

Day 4/Session 1

Creating Your Ideal University Society

1. Session Context

- Participants have designed multiple rooms in *Minecraft* in previous sessions both individually and co-operatively in their flats.
- Participants will have been given a talk on the range of sports clubs and societies they can join whilst at university as well as information on what activities and social opportunities they can expect to experience.
- In this session participants will begin brainstorming and designing a society they would create/join if they were at university with the aim of constructing this society in *Minecraft* in the next session. The information participants receive in the preceding talk should provide a springboard for participants' own ideas.
- The next session will allow participants to continuing developing their ideas about their university society by creating it within *Minecraft*.

2. Related Materials

- *D4S1 Creating Your Ideal University Society.pptx* - PowerPoint Presentation with animations to be used by the session presenter)
- *D4S1 Creating Your Ideal University Society.pdf* – PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.
- *D4S1 Creating Your Ideal University Society (Accessible).pdf* – Accessible PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.

3. Expected Learning/Development Outcomes

- The group should have a strong understanding of the basic idea of what a university society is. Additionally, they should be able to demonstrate knowledge about some aspects of university societies such as what a social is, how often societies tend to meet etc.
- The group should have developed basic elements of their society e.g. name, logo, purpose, example activities etc. and may have developed more advanced aspects e.g. weekly schedule, big social events, how they are going to create their society in *Minecraft* etc.
- The group should demonstrate developing teamworking skills compared to the previous session and potentially display a greater understanding of the group's dynamic.

- Less confident participants may demonstrate increased confidence in interacting with the group.

4. Session Structure

- CONTENT TO BE ADDED.

5. Learning Methods, Activities, and Technologies

- PowerPoint Presentation that clearly sets out the learning objectives of the session from the beginning.
- [Not sure what else to add here].

6. Ensuring Inclusiveness

- Ensure that the ideas of all participants are given appropriate consideration within the group and are not overlooked. For example, creating a mind map on a virtual whiteboard where each participant can write their ideas down.
- Student Ambassadors should ensure that no one participant is allowed to dominate the group discussions through mechanisms such as giving each participant a maximum amount of speaking time, posing questions to other members of the group to allow them opportunities to join the discussion.
- Ensure that participants are aware of the requirement for societies to be accessible and inclusive and encourage participants to consider how their society will satisfy these requirements.
- Allow time to address any technical issues.
- Allow participants to use chat communication as an alternative to vocal communication.
- Create a friendly environment for the participants (but with clear boundaries and enforcing the agreed code of conduct).
- Materials to be sent in advance (with accessible option).

7. Post-Session Evaluation

- Debrief and review to take place after the session.