experience of student life and a university environment (Level 3) - In a different way than usual summer schools, but still there and still important.
- Identify and practise the skills they need to live independently (Level 3) - Cooking is especially important for this group – if we think it will work
- Interact with other students on programme, Student Ambassadors and current students (Level 3)



Development of the objectives

Enablers:

- 👉 Minecraft (java)
- 👉 Zoom (synchronous)
- 👉 Aula (asynchronous)
- 👉 Sched (programme/promo)
- 👉 Student Ambassadors (of course!)

Storyboarding the student journey...



Moving into halls



Meeting Flatmates



Sports and societies



Student Support



The learning environment



Graduation



Tuesday, July 28

10:00am BST

✓ Introduction to University Life
Luke Merchant (he/him) • Freya Morris

10:30am BST

✓ Introduction to University Life: Live Webinar
Luke Merchant (he/him) • Freya Morris

11:00am BST

✓ Flatmate Chat

2:00pm BST

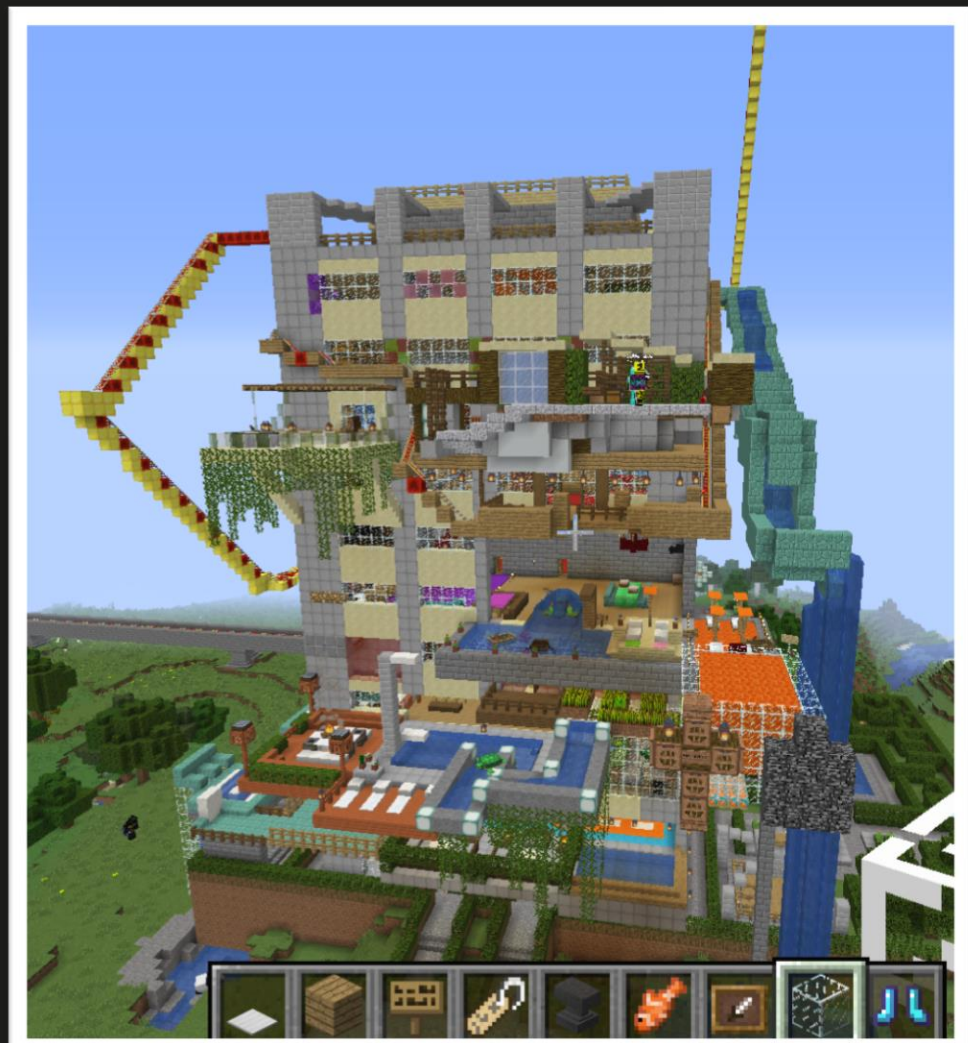
✓ Minecraft: Design Your Own Room
Luke Morgan • Kara Bennett (she/her)

4:30pm BST

✓ Digging Deeper
Scott McKenzie • Luke Merchant (he/him) • Freya Morris







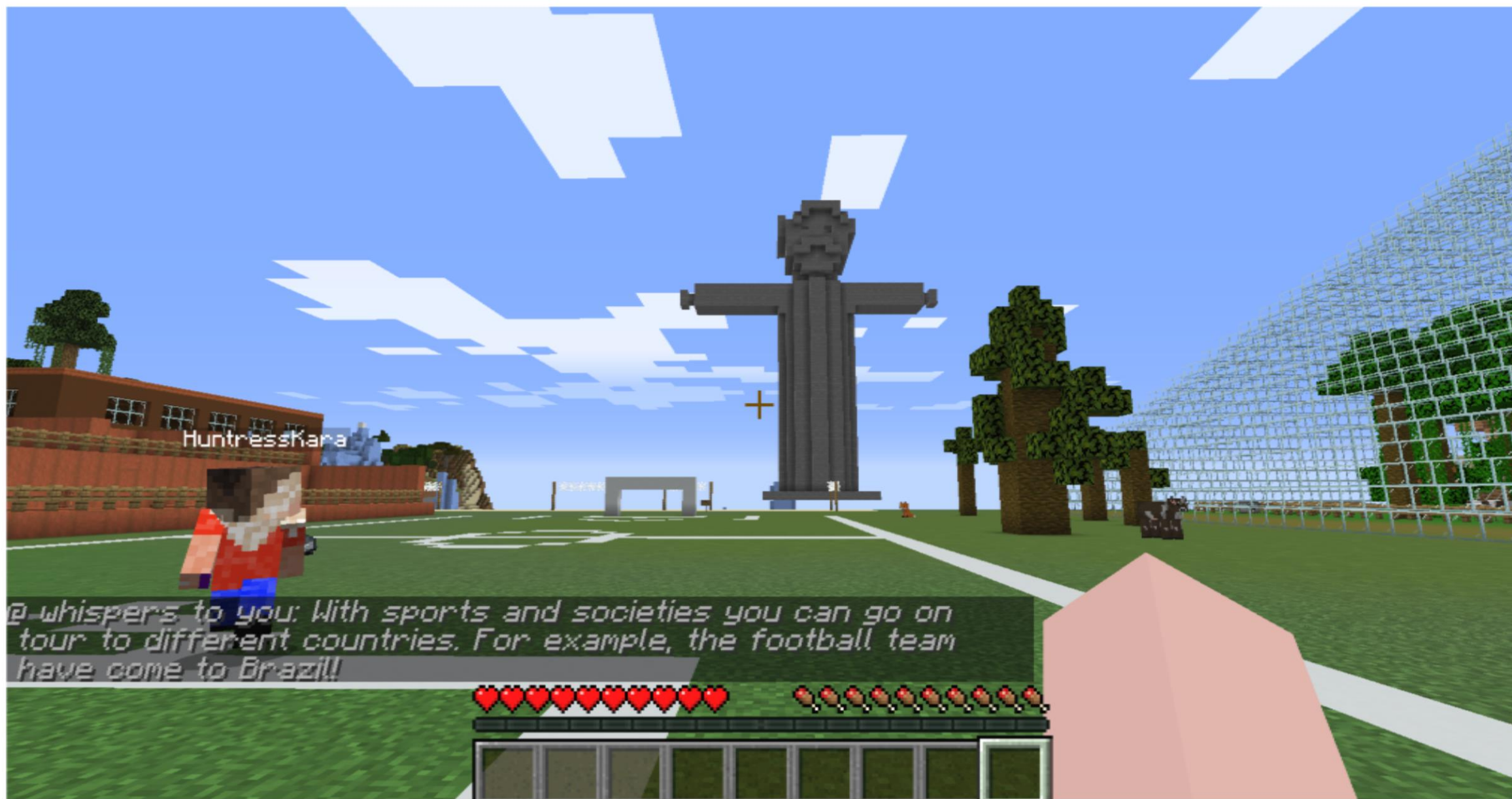






<Ambassador Heather_B> the code to make the words







reenshot as 2020-08-07_11.34.59.png







Evaluation Methods

- Creations within game
- Pre and Post
- Ambassador as evaluators
- Reflection session



4) Skills I have learnt



First Day - Moving into your university flat

Offer a smile / assistance to people
moving in

♥ 4

 Add comment

help people move in,
pizza/cake (or both)

♥ 5

 Add comment

DOORSTOP

♥ 3

 Add comment

Get to know the people in the
flat with you

First Week - Adjusting to your course

Attend all scheduled
lectures/seminars/workshops
so you do not miss anything as
the most important things are
covered in the first week or
two

♥ 6

 Add comment

Try having a flat meal to break the
ice

♥ 5

1 comment

 Anonymous 1mo
but doesn't that involve ... OTHER
PEOPLE?!

 Add comment

First Month - Meeting new people and joining sports and societies

don't be afraid to join any

♥ 5

 Add comment

Attend as many give at a go
sessions as you want without
committing to memberships

♥ 10

 Add comment

Try out societies even if you're
unsure

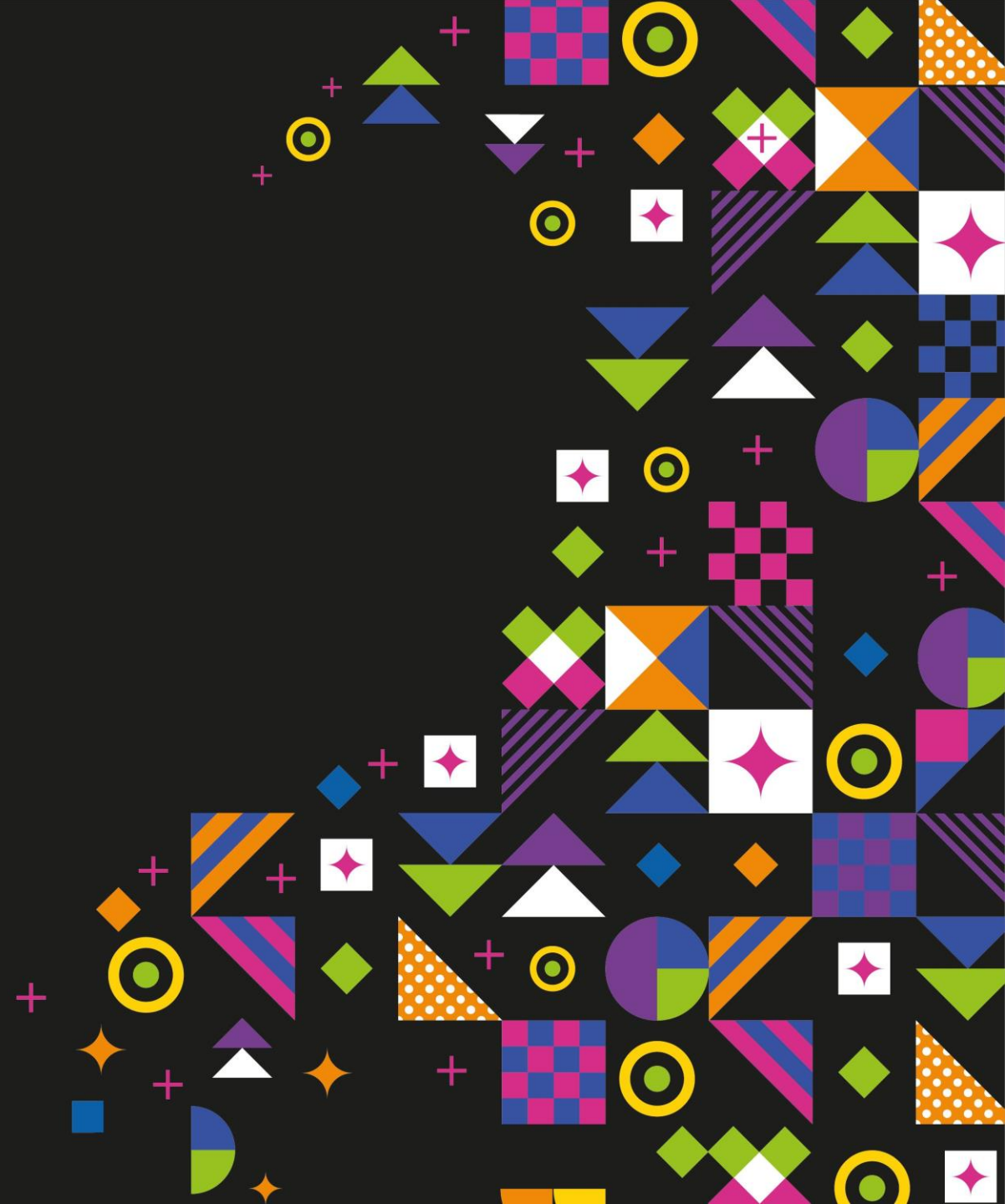
♥ 5

 Add comment



Evaluation Methods

- Pre and Post
- Ambassador as evaluators
- Reflection session
- Parent interviews





Reflection and moving forward



Thank you! Any questions?

Scott McKenzie:

McKenzieSD1@cardiff.ac.uk

Emily Warwick:

WarwickE1@cardiff.ac.uk



Links

- Video on Minecraft
- Aula - <https://aula.education>
- Sched - <https://sched.com>

