

SHAREIT

Bridging the gap by connecting resources to
support our future leaders

Feb – May 2020

Teacher's College Room 160

University of Cincinnati Theme:

Owning Your Journey!

“Remember you have within you the strength, the patience and the passion to reach for the stars and change the world.” – *Harriet Tubman*

Owning Your Journey

ShareIT 2020 is here! Thanks to the contributions of many in IT@UC and the Office of Equity and Inclusion, we will be offering a series of sessions focused on: **Owning Your Journey**.

Last year we focused on the power within each of us to create the future we envision. This year we take it a step further by immersing ourselves in the vast field of Information Technology and understanding what it will take to achieve your vision.

Each week we will:

- Experience different aspects of IT
- Talk in depth about what it takes to be successful in each field.
- Delve into creating your own pathways to achieve your goals.

As we share these stories through the lens of technology and you learn about the latest and greatest in various IT fields, we ask each participant to consider the following:

- Where do you envision yourself in the broad fields of Information Technology?
- What steps are required to be successful in that particular field?
- How will you **Own Your Journey** towards success?

As a final presentation, students will work in teams to create innovative ideas that explore the pathways they have chosen.



Program Goals

ShareIT is a UC program driven by strong partnerships between IT@UC, The College of Education, Criminal Justice and Human Services, and the Office of Equity, Inclusion & Community Impact. The 11 Week Program covers the full stack of IT Development and includes other areas in IT such as infrastructure, system administration and cyber security.

- All students will receive the equipment required to successfully complete their project
- Sessions will be held on UC's Campus and can include participants virtually
- Mentors will be available at each session
- Food will be provided after each session with an opportunity to talk with IT professionals about various topics
- Hughes students who successfully complete their projects will be able to keep the resources provided including a laptop and backpack.

IT@UC Staff & Administrators

First Name	Last Name	University Role / Title	Email Address
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Weekly Agendas

Kickoff Event w/ Mark Johnson

1/30/2020

Welcome! Your first day will provide you with the opportunity to meet the ShareIT team from IT@UC. We will show you the facilities that we will be using over the next several months. Guest speakers will talk about the importance of IT in 2020 and about what it takes to ensure readiness for post high school educational opportunities and resources available to support students' career choices. Mark Johnson will provide (Mark summary here).

Agile Development – Project Management Intro

2/6/2020

Project Purpose

Facilitator: Anisa Longe

This year we take it a step further by immersing ourselves in the vast field of Information Technology and understanding what it will take to achieve your vision. As we share these stories through the lens of technology and you learn about the latest and greatest in various IT fields, we ask each participant to consider the following:

- Where do you envision yourself in the broad fields of Information Technology?
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Documents & Specifications

As part of the project documentation, you will find templates for project planning and team collaboration.

3:30pm – 3:35pm	Introductions
3:35pm - 3:45pm	Overview
3:45pm – 4:30pm	Project Time: Define the Project
4:30pm - 5:00pm	Project Management Review

Cybersecurity

2/13/2020

Facilitators: TBD

Computers are a part of our everyday lives. From desktops to smart phones we use computers on a daily basis for work, school and entertainment. This year you will have an opportunity to learn all aspects of computer design by building computers from the ground up. IT@UC experts will spend several sessions working through the build process with each of you.

3:30pm – 3:35pm	Introductions
3:35pm - 3:45pm	Disruption and Project Management Review
3:45pm – 4:45pm	Networking & Cloud Services & Prototype Development
4:45pm - 5:00pm	Project Work

Database Design, Development & Administration

2/20/2020

Facilitators: Linda Leslie, Carlos Valerio

Databases are often overlooked but provide the foundation for almost anything we touch today from your favorite Xbox game to the selfies stored on your cell phone. This session will provide a high-level overview of database design and development and its importance in the application development stack.

3:30 – 3:35 Find Seats

3:35 – 4:30 Linda Leslie will lead App Development Session & Activity

4:30 – 5:00 Project Work

Networking

2/27/2020

Facilitator: Frank Curry

- 3:30 pm – 3:35 pm Introductions
- 3:35 pm – 3:45 pm Disruption Overview
- 3:45 pm – 4:30 pm Networking Overview
- 4:30 pm -5:00 pm Project Work

Field Trip

3/5/2020

Virtual Reality Design and Development

Facilitator: Chris Collins

3/12/2020



ShareIT | Virtual Reality Design & Development

In the **Virtual Reality Design & Development** module, ShareIT students will be introduced to the concepts of 3D modeling, game development, and Virtual Reality (VR), as well as an overview of hardware head mounted displays like the Oculus Rift and the software tools UCSIM uses to create exciting new VR programs. All of the software packages discussed are free or open source and available to students, including Blender, Unity, and Gimp. By the end of the course, students will have a basic understanding of each software's function, an introduction to 3D modeling and texturing, and how to export a project out of the Unity game engine.

SESSION SCHEDULE

- 3:30 PM** **Welcome & Introductions** – Members of the UCSIM team will introduce themselves and their areas of expertise. Have questions? Ask!
- 3:35 PM** Disruption & Innovation Hub Recap
- 3:45 PM** **Virtual & Augmented Reality Demonstration** – What is a Head Mounted Display (HMD)? What is Virtual Reality and how does it differ from Augmented Reality? Students will demo and explore Virtual Reality systems like the Oculus Rift, HTC Vive, Samsung GearVR, and Augmented Reality systems like Google Glass and the Microsoft Hololens to understand the wide variety of experiences that can be created in VR and AR.
- 4:30 PM** Project Work

Robotics & Development

Facilitators: Patrick Burke, Brock Sattler, Chris Collins, Josette Riep

4/2/2020, 4/9/2020

App development continues to be one of the fastest growing industries. The ability to develop robust applications that run on desktops, laptops, Android or IOS devices is a career making skillset. This introduction will review trends in development, provide a general overview of frameworks and toolsets that support the development of web applications, native IOS and Android apps from a single code base. Students will develop a 2D breakout game using HTML and pure Java Script.

Week 1

3:30 pm – 3:35 pm Find Seats

3:35 pm – 3:45 pm VR Review

3:45 pm – 5:30 pm Development & Microbit Exercises

Week 2

3:30 pm – 3:35 pm Find Seats

3:35 pm – 3:45 pm Week 1 Review

3:45 pm – 5:30 pm Development & Microbit Exercises

2 Weeks

4/16/2020, 4/23/2020

ShareIT Project Development

The majority of time will be devoted to small group development of a functional app that integrates lessons learned in previous weeks. Students will have an opportunity to develop new features, brainstorm on ideas for new development and review the process for testing and deploying.

3:30 pm – 3:35 pm Find Seats

3:35 pm – 3:45 pm Disruption & Web Development

3:45 pm – 5:30 pm Project Work

Final Week

4/30/2020

Project Presentations

Students will have an opportunity to present their work to UCIT Staff, Hughes Instructors and their classmates