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- New Page

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Objectives:

By the end of this class, your students should be able to:

- Understand the structure of the Web & UX Design programme programme
- Locate resources relating to pastoral care
- Log into their machine
- Know how to access the grade center and understand the grading system for the Web & UX Design programme programme
- Log in to Blackboard, navigate and access their class area
- Be familiar with the campus and student spaces
- Know the process and where to go in an emergency (meeting point)
- Recall the names of other classmates and some small facts about them

Handouts / Resources:

Each student should receive on day one:

- A copy of their timetable
- A copy of the student handbook
- Visual diary
- Login details for campus machines
- Technology Acceptable Use agreement

Key points:

Programme outline

Show and explain:

- How the programme is structured - each module overview. Define formative projects and summative assignments.
- The programme overview and outcomes - what do they mean

- How the first few weeks of the programme will run, what to expect, subjects covered, etc
- What the first project is and the learning trajectory toward it
- Timetable, lab hours and access

Pastoral care

Explain:

- Pastoral care options available on campus - where to go for help, who to ask and the scope of assistance we can offer.
- Support staff names, role and location on campus.
- Attendance requirements of the campus
- Class rules you would like to set regarding lateness, music/headphones, cellphones during discussion, respect, food/drink in labs etc

Logging into machines & MyACG

During the enrollment process - students should have been automatically added to their Blackboard class - take note of any names not present in the class Blackboard and follow up with your HOF.

- Demonstrate how to log into the machines and how the network and student servers are accessed.
- Explain where to purchase additional printing credit if needed
- Show how to access & log into MyACG / Blackboard
- Navigate the class area and access programme resources and information
- Discuss policy around using machines during and after scheduled class time
- How to access tech support

Icebreakers

On MyACG there are a number of warmer and icebreaker activities in the Tutor Lounge section - if you don't have access to this area, your HOF can add you to it.

Activities:

Introduce someone else

- Pair the students up randomly, give them 5 minutes to talk to each other, and have them introduce each other to the class in narrative form.

A few of my favourite things

- Circulate blank sheets of A4 paper and pens. Give students 5 minutes to write down five of their favourite things and a one sentence reason. Make at least three of these specific to the course content, for example: website, browser, mobile app, ice cream flavour, place to go on a first date.

- Gather the papers in and read them out to the class. Students try to match the list to class members.