

(Subject to amendment. For more on speakers and topics: <http://www.smartnet.co.nz/elf19/contributors/>)

Day 1—Digital Divides & Dividends

8.15am Registration, coffee and networking

8.55am Mihi whakatau

9.10am Keynote

Integrating Learning and Work in the Digital Age

-Challenges, benefits, an app and an appropriate qualification mechanism

The future of fast evolving vocational education and training will be one in which those who commence their learning at work can capture that learning in an effective way which allows for developmental learning and for credit towards qualifications.

Phil Ker

Chief Executive,
Otago Polytechnic

9.40am Discussion

10.00am Digital Divides

Equitable Digital Access for Students

-How ConnectED has come to life and the impact of this for the community

Irihāpeti Mahuika

– Kaihautū
Whakaako
Director of Learning,
Haeata Community
Campus

10.30am Networking Break

11.00am Digital Dividends

DISRUPT-ED – A journey of embracing the future focus!

-The transformative journey from a traditional learning context to a future focused educational model.

Nicola Ngarewa

Principal,
Spotswood College

11.45am Open Forum

12.30pm Networking Lunch Break

1.30pm *Te Kura's transformative shift to online provision*

– The use of digital technology to enhance learning in terms of access, engagement and learner agency

Te Kura's award-winning online learning environment "My Te Kura" provides engaging, accessible personalised learning opportunities. We have adapted the international Big Picture learning approach to each learner's context. Our students engage in real life learning opportunities, with their passions and interests at the centre, and their whānau and community connected to their learning. Learners develop relevant skills and knowledge with learning that extends well beyond the traditional concept of the classroom.

Mike Hollings

Chief Executive,
Te Aho o Te Kura
Pounamu (Te Kura)

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DIGITAL DIVIDES, DIVIDENDS & DANGERS

17 & 18 July

Dunedin



Day 1 Programme Continued

2.20pm Presentations/ Demonstrations

Virtual Reality Learning Tools in Prison

-Co-designing, developing and evaluating virtual reality learning tools with the aim of significantly improving engagement, completion and achievement rates for learners in prison literacy and numeracy programmes.

[Cheryl Adams](#)

CEO,
Animation Research

[Jimmy McLauchlan](#)

Business
Development,
Methodist Mission
Southern

3.15pm Networking Break

3.45pm **Humanising Technology via the world's first Digital Brain™**

—Soul Machines' breakthroughs in Experiential Learning add Human intelligence to AI, taking interactions beyond algorithms and enabling digital beings to accumulate experiences, learn, and respond emotionally.

[Hilary O'Connor](#)

Director,
Technical Sales
Soul Machines

4.20pm Open Forum

Natural Intelligence > Artificial Intelligence

"The greatest challenge for AI is not the slow progress in top-down intelligence but the lack of attention to teaming intelligence that would allow the pairing of humans remarkable predictive powers with AI's superior bottom up analysis of data." Alonso Vera, NASA

Genuine AI breakthroughs are being made with assemblages of artificial neurons designed to model the primate brain and resemble the neural activity of intelligence but the human brain is still impossible to match. The age of AI helps us better understand the power of the Spine-Top Computer and the importance of human development, especially in the first 1,000 days. To get the most effective learning and doing from the dynamic interplay between NI and AI we need to understand the radical differences between even the crudest human mind and the most sophisticated computer programme.

5.00pm Networking Drinks and Nibbles

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Day 2—Digital Dividends & Dangers

8.30am Coffee and networking

9.00am ***Education and Open Source IT Innovation***

-Opportunities for Generation Z and Lessons for Educators
Revealing insights into the fast changing world of work and lessons for educators in avoiding digital lock-in to proprietary platforms and ensuring delivery flexibility.

Paul Stevens

GM, The Open Knowledge Group, Catalyst IT

9.45am ***Dunedin: Digital Investments and Digital Dividends***

-Education-business links and evolving plans for a Centre of Digital Excellence.

Plans are advancing for a new Centre of Digital Excellence (CODE) in Dunedin which will build on the city's digital strengths, particularly in game and app development and associated sectors, including education and training.

Fraser Liggett

Economic Development Programme Manager, Enterprise Dunedin, DCC

10.30am Networking Break

11.00am **Digital Dangers**

Addressing Dangers of Screen Overuse

-Without conscious steps to be in control of one's use of screens, the journey to screen-dependence follows.

Extensive screen time can lead to behavioural problems, anxiety and depression.

Dr Mary Redmayne

Independent Researcher, Victoria and Monash University

11.30am ***Online Safety and Wellbeing***

-Balancing the role of the learning community in managing online incidents, and actively developing what's needed for students at the crossroads of online safety, citizenship and wellbeing.

Anjie Webster

Education Advisor, Netsafe

**12.00
Noon**

Handling Fake News and Flaky Views Part 1

- Educating users to tackle online prejudice and handle information critically

The Christchurch shooting tragedy underlines the role of education in tackling prejudice and hate in social media and other online contexts by demonstrating the links between hateful comments and action. Social media platforms bring huge benefits such as a more open and inclusive society and opportunities for collective action. But they also diffuse responsibility for the public good and remove filters.

Educating young people to stay safe and not do harm is important, but just as important is educating them about how to participate and share constructively online, listen across differences, think critically and access credible sources of information.

Donald Matheson

Head of Media and Communication, University of Canterbury

DIGITAL DIVIDES, DIVIDENDS & DANGERS

17 & 18 July

Dunedin



EDUCATION
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Day 2 Programme Continued

12.30pm

Networking Lunch Break

1.30pm

Handling Fake News and Flaky Views Part 2

– Educating users to tackle online prejudice and handle information critically

Donald Matheson

Head of Media and
Communication,
UC

2.00pm–
3.45pm

Concurrent Workshops

An opportunity for a deeper exploration of some key issues, strategies and solutions relating to ELF19

Workshop 1

Anticipating and Responding to Online Issues and Incidents: What's Needed

This interactive workshop will look at:

- Effective online incident response.
- Proactive strategies for building a safer online environment.
- Resources to look at schools' context, what is in place and working, and help identify what's needed next.
- Examples of initiatives happening in schools.
- Research findings from Netsafe's Research team and abroad.

Anjie Webster

Education Advisor,
Netsafe

While recent events have shown us the worst of the Internet, we have also seen evidence of the immense opportunities to draw people together and harness humanity's strength and togetherness.

Pauline Spence

Education Advisor,
Netsafe

Workshop 2

EduBits – a new way for learners to show what they know

Otago Polytechnic, one of New Zealand's leading tertiary education institutes, is proud to be the driving force behind [EduBits](#), our micro-credentialing service. In this session learn how EduBits can be used to partner educational delivery beyond the classroom, making learning accessible and visible to industry and learners.

Andy Kilsby

Director
Employability,
Otago Polytechnic

3.45pm

Forum Concludes

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