

### **GO - Know Your Tech/Crack A Trivia**

G-CUS-Oxx

# **KYT-CAT**

Network & Communication

1.0





## KYT-CAT

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#### **OBJECTIVE OF THE MODULE**

The purpose of this unit is to introduce you to some parts of computer culture and to instill and generate an interest in these various subjects.

By using recommended sources, the idea is to expand your research according to the topics you wish to address.



The key word of this unit is "serendipity" meaning: 'the fact of finding interesting or valuable things by chance.



The MCQ questions are drawn from these resources, so it is not a waste of time. Start with the videos because they are more generic, then go to the more specialised links. Feel free to take some notes if you think it's necessary to fix the items.

And most importantly, do not neglect the importance of conducting personal research: now explore some additional links on specific aspects that interest you because they will serve as a basis for your pitch.





#### HOW TO PREPARE YOUR PITCH AND INFOGRAPHICS

During this pitch, you will present a topic of your choice, related to the theme of this cycle. The pitch will be in French, English (bonus), (for any other language, see your educational staff). During your pitch, we will check your infographics.

The pitch itself will be based on your own research, around a specific aspect of the theme of the cycle.



Avoid factual and flat presentations. What we are looking for and expect is analysis, synthesis, and criticism.

Also remember to provide your sources.

The work handed in will be in the form of an infographics which is more advantageous than PowerPoint. It will also, of course, be in English.

The duration of the pitch is 10 minutes, Q/A included.

#### **EVALUATION**

Your pitch and infographics will be graded depending on the following key words:

- 1. Quality of the resource(s) used,
- 2. Depth of insight in the topic (can be technical depth or critical analysis),
- 3. Usefulness of the infographics



Remember that the goal of the module is to gain culture, and the goal of the pitch is to share what you've learned through your own research.

