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# Week 2 Workshop

COS10025 – Technology in an Indigenous context project

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# Acknowledgement of Country

We respectfully acknowledge the Wurundjeri People of the Kulin Nation, who are the Traditional Owners of the land on which Swinburne’s Australian campuses are located in Melbourne’s east and outer-east, and pay our respect to their Elders past and present.

We are honoured to recognise our connection to Wurundjeri Country, history, culture, and spirituality through these locations, and strive to ensure that we operate in a manner that respects and honours the Elders and Ancestors of these lands.

We also respectfully acknowledge Swinburne’s Aboriginal and Torres Strait Islander staff, students, alumni, partners and visitors.

We also acknowledge and respect the Traditional Owners of lands across Australia, their Elders, Ancestors, cultures, and heritage, and recognise the continuing sovereignties of all Aboriginal and Torres Strait Islander Nations.

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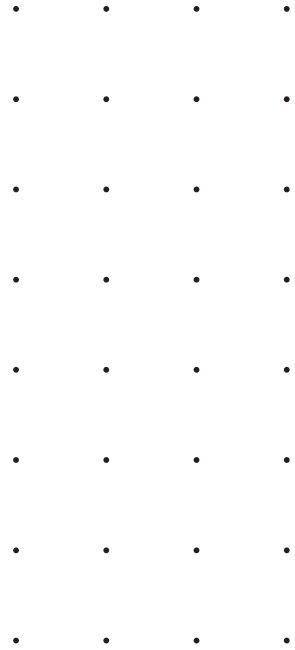
# Workshop 2

**The aim of today's class is to sign your team agreement, find projects with use of technology to solve a community problem**

Activity 1: Team Agreement and facilitator meetings

Activity 2: Projects around the world and use of technology to solve a community problem

Activity 3: Find out your Terminology and Language



# Email Etiquette

- Why important:
  - I can receive ~100 emails/day
  - Using good email etiquette saves time, and gets results
- Subject: clear, direct, e.g., COS10025 Wk07 Group 2 Meeting.
- Professional greeting: e.g. Dear ..., Hi ... NOT Yo, G'day, ....
- Text content: clear, concise, details, what do you need, when, ...
- Sign off: full name, contact details or group details
- NOTE: COS10025 has many workshops held on the same day, so be very clear
- What assumptions have I made?



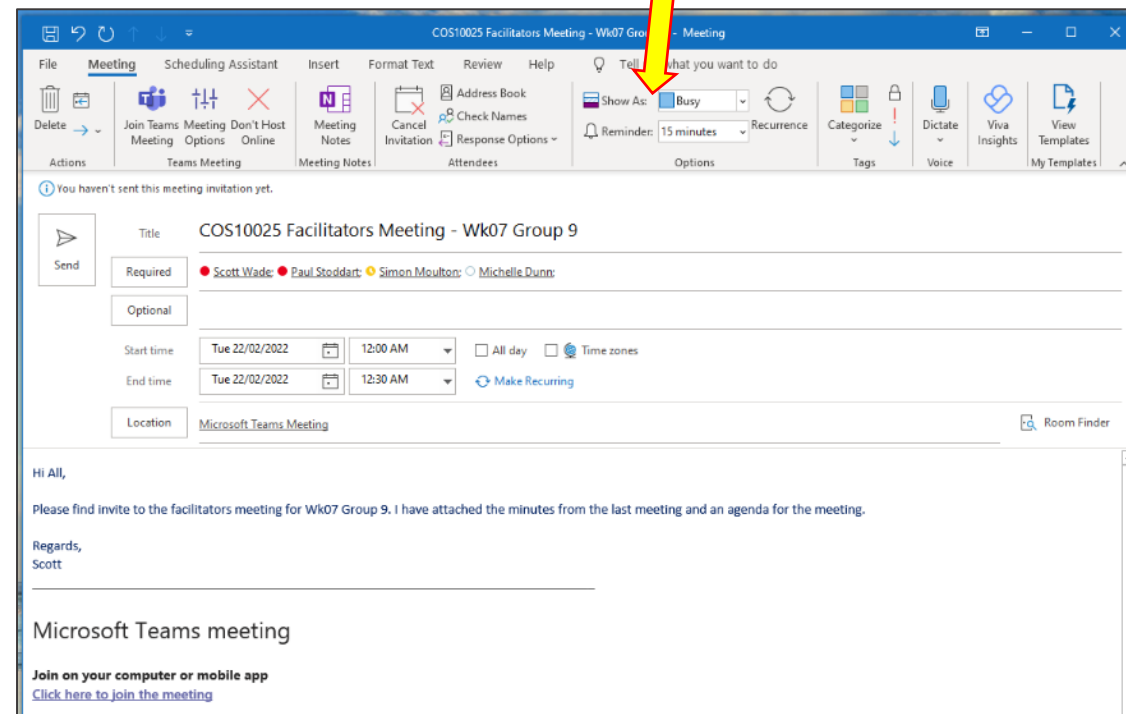
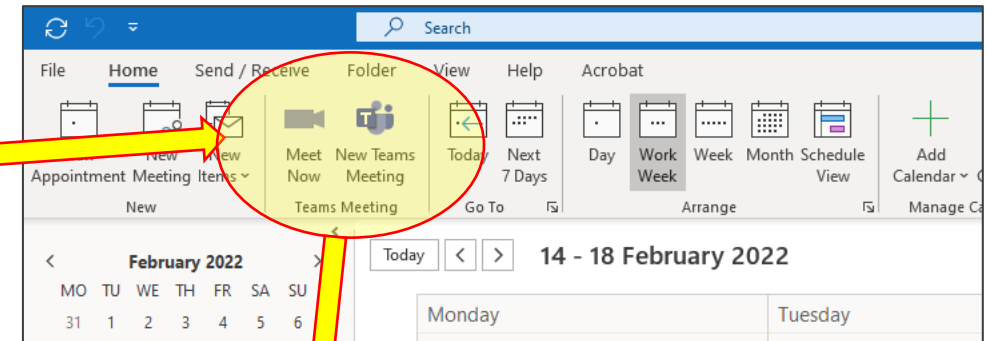
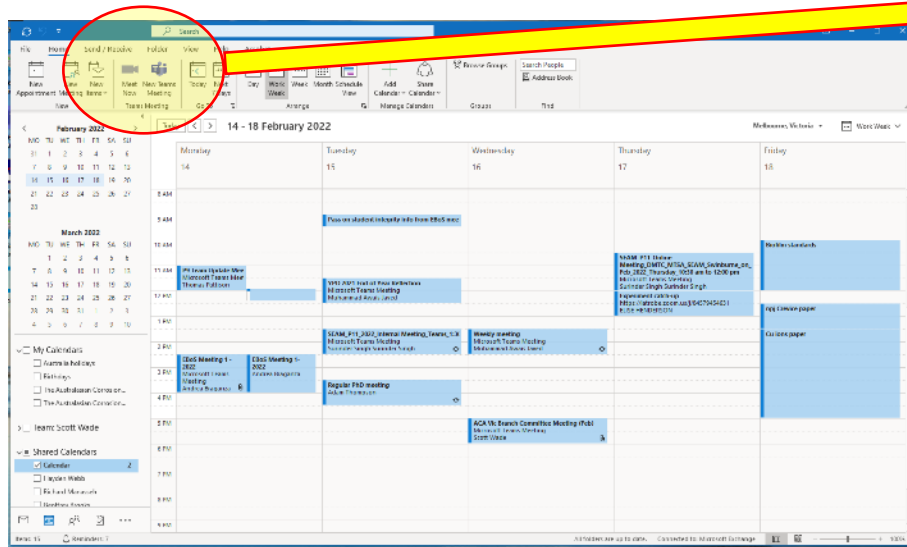
# Setting up MS Teams Meeting

- Most email accounts can create MS Teams meeting appointments
- Proper meeting appointments:
  - Efficient way of setting up meeting
  - Allow participants to accept/decline proposed time
  - Fix time (& reminder) in calendar
  - Link to meeting is in an easy to find place
  - Allow relevant docs to be attached
- Most professional workplaces use meeting appointments



# Setting up MS Teams Meeting

- Outlook calendar → New Teams Meeting



# 1<sup>st</sup> Activity

Aim : Team Agreement and facilitator meetings

Instructions :

1. As a team, please review team policies (check canvas).
2. Fill in the Team expectations agreement document and get reviewed by the facilitator.
3. Sign the Agreement and submit it in canvas for assessment.
4. Familiarise with your facilitator meetings expectations – Agenda, role, weekly project plan etc.
5. Book your meeting time from week 2.



Teamwork: 15-20 minutes



# Key Roles – Team members

1. Organising and facilitating weekly team meetings
2. Cooperatively allocating tasks to team members
3. Leading the development of project tasks
4. Meeting minutes' taker (taking turns)
5. Sign your team agreement

Please check Teamwork Essentials here in Canvas –

Teamwork policies -

[https://swinburne.instructure.com/courses/44367/pages/teamwork-essentials?module\\_item\\_id=2829264](https://swinburne.instructure.com/courses/44367/pages/teamwork-essentials?module_item_id=2829264)

Meeting minutes template -

[https://swinburne.instructure.com/courses/44367/files/18486668?module\\_item\\_id=2829265](https://swinburne.instructure.com/courses/44367/files/18486668?module_item_id=2829265)

Teamwork Agreement -

[https://swinburne.instructure.com/courses/44367/files/20066497?module\\_item\\_id=2992886](https://swinburne.instructure.com/courses/44367/files/20066497?module_item_id=2992886)



# 2<sup>nd</sup> Activity

- Aim** : Projects around the world and use of technology to solve a community problem
- Instructions** :
1. As a team, find out projects around the world used any technology to solve a community/indigenous problem around.
  2. List out maximum ten different projects with project title/paper title, community problem, technology used.
  3. Each team member must summarise a project with a detail information – what was project about (at least a paragraph)? How the technology solved the problem? Was it suitable for the community?
  4. Report to your facilitator for assessment purpose?
  5. Upload all outcomes in canvas by due date?



Teamwork: 20 - 30 minutes

# Team Project

## Use of Emerging Technologies to solve Remote Indigenous Communities Challenges



# This semester's project

## Use of Emerging Technologies to solve Remote Indigenous Communities Challenges

Since the late 1990s, there has been a succession of Australian Government programs aimed at providing various facilities to remote Indigenous communities (RICs). In 2016, there were an estimated 798,365 Aboriginal and Torres Strait Islander people in Australia, representing 3.3% of the total Australian population, with approximately 19% living in remote Indigenous communities and homelands.

While remote communities differ in terms of size, population, distance from regional centres, services provided, and social, cultural, and historic influences, there are unique needs and challenges for many Indigenous Australians living in remote Australia. Many of these challenges are well known and documented, including low socio-economic conditions; limited training and development options, and limited availability of key services (health, water supply, energy supply, emergency support, agriculture, waste management).

There is a range of factors that can significantly impact the uptake and effectiveness of communication technologies and services. This project is focused on analysing current challenges, needs for communication technologies, and services for remote Indigenous communities around Australia. It also explores user access, affordability, appropriateness, health & safety, and sustainable livelihoods in relation to Emerging technologies.

## Phase 1 (week 1 to week 4) – Problem identification

After forming your teams, each team has to work on identifying a problem that exists in a township/community within a state of Australia. The team needs to find appropriate research evidence to support and prove that the problem is a challenge to the local community. The team can look for various challenges such as water supply, energy generation/distribution, health, and safety, climate change, natural disaster, etc..

The team needs to discuss with the facilitator and confirm your problem before the next phase. The team should work on their workshop reflection activities to finalise the problem identified.

## Phase 2 (week 5 to week 7) – Develop design ideas/alternatives for a particular problem

When your team comes up with a design idea, you have to use a technology that solves the problem. It should be an appropriate design, easy to use, affordable, environmentally suitable, and sustainable. The team has to consider

- What are the benefits of the design?
- How it will impact the community?
- How the design is culturally appropriate for the community?

### Phase 3 (week 8 to week 10) – Design selection and justification

After the submission of your team innovation concept report. Now the team has to consider justifying the design ideas. By debating about different design ideas

- Why has the team chosen the best 3 design ideas? What was the team's justification?
- Why doesn't the team choose the other 2 design ideas?
- How can the team make the other two ideas better than the first 3 design ideas?

### Phase 4 (week 11 & week 12) – Presentation and project reflection

The team presents their final design ideas during the workshop session and writes an individual final project report.

# Project requirements

- Analyse current challenges and services for remote Indigenous communications in particular regions of Australia
  - ✓ Explore Indigenous communities' challenges against the population of communities (Major cities, regional, Remote, very remote).
  - ✓ Analyse user access, and affordability to use emerging technologies, based on the Indigenous communities' need for day-to-day activities in remote areas.
  - ✓ Analyse any potential environmental consequences while using any emerging technologies.
  - ✓ Estimate total infrastructure expenditure for remote Indigenous communities (based on emerging technologies).

One Township, One Problem, Five Design Ideas (for each Team)

# 3<sup>rd</sup> Activity

- Aim : Find out your Terminology and Language (refer to Canvas week 1 module)
- Instructions :
1. Why you need to understand the terminology and language?
  2. Why is terminology important for Indigenous Australian people/s?
  3. List out at least ten different communities and their language spoken in different parts of Australia?
  4. Share your team findings?



Teamwork: 15-20 minutes



# Next week

- Meet with facilitator ahead of workshop as a team to show brainstorming results
- Identify, discuss, and assign your team work to each team member
- Complete weekly reflection quiz