



*Andrew Hannay*

Environment, Sustainability, Technology

# Creative Realms Townsville: Program Summary

**Creativity. Technology. Resilience.**

**Creative Realms Townsville: A unique program for life skills development using creative technology for young people with Autism Spectrum Disorder**

Over several years I have developed a program that uses technology (specifically game development) as a support tool for assistance with daily living and building important social and STEM skills. Sessions are individually tailored for participants and conducted 1 on 1.

More than just a coding tutorial, these sessions focus on building important competences for young people with ASD. Participants have seen improvements in:

- problem solving,
- short, medium, and long-term planning,
- managing frustration tolerance,
- fostering creativity,
- self-confidence and self-advocacy,
- social and conversational skills

Additionally, it is a means for developing sought after STEM skills in coding and design in a fun and creative environment. Sessions are personalised for participants skill levels using the Roblox and Unity game development platforms.

Sessions start with 8 – 12 weeks of introductory lessons, understanding the tools that are used in game development and creating a strong foundational knowledge in coding in the Lua and C# programming languages (depending on the platform used).

From there, participants work on a long-term game development project that they co-design and lead themselves, with my guidance. Projects are planned out from the start and participants use real industry-based tools to plan and track their project and progress.

My objective is to provide support to each client to help foster their natural talents, build knowledge and confidence, and the prepare for a prosperous and fulfilling future.



Make a positive impact  
on the life of **every**  
client, through  
creativity,  
technology and  
learning...

VISION



### Session Info:

Sessions typically go for 1 hour, are highly adaptive to suite the participants needs. They involve a minimum 50% focus on learning/coding/game development and 50% play based social interactions (playing and testing the games created).

If requested, **Progress Reports** can be provided quarterly, outlining support provided, improvements observed, technical skills developed and barriers \ opportunities identified.

**Rates** are \$60AUD per hour (exclusive of GST) billed monthly via invoice.

### Qualifications and Experience:

**Graduate Certificate in Information Technology:** James Cook University 2018 (for which I received a letter of commendation for maintaining a GPA 6.00 or greater)

**Master of Computer Science:** Edith Cowen University, July 2021

Current Working with Children Blue Card

I am also an experienced environmental management and sustainability professional with extensive demonstrated history. I have experience in using technology and programming to teach and support young people through both my position as a volunteer with the North Queensland Autism Support Group (NQASG) IT Club since 2018.

### Contact Details:

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## Example Lessons:

These lessons are typical from mid to late stage of the foundational sessions. These would cover 2-4 weeks of 1-hour sessions.:

[Unity: Wave Based 3D Game](#)

[Roblox: Making a potion crafting minigame](#)

***N.B.** Participants are not expected to navigate these guides, each step is explained person to person, these documents are references for the instructor.*