Reinventing Learning for the Digital Era

Katina Papulkas
Canadian Education Strategist
Dell Technologies

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Go to **www.menti.com** and use the code **4637 4606**

What are the first three things that come to mind when you think of Dell Technologies?

Mentimeter

Menti.com

Enter: 46374606

Go to **www.menti.com** and use the code **1698 0352**

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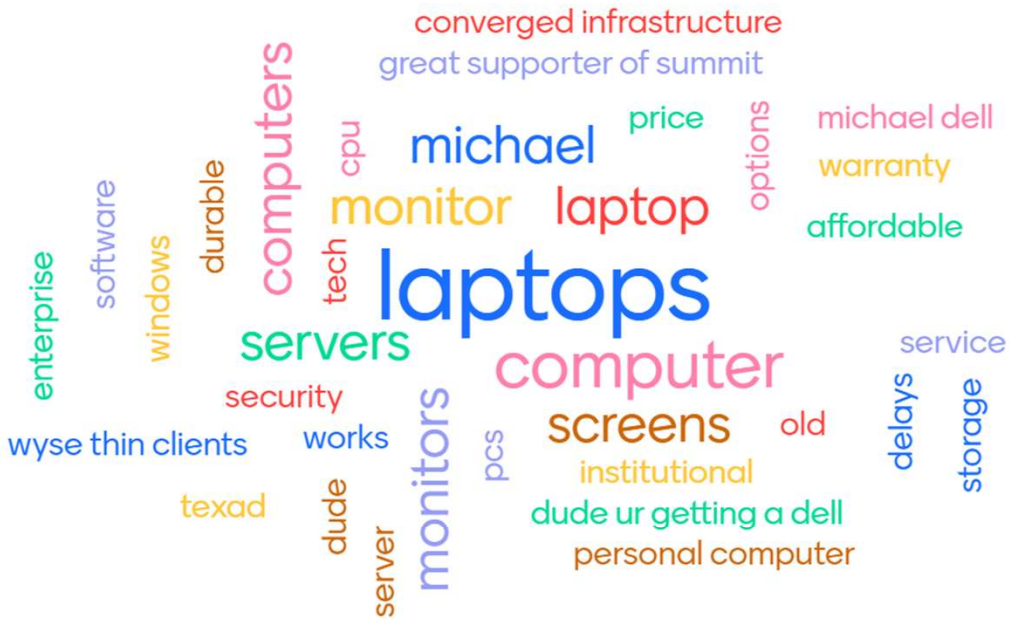
Mentimeter



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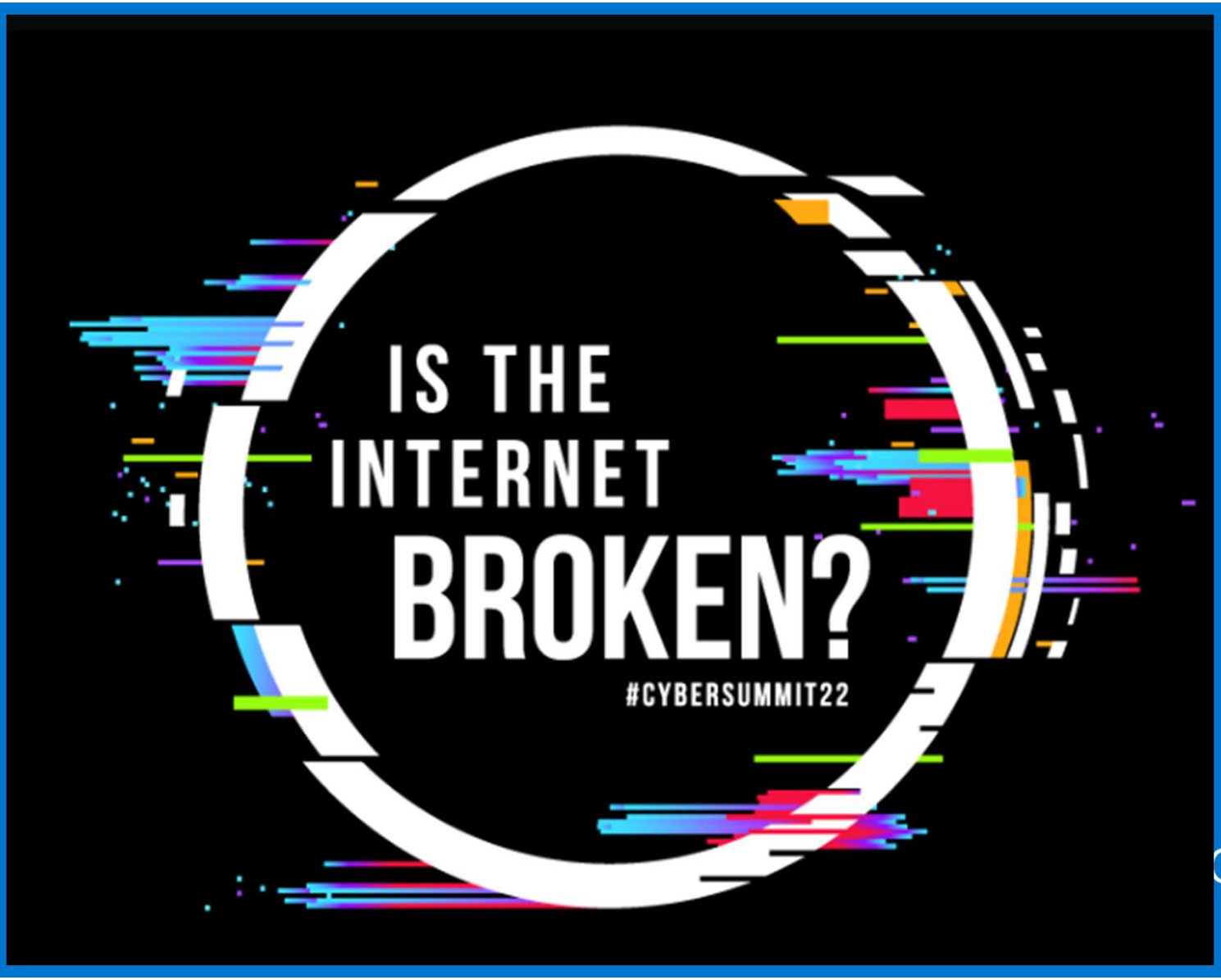

ologies

How Might We Improve the Internet Experience?

1. Partner and Collaborate
2. Explore the “Art of the Possible”
3. Focus on students, staff, and communities for a better Internet for tomorrow

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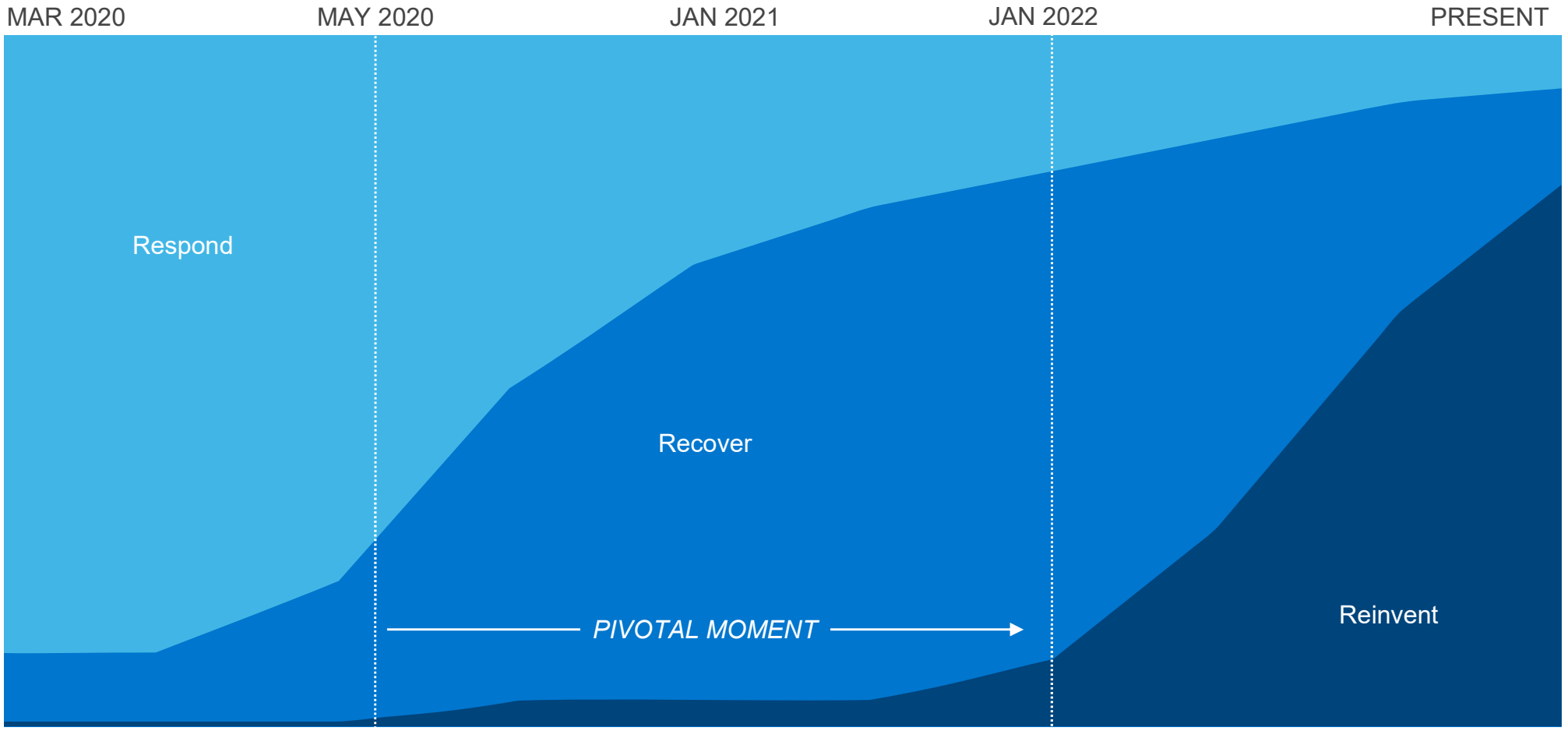
Reinvented Learning

Educators have been striving to:

- Create student-centred and student-driven personalized environments
- Meet the needs of all students and close opportunity gaps
- Leverage technology in meaningful ways

We are at a Pivotal Point in Time



Source: Transcend Education, 2020

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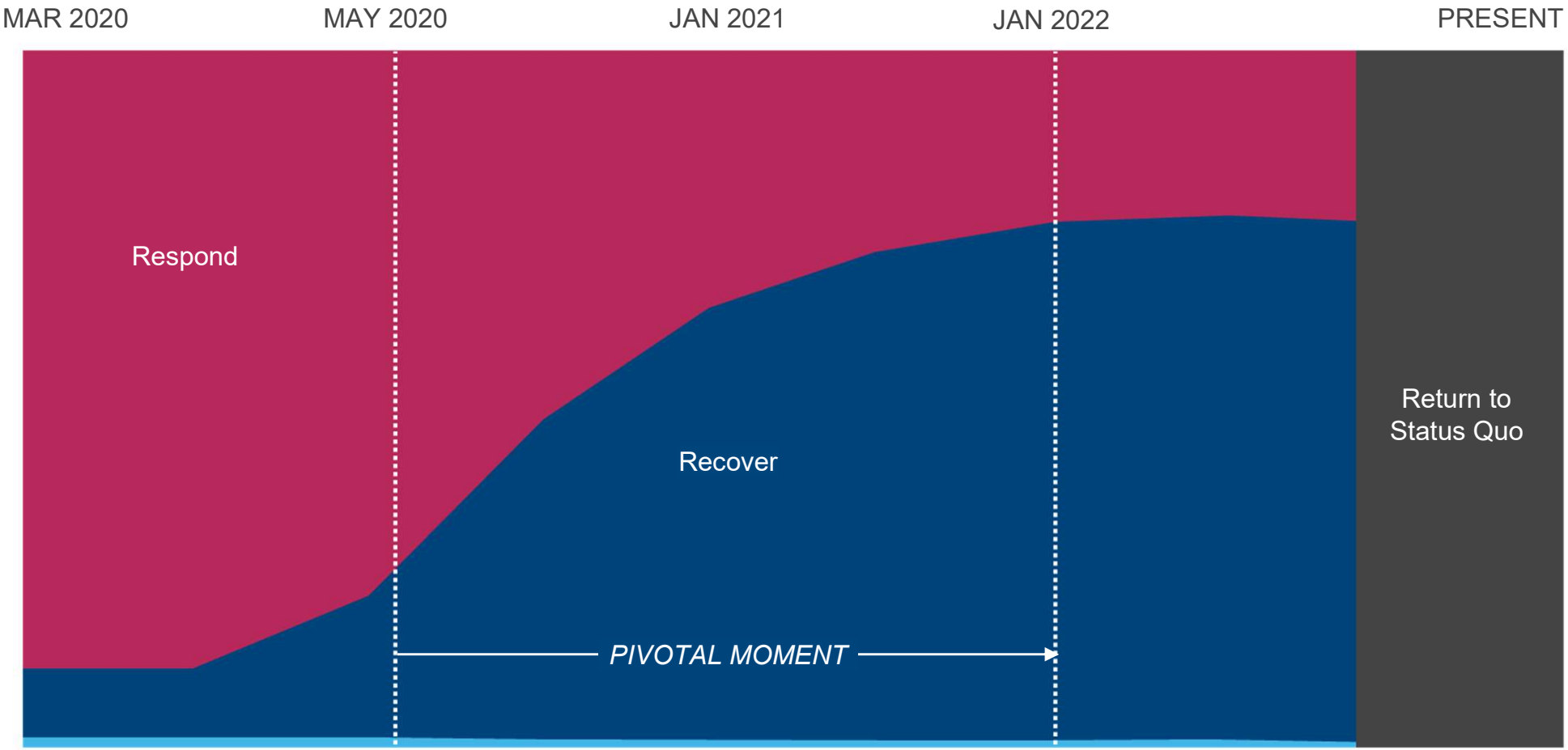
Risk Potential



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We create technologies that drive human progress

DELL Technologies

PROGRESS MADE REAL

ADVANCING SUSTAINABILITY

CULTIVATING INCLUSION

TRANSFORMING LIVES

UPHOLDING ETHICS& PRIVACY

DELL Technologies

Transforming Lives

With our technology and scale, we will advance health and education initiatives to deliver enduring results for one billion people

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Top Five K-12 Education Trends 2022

Trend 1	Trend 2	Trend 3	Trend 4	Trend 5
Digital Learning Environments	Learning Insights and Analytics	Ransomware in K12 Education	Education IT Staff Hiring/ Retention Issues	Adaptive Learning

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Gartner

Driving K-12 Innovation (2022)

State of the World (context)
- COVID-19 Pandemic

Hurdles (barriers)
1. Scaling Innovation & Inertia of Education Systems
2. Attracting & Retaining Educators and IT Professionals
3. Digital Equity

Accelerators (mega-trends)
1. Personalization
2. Building the Human Capacity of Leaders
3. Social & Emotional Learning

Tech Enablers (tools)
1. Digital Collaboration Environments
2. Untethered Broadband & Connectivity
3. Analytics & Adaptive Technologies

Bridges (themes)
- Embrace this opportunity to change K-12 education for the better

CoSN
LEADING EDUCATION INNOVATION

Educause Top 10 Priorities 2023

Preparing learners for life and work

1. A Seat at the Table	*Ensuring IT leadership is a full partner in institutional strategic planning*
2. Privacy and Cybersecurity 101	*Embedding privacy and cybersecurity education and awareness*
3. Evolve, Adapt, or Lose Talent	*Supporting career movement to accommodate shifts in personal and professional goals and to foster healthier work/life balance*
4. Smooth Sailing for the Student Experience	*Using technology, data insight, and agility to create a frictionless student experience*
5. Enriching the Leadership Playbook	*Leading with humility and candor to engage, empower, and retain the IT workforce*
6. Expanding Enrollments and the Bottom Line	*Focusing data and analytics initiatives on identifying academic programs with high potential for recruitment ROI*
7. Moving from Data Insight to Data Action	*Converting data analytics into action plans to power institutional performance, enhance operational efficiency, and improve student success*
8. A New Era of IT Support	*Updating IT services to support remote/hybrid work*
9. Online, In-Person, or Hybrid? Yes	*Developing a learning-first, technology-enabled learning strategy*
10. SaaS, ERP, and CRM: An Alphabet Soup of Opportunity	*Managing cost, risk, and value of investments in new ERP solutions*

https://er.educause.edu/articles/2022/10/top-10-it-issues-2023-foundation-models

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What is Dell doing to partner & fill the gaps in education?

- Higher Education Strategists
- K-12 Education Strategists
- Professional Learning
- Networking Groups
- Visioning Days
- Learning Experiences: webinars, Esports conference, Cybersecurity Summit
- Grants Office Support

- Develop with Dell
- VMware IT Academy Program
- Digital Skills for a Global Society
- Personalized, Competency-Based Learning through Blended Learning
- Esports
- Data Management for Research
- Soar with MENTOR
- A21/Vmware Tanzu Anti-Trafficking Curriculum
- Intel Skills for Innovation
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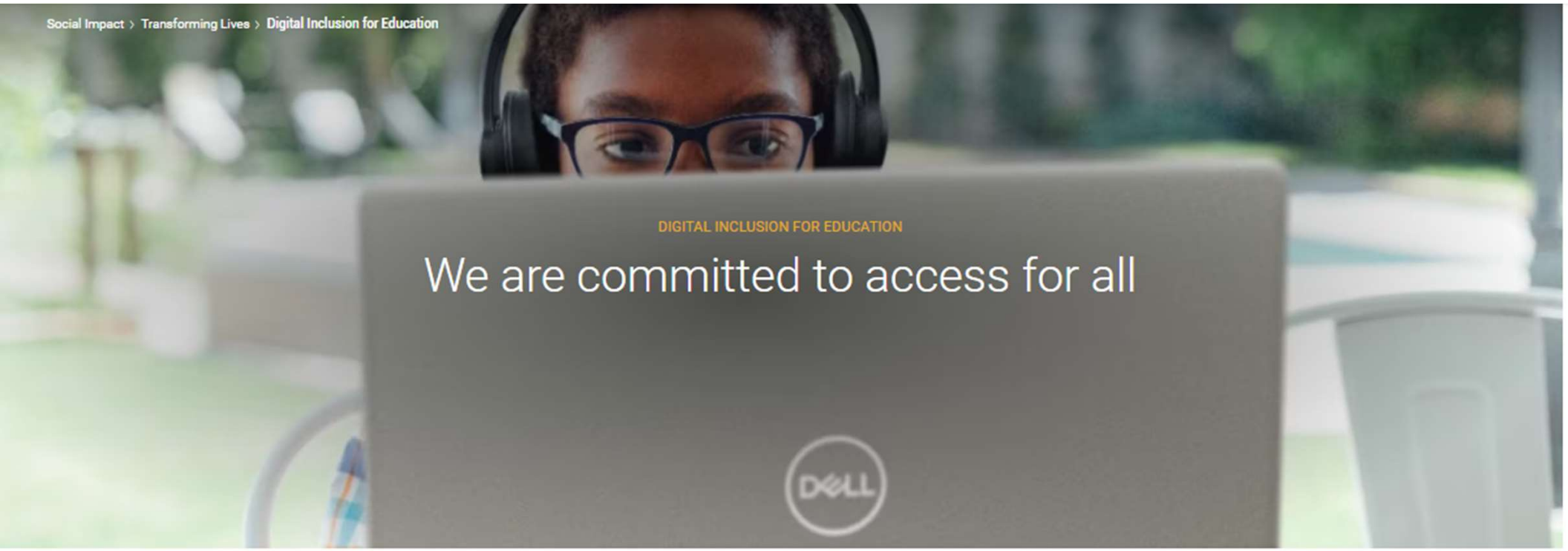


We recognize the power of technology to transform lives

The digital divide is growing. At Dell Technologies we are committed to ensuring everyone has equitable access to opportunities through technology.

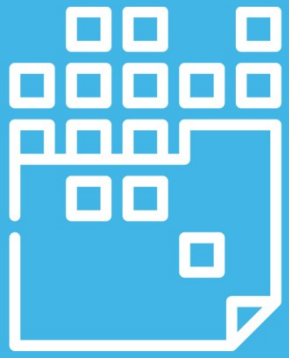
By partnering with schools, governments, non-profits and private organizations, we are creating an ecosystem committed to delivering access to the tools, skills, and resources needed to drive digital inclusion and create opportunities for underserved communities around the world.

Digital Literacy

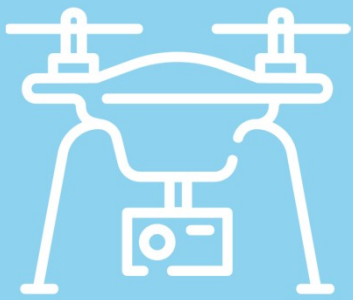
It’s more than one learning

Web/Media Literacy

Cyber Literacy

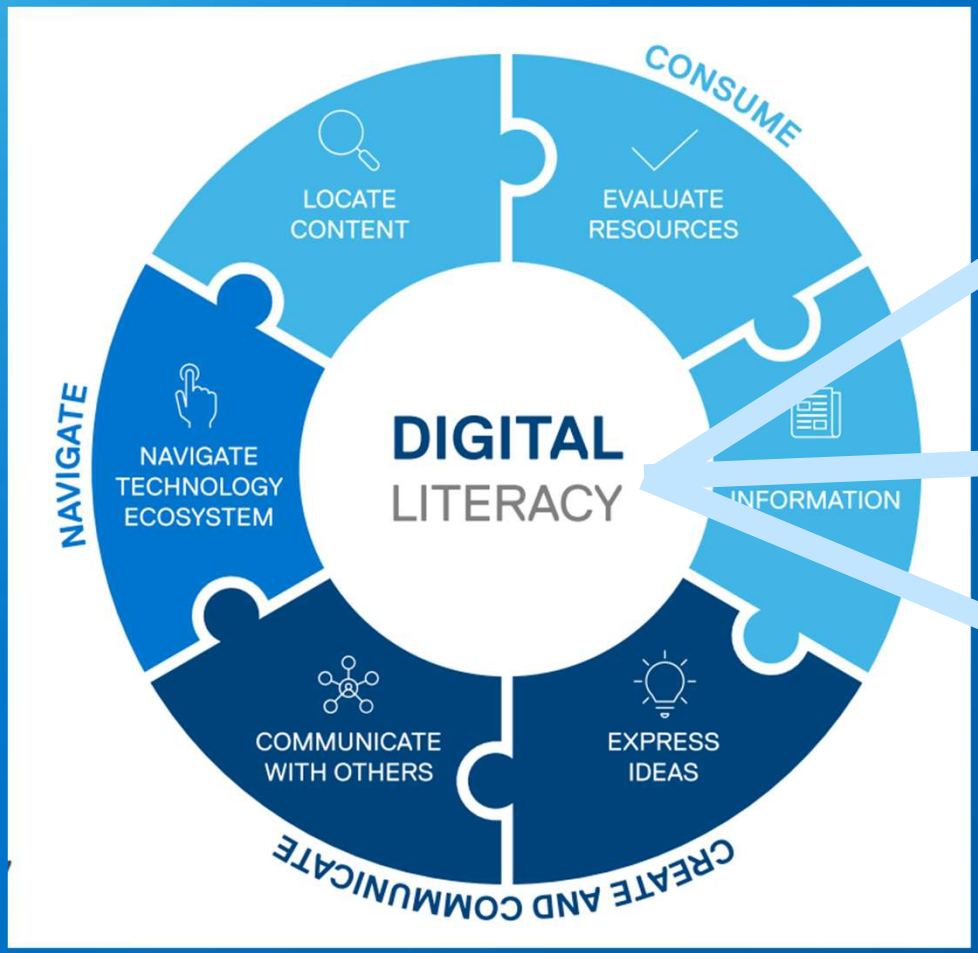


Data Literacy



Hardware Literacy

MIND THE GAP



Students

Educators

Caregivers

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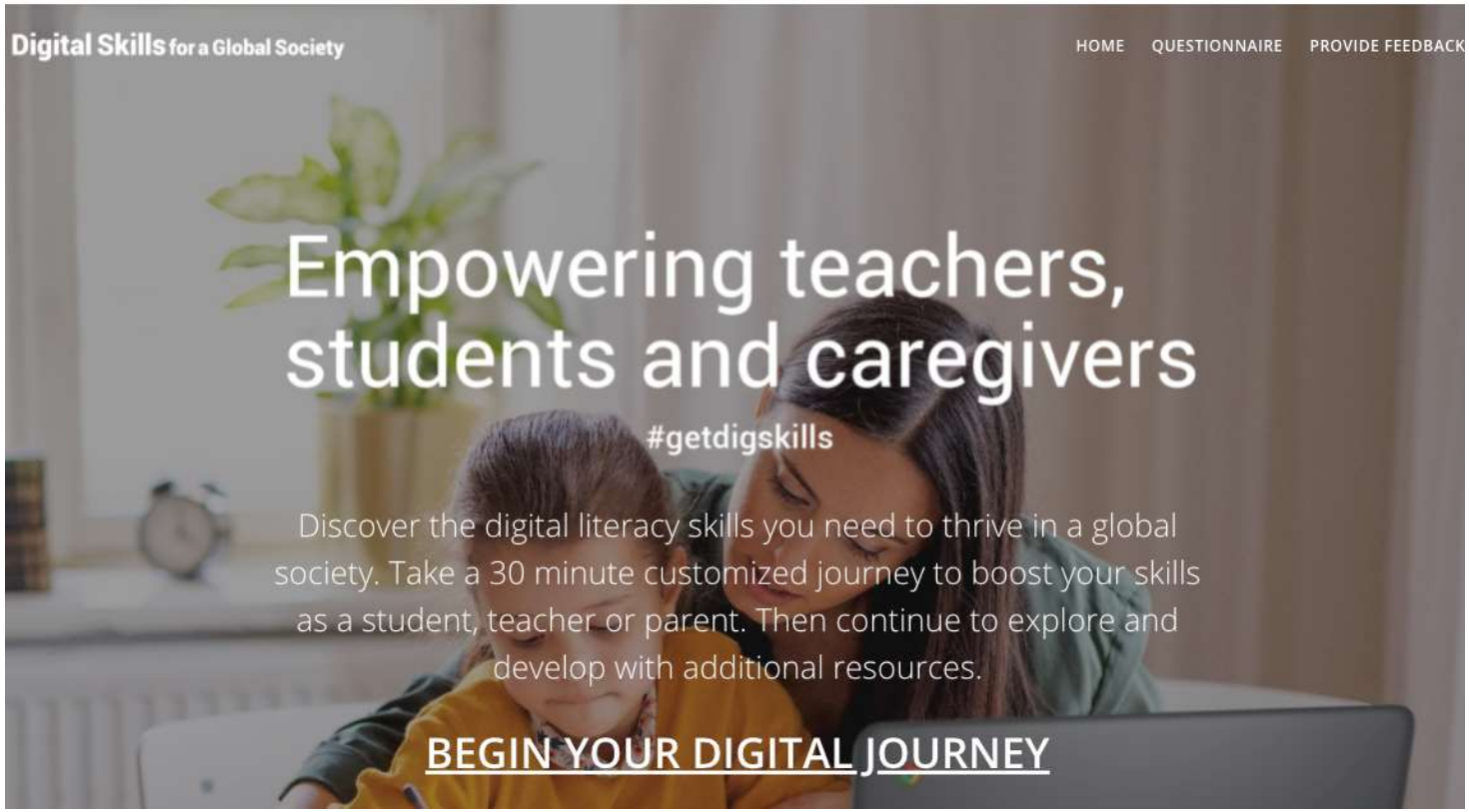
getdigitalskills.org



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Survey - How Digitally Literate Are You?

as an
Educator

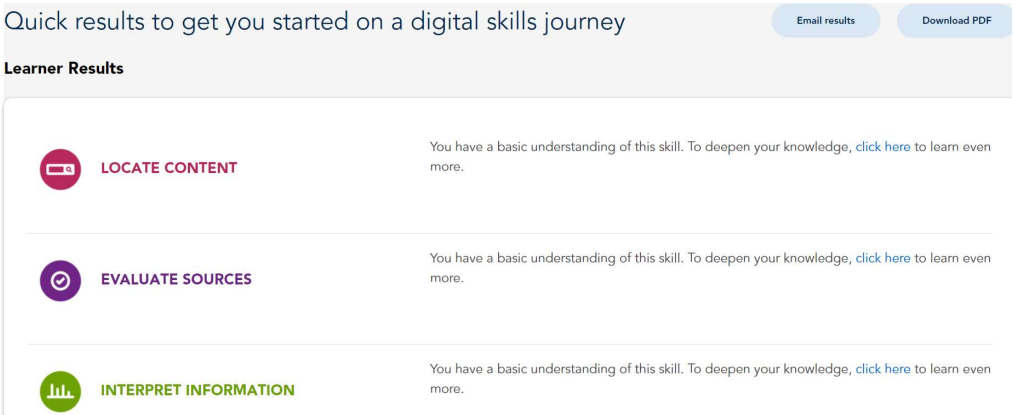
as a
Learner

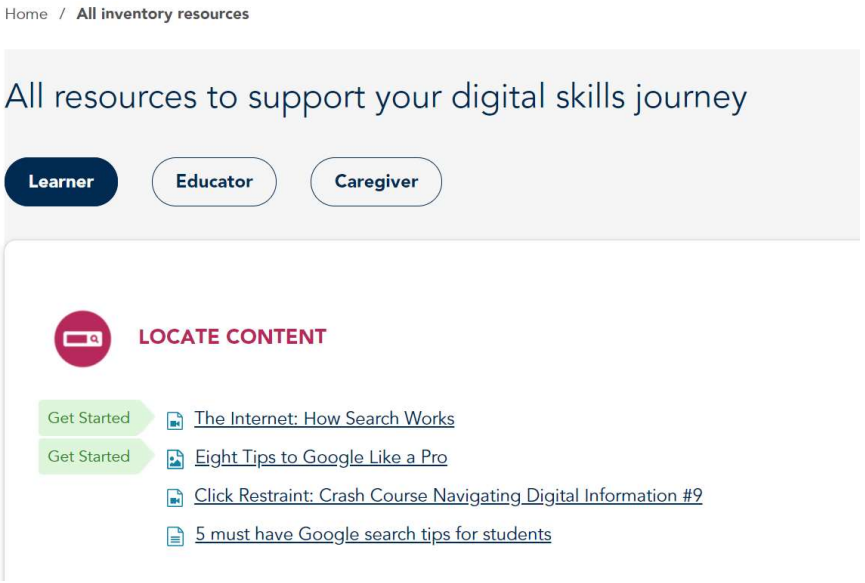
as a
Caregiver

Get Started >

I just want to see the resources

Survey Results and Resources
How Digitally Literate Are You?





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Key Digital Literacy Skills

Locate content

I use digital technology to effectively search for relevant and reliable information sources

Evaluate

I analyze sources of digital information for credibility, bias and influence.

Interpret

I determine meaning from various digital sources that represent multiple perspectives.

Express ideas

I create digital content to express myself and voice my ideas.

Communicate with others

I safely and responsibly collaborate with and learn from others online, including those who think differently than me.

Navigate technology ecosystem

I'm aware that my online actions influence my digital landscape, leave a trail and impact my privacy.

Building Digital Literacy Skills

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Student Course

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Caregiver Course

Self-Paced or Facilitator Led

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Student TechCrew

Offered only by Dell Technologies, the Student TechCrew program offers hands-on experience and industry certifications.

Read more at StudentTechCrew.com.

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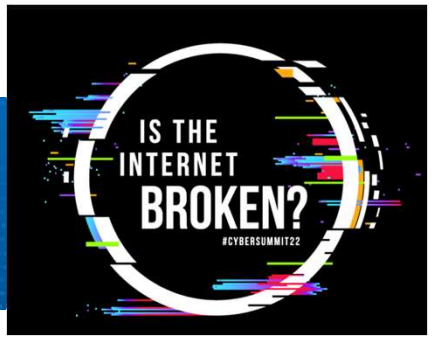
Preparing the workforce of tomorrow with Dell TechDirect

- **Available for Secondary to Collegiate Education administrators and students**
- **Certification and authorizations for client and enterprise systems**
  - Dell system repair
  - Tech Support tools, case management an self-dispatch parts
  - Automated system monitoring via SupportAssist
  - TechDirect APIs to help manage the online experience

Supports the STEM curriculum fields – science, technology, engineering and mathematics

How Might We Improve the Internet Experience?



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"Many students feel the online learning experience is not equivalent and are struggling with their courses. This, of course, is added to the regular stresses of a university student and the particular stresses related to the pandemic."

– Student affairs professional

Social Isolation

More than 80% of student affairs leaders said **social isolation** among students was linked to depression, anxiety, and loneliness.

https://mentalhealthcommission.ca/resource/the-impact-of-covid-19-on-campus-mental-health/

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70%

students identify as gamers

Students forming their own clubs

Increasing engagement in campus life

Minimum GPA standards
(club & varsity)

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Alberta Esports

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VICTORY
VICTORY

Esports in Higher Education

5000+
Student athletes

170+
schools belong to the National Association of College Esports

200+
colleges offer $16M in Esports Scholarships

Source: https://www.varsityesportsfoundation.org/ and https://nacesports.org/about/

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Esports in K12 Education

3500+
high schools in North America have esports clubs

1000+
middle schools in North America have esports clubs

STEM/STEAM
is a focus to promote college and career readiness

Source: https://www.varsityesportsfoundation.org/

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Global Competencies

Critical thinking and problem solving

Innovation and creativity

Entrepreneurship

Collaboration

Communication

Learning to learn and self-directed learning

Global citizenship

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Professional Competencies

Teamwork

Event planning

Programming

Design

Analytics

Management

Tech savvy

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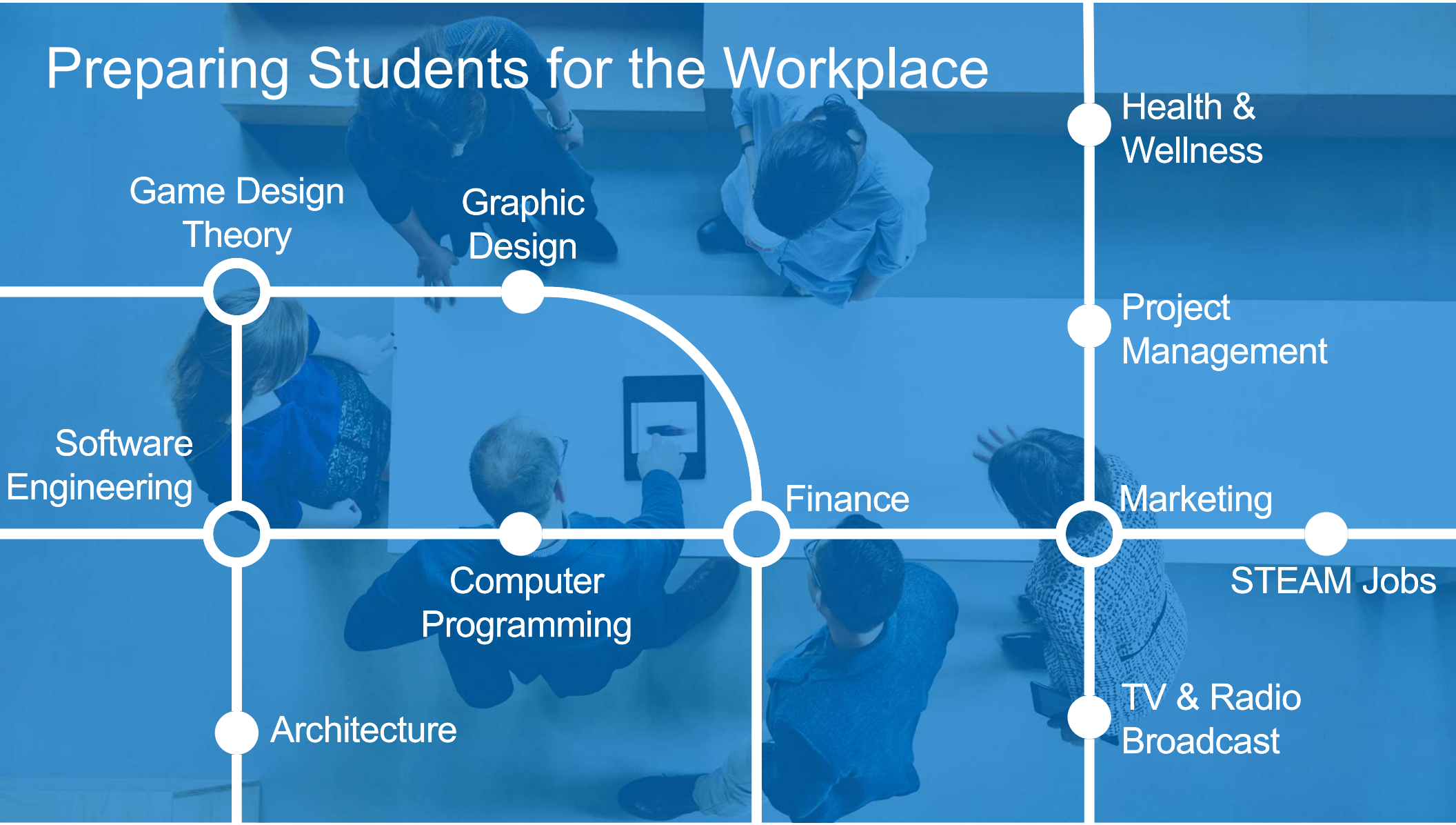
Preparing Students for the Workplace
Health & Wellness
Game Design Theory
Graphic Design
Project Management
Software Engineering
Finance
Marketing
STEAM Jobs
Computer Programming
Architecture
TV & Radio Broadcast

Hitmarker is the global leader in esports jobs.

Recruit the best talent. Pursue your dream career. Make your mark.

Lead, Security Operations
2 hours ago · **Kabam**
Remote (Canada)
Full Time | Intermediate | IT

Programmer (Senior) - Build
2 hours ago · **Blackbird Interactive**
Remote (Canada)
Full Time | Senior | Software Engineering

Marketing Lead
2 hours ago · **Nimble Giant Entertainment**
Remote (Anywhere)

Senior UX/UI Designer
2 hours ago · **Big Viking Games**
Remote (Canada)
Full Time | Intermediate | UI/UX Design

Senior Software Developer
2 hours ago · **Big Viking Games**
Remote (Canada)
Full Time | Senior | Game Development

Community Manager
2 hours ago · **DECA Games**
Remote (Anywhere)
Full Time | Intermediate | Community Management

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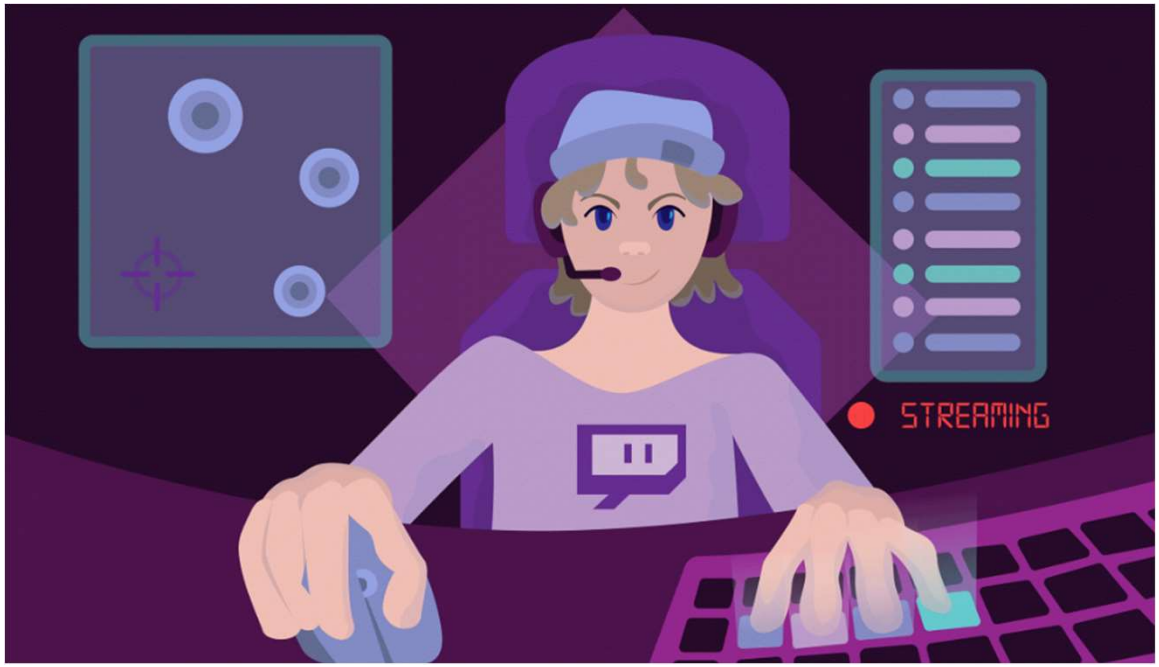
ESI ESPORTS INSIDER

Ontario Government launches $1m esports scholarship



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Building an Esports Program
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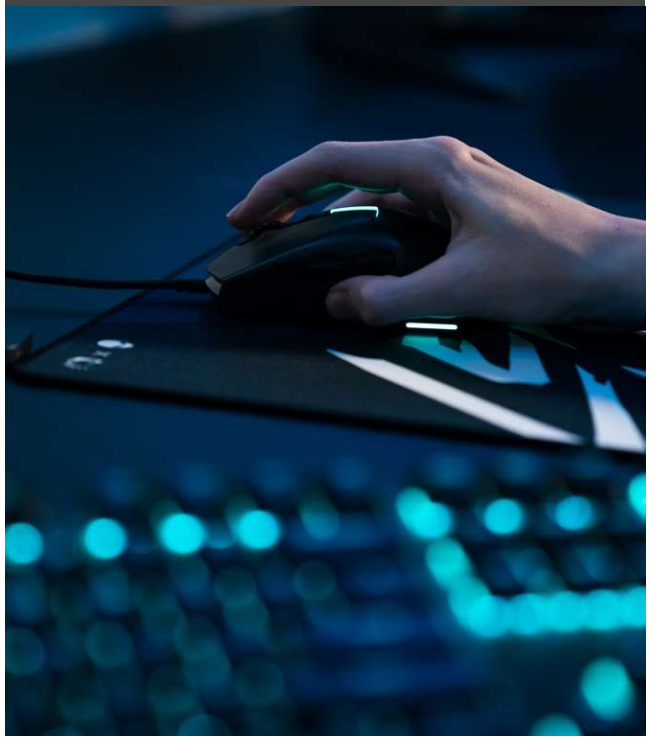
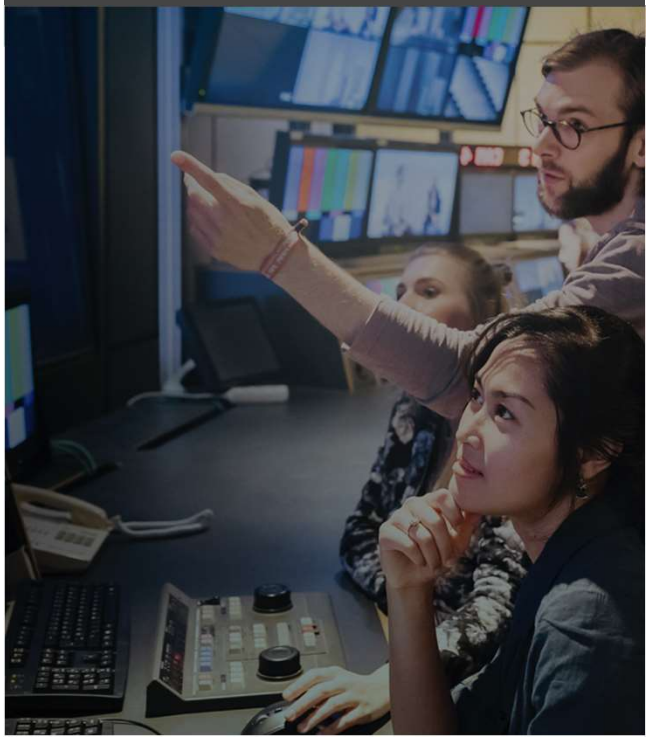
Types of Esports Facilities

TO GAME



TO WATCH

TO BROADCAST



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Are you an Esports rookie? Developing competitive school teams? Expanding your academic curriculum?

No matter where you are on the Esports journey, join this virtual Esports conference series to gain valuable insights to level up your game.

Who should attend?

Anyone in K-20 responsible for the success of your school's Esports program. This series will provide differentiated programming to help you:

- Build capacity related to K-20 Esports, whether you're just getting started or want to go deeper into Esports operations
- Create a rough plan on how to launch or grow Esports at your institution
- Build your network of Esports in education leaders throughout North America

What's covered in this virtual conference series?

Each session in this 3-part series will include a keynote from an Esports expert, breakout working sessions to help you build your plan and network, and panel discussions to share insights from students, school leaders and Esports industry experts.

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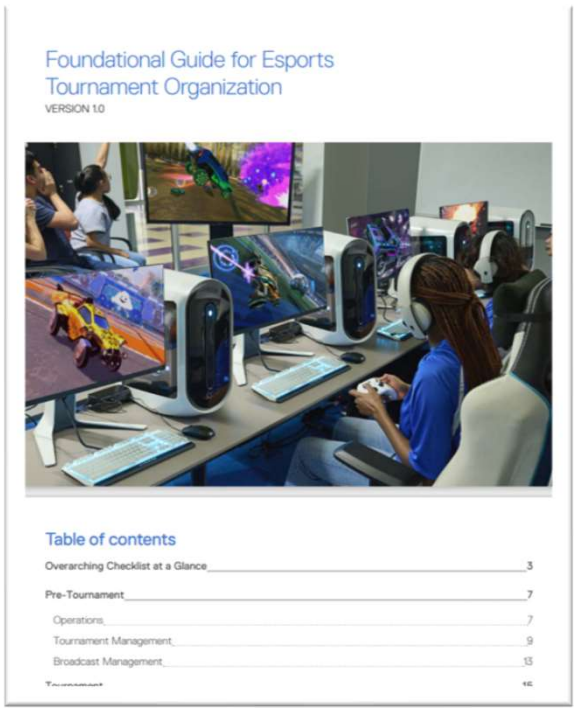
Esports Resources



Foundational Guide for Esports Tournament Organization

VERSION 1.0

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Operations 7
Tournament Management 9
Broadcast Management 13

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Esports Learning Guide for Teachers and Coaches

The Dell Technologies Esports Learning Guide for Teachers and Coaches is designed to take students through rich immersive learning experiences where they will develop skills used in the esports industry and apply them for real world authentic purposes. Through the student-led experiential learning modules, students will explore many aspects of esports as an industry, to help prepare them for the numerous opportunities available in college and career.

End in Mind: Outcomes

By the end of the course, students will:

- Develop an understanding of esports opportunities for college and career pathways for competition and business.
- Become proficient with digital citizenship skills and dispositions that support college and career readiness. Students will define the purpose and develop a set of strategies to demonstrate proficient use of the following:
  1. **Communication and Collaboration**
  2. **Critical Thinking**
  3. **Creativity**
  4. **Research & Information Fluency**
  5. **Growth Mindset**
- Build a digital portfolio of quality artifacts that represent growth in various esports career pathways.
- Developing communication skills:
  - **Speaking:** Public speaking for esports events, including live and recorded video streams.
- Develop an understanding of esports strategies and tactics:
  - Understand the structures used by selected games for developing and using effective **strategies and tactics** to

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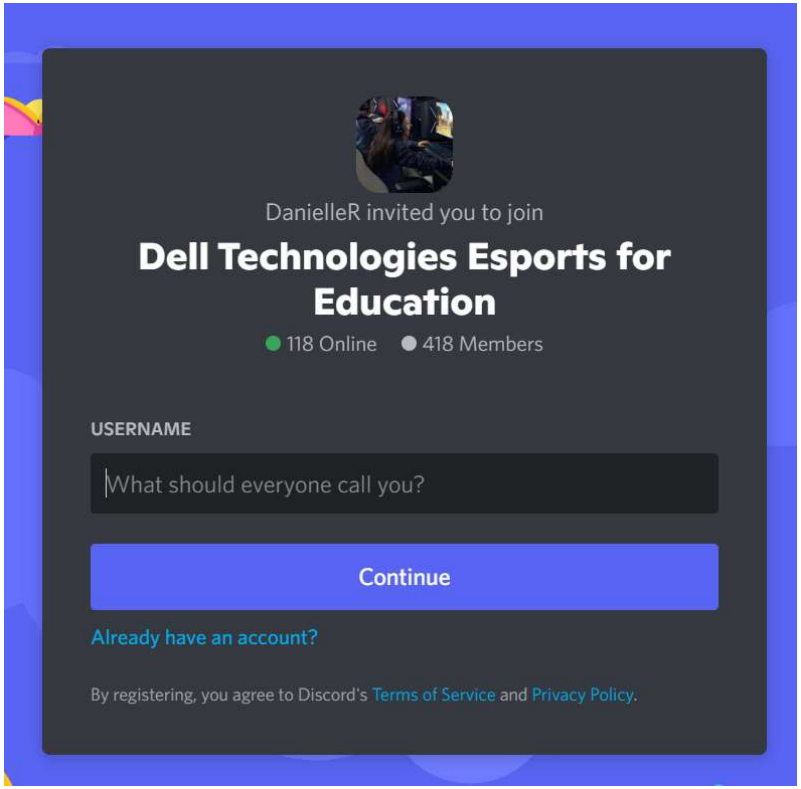
Esports Communities

Esports in K12 Networking Group

Thank you for your interest in joining our Esports in K12 Networking Group. Whether you are planning to get started or have been implementing a program for several years, we would like to invite you to join us at 11:00 CST on the second Wednesday of each month

The group meets once a month to discuss the many elements of program implementation including student and coaches recruitment, curriculum and course development, building competitive teams, resources and hardware guidance, higher education and industry partnerships, etc. We will also invite esports industry experts such as pro and collegiate players and coaches so that participants can learn best practices in preparing students past HS graduation. The dialogue is driven by the needs of the group each month and resources are gathered and shared.

If you are interested in participating in the Esports Networking Group, please share your information below and we will reach out to you with specifics.



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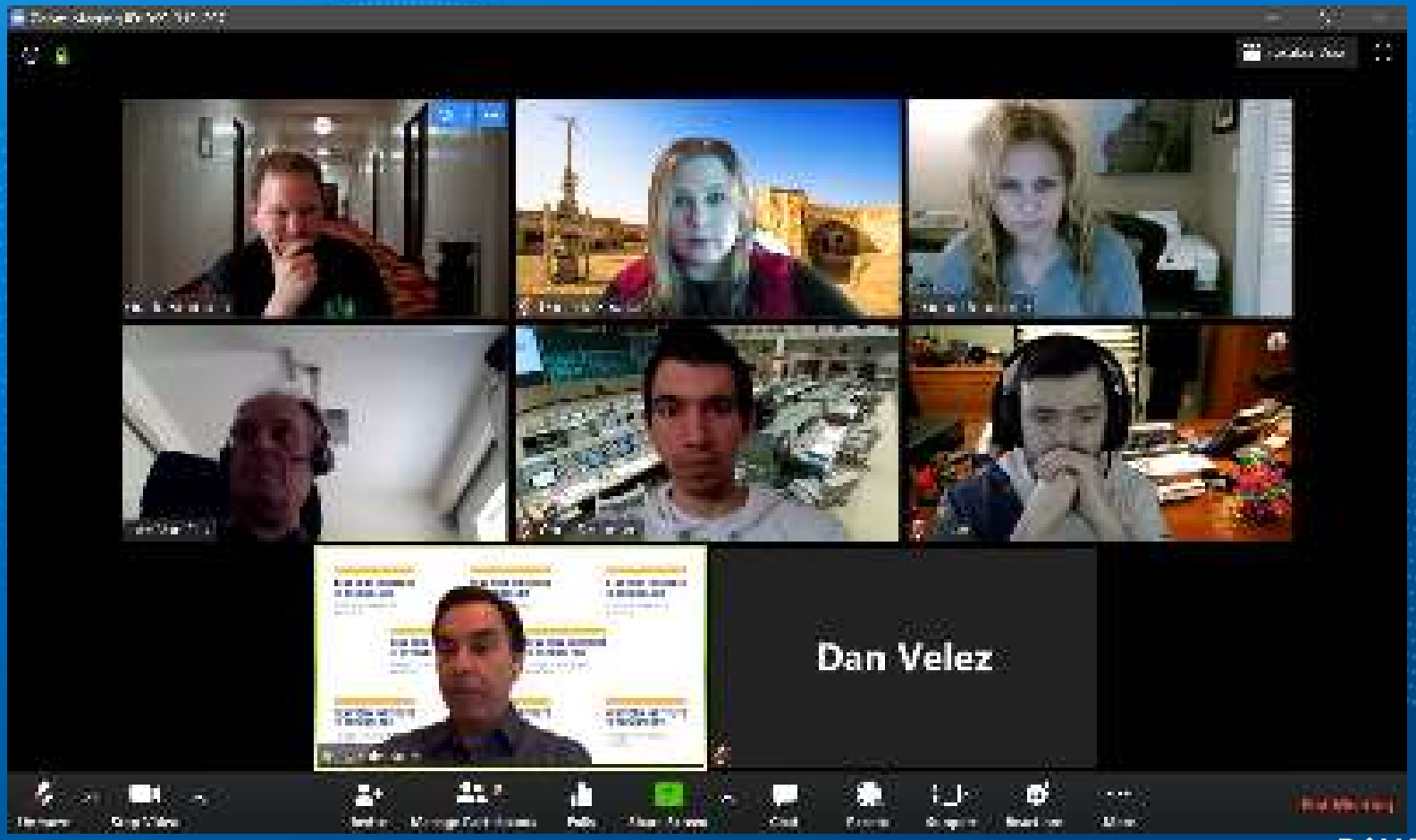
Esports Research Collaborative Group



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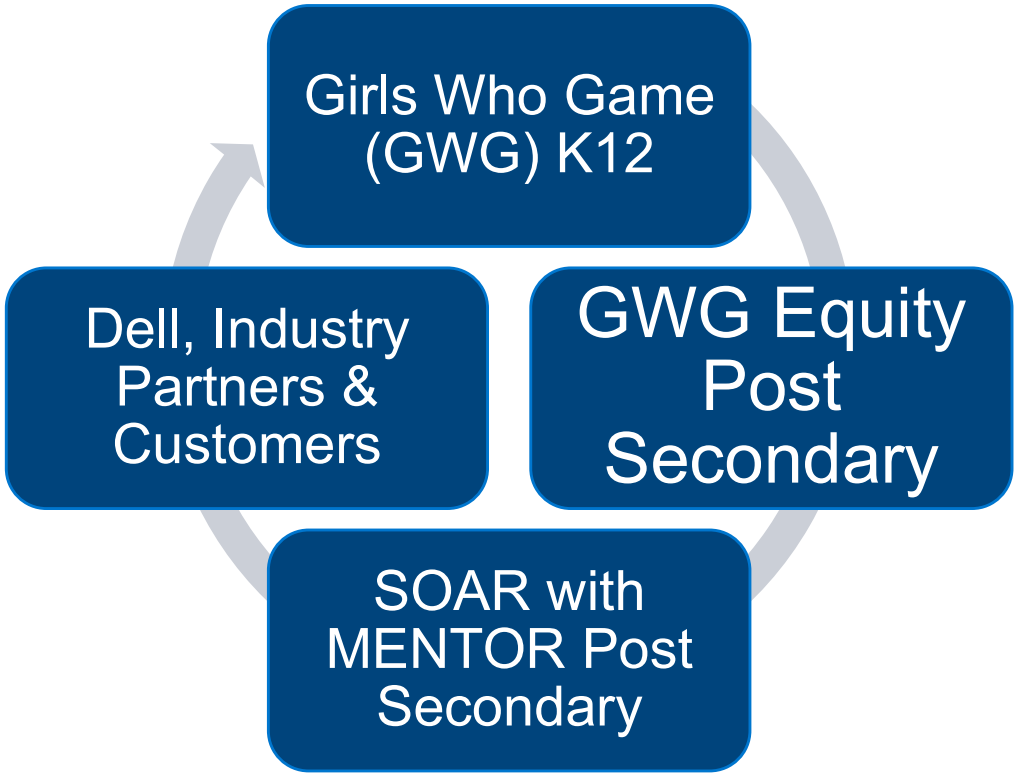
Female Centric Ecosystem –Game Play, STEM, Empowerment & More!



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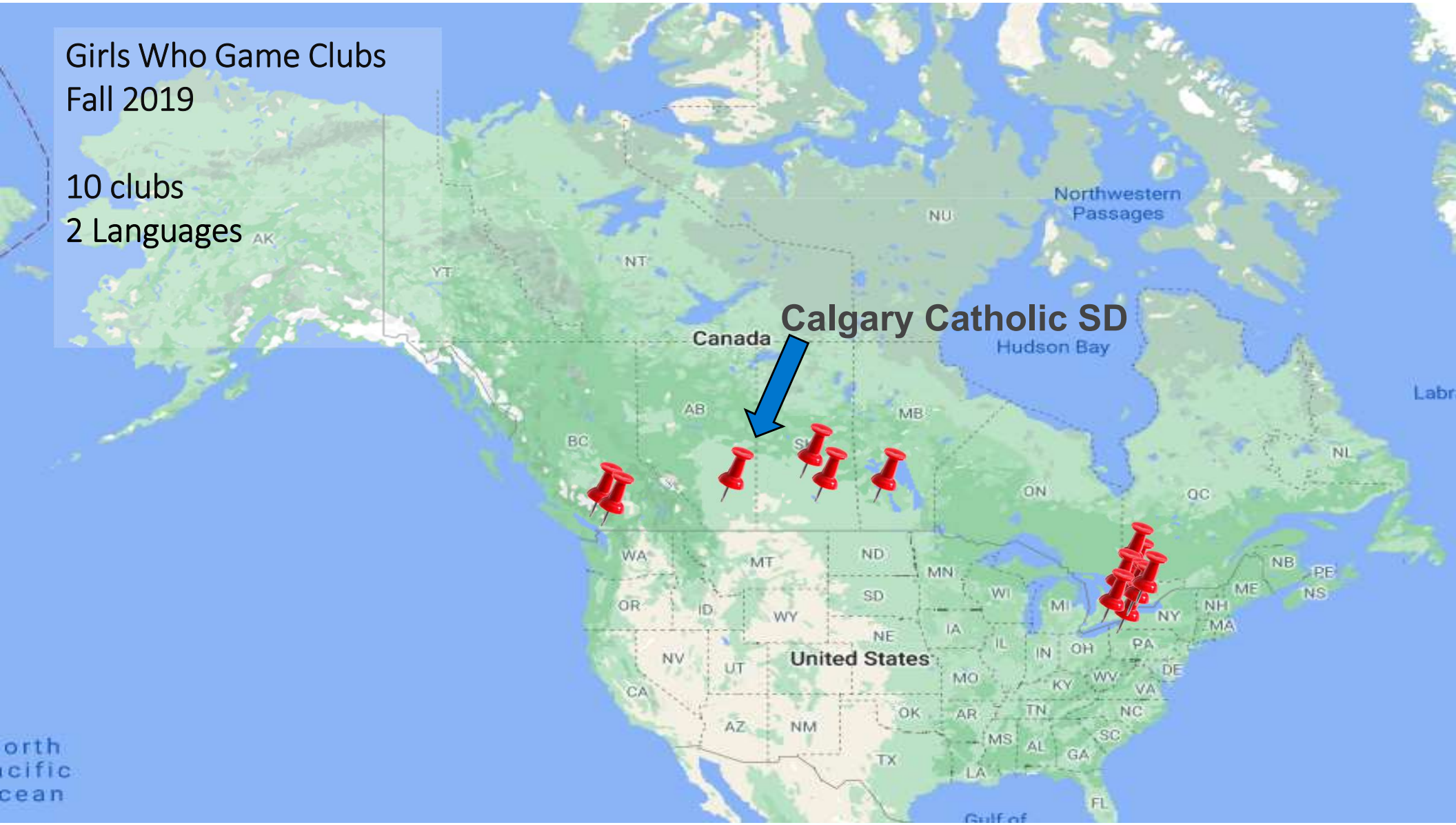
GIRLS
WHO GAME


Girls Who Game Clubs
Fall 2019
10 clubs
2 Languages
Calgary Catholic SD
Canada
United States
Northwestern Passages
Hudson Bay
AK
YT
NT
NU
AB
BC
MB
ON
QC
NL
WA
OR
CA
ID
NV
MT
WY
UT
AZ
CO
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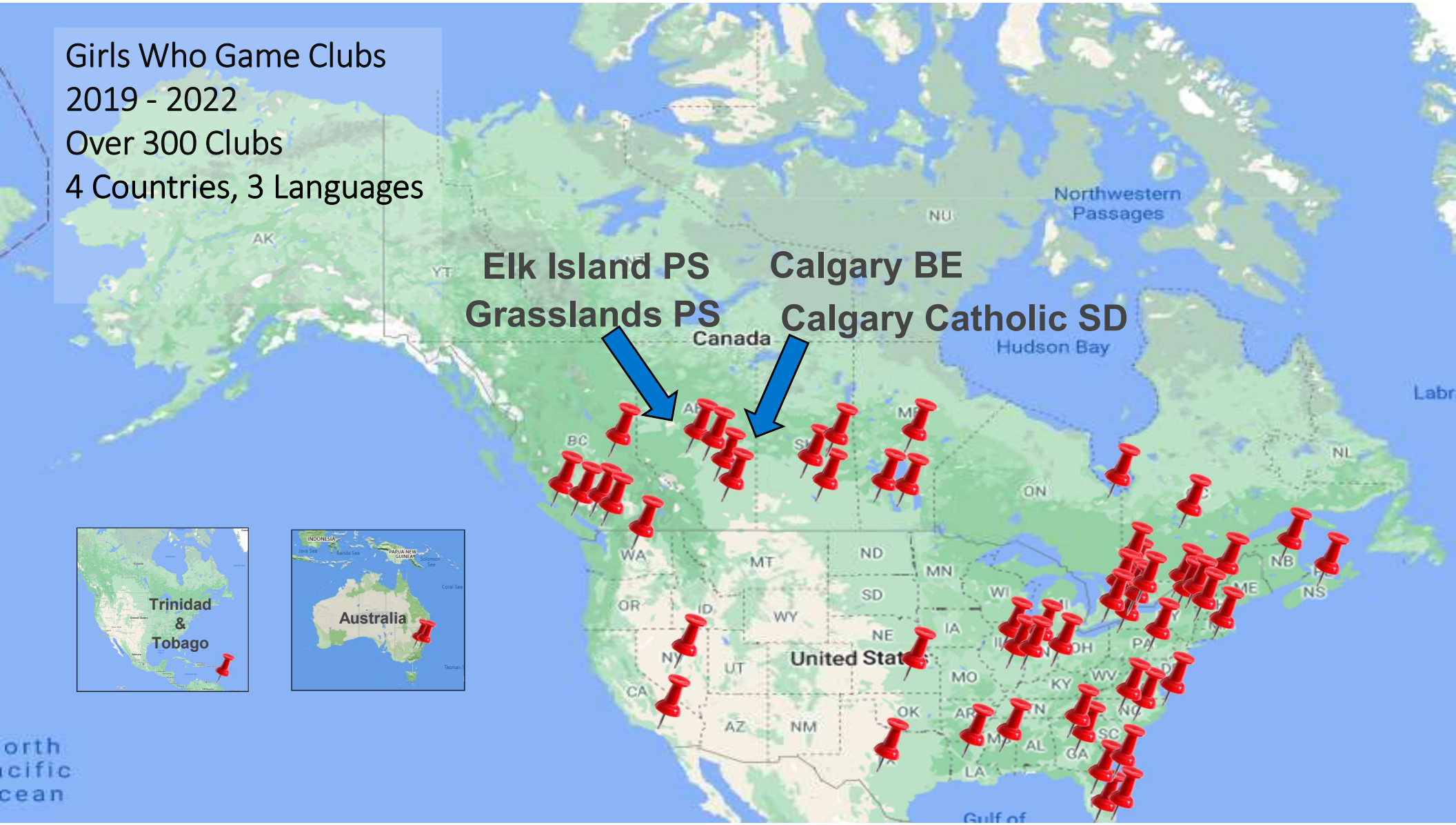
Gulf of


Girls Who Game Clubs
2019 - 2022
Over 300 Clubs
4 Countries, 3 Languages
Elk Island PS
Grasslands PS
Calgary BE
Calgary Catholic SD
Canada
Northwestern Passages
Hudson Bay
Trinidad & Tobago
Australia
United States

Girls Who Game – 3 Pillars

1. **Girl Centric Ecosystem**
   Encourage girls to learn from each other and build confidence

2. **Authentic Application**
   Learner driven experiences in STEM and develop global competencies

3. **Mentorship**
   Provide mentorship and build self efficacy

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DELL Technologies
Microsoft

Meeting in "Meetings"
Meeting chat

Global Competencies

Critical Thinking & Problem Solving

Innovation & Creativity

Entrepreneurship

Collaboration

Communication

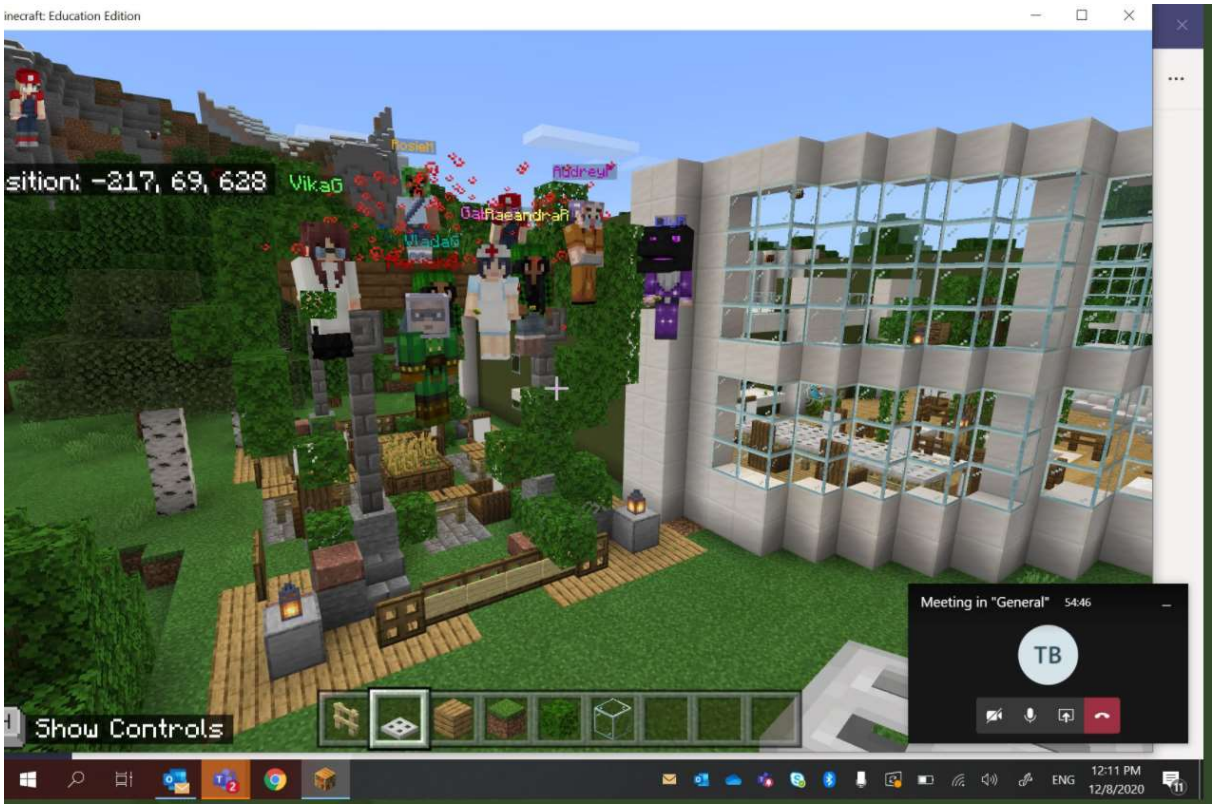
Learning to Learning & Self Directed Learning

Global Citizenship

Design Thinking – Empathy and Iterating

Internal Use - Confidential

Design Thinking - Prototype

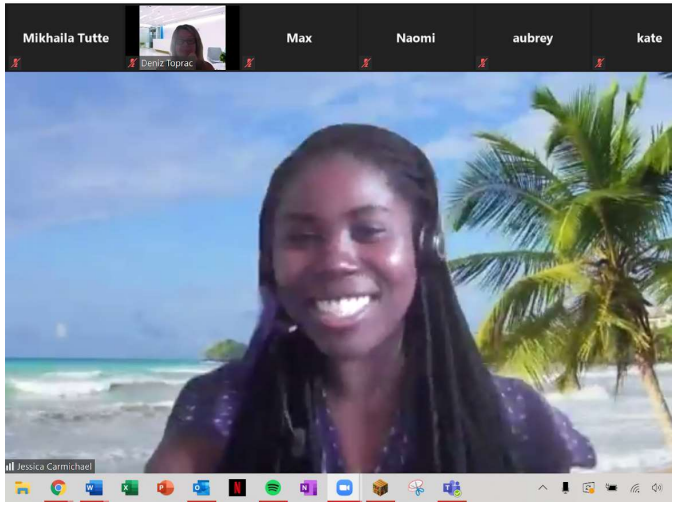


Internal Use - Confidential

Create a Pitch!

(Pic from Pre-Pandemic)

Internal Use - Confidential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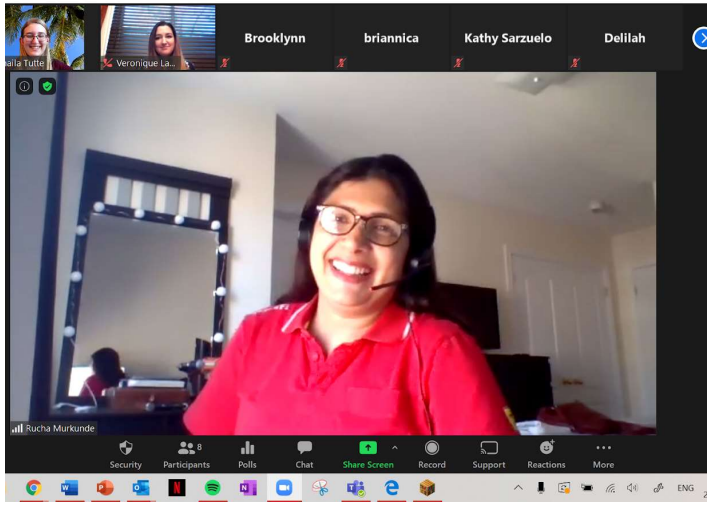
Virtual Mentors!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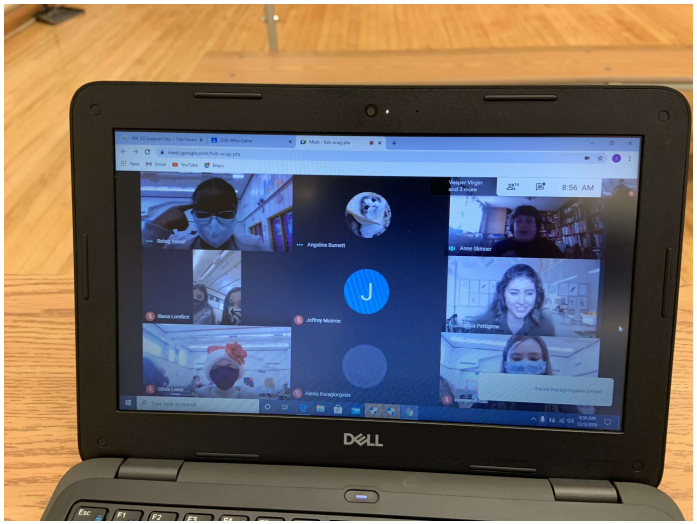

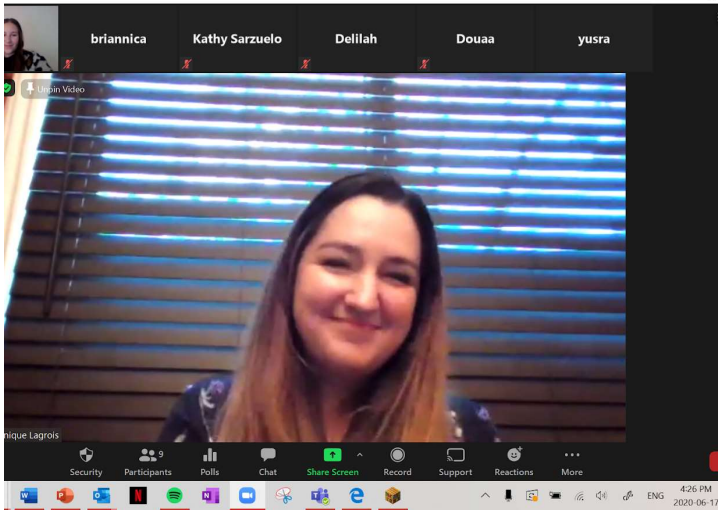
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Three Levels

Level 1

Level 2

Level 3

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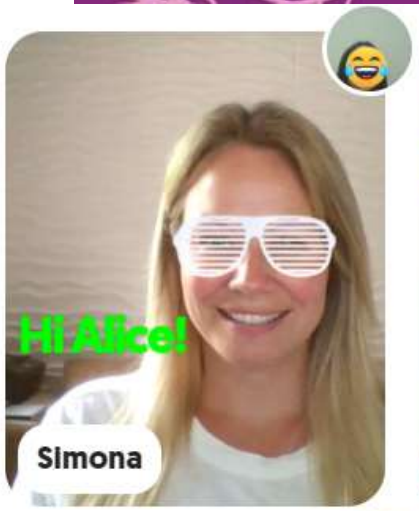
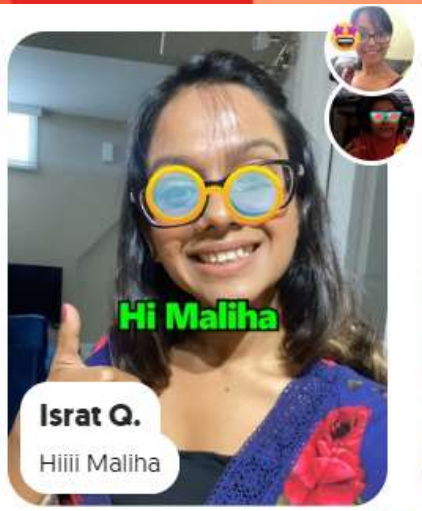
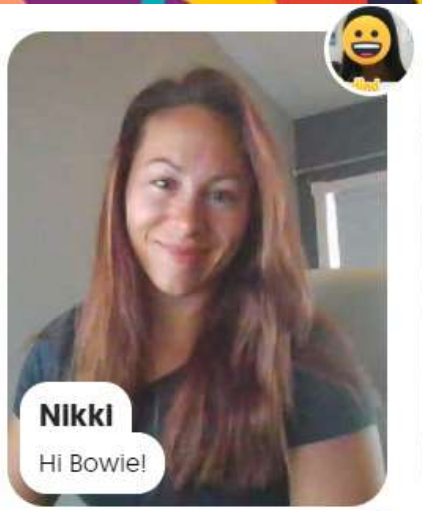
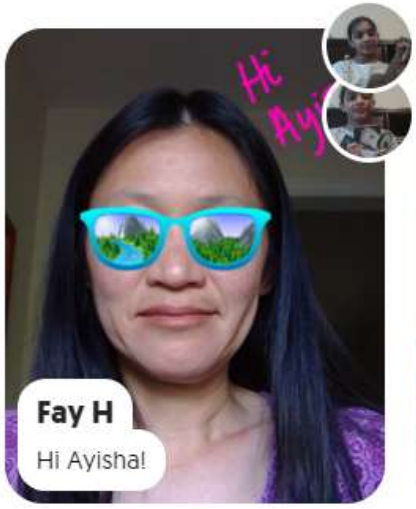
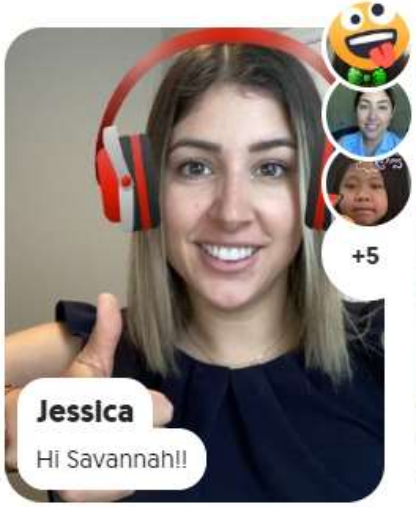
Junior & Senior Mentors

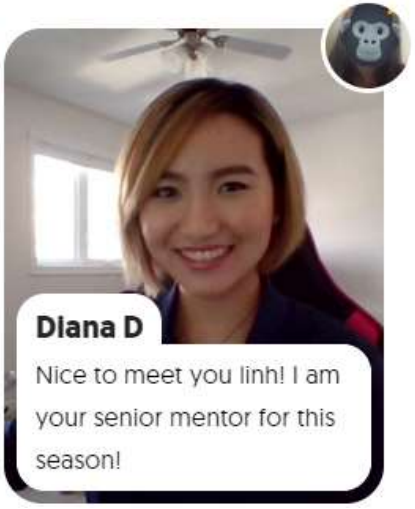












Level 2 Leaders

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Girls Who Game STEM Esports Event

Internal Use - Confidential

YWG9

ARCHWOOD – Lynn R.

SCREENAME- xylmo

REGION – WINNIPEG GRADE - 8

YEARS IN GWG – 1 YEAR

GAMING BIO – *Quiet and reserved, although that doesn't cover up the fact that she would put in 101% in her work. Lynn wouldn't mind losing, but she would pick victory over defeat. Lynn wishes to become a Twitch streamer at one point and believes in Tyler the Creator supremacy. She has been told that she can become overly competitive, you might want to remain cautious when getting in her way.*

YWG9

ARCHWOOD – Gabby A.

SCREENAME- Gabbehchu

REGION – WINNIPEG GRADE - 8

YEARS IN GWG – 1 YEAR

GAMING BIO – *A girl who loves to play games and rage when someone beats her. Although in the real world she is very shy and awkward. When not bothered by anyone she watches anime. When sucked into a competitive game all her concentration is there.*

YWG9

ARCHWOOD – Teagan B.

SCREENAME- T

REGION – WINNIPEG GRADE - 7

YEARS IN GWG – 1 YEAR

GAMING BIO – *All though she is a Gamer she also learns survival skills on the side as a girl guide and can win in a dance battle because she is also a dancer and watches anime in her free time, and you may just find her in her room reading a book, but you never know though.*

(UwU)

YWG9

ARCHWOOD – Rosie M.

SCREENAME- Waffle

REGION – WINNIPEG GRADE - 6

YEARS IN GWG – 1 YEAR

GAMING BIO – *a girl who likes to play games a lot, watch anime and draw.*

YWG9

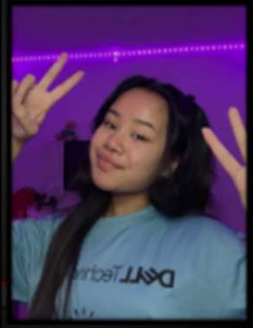
ARCHWOOD – Audrey P.

SCREENAME- AUDDY

REGION – WINNIPEG GRADE - 8

YEARS IN GWG – 1 YEAR

GAMING BIO – *Girl who's got energy. She loves building in games, singing and dancing. She likes watching k-dramas and playing volleyball in her free time. When playing in a match all her creative thoughts come flowing to her head NON-STOP.*



YWG9

ARCHWOOD – Vika G

SCREENAME- Vik

REGION – WINNIPEG GRADE - 8

YEARS IN GWG – 1 YEAR

GAMING BIO – *she likes bread and Kakegurui. She immigrated from Ukraine and had to learn English from scratch.*

YWG9

ARCHWOOD – Rae Ryan

SCREENAME- RaeRae

REGION – WINNIPEG GRADE - 8

YEARS IN GWG – 1 YEAR

GAMING BIO –*A girl that loves reading manga's and watching anime. I also love exploring. While being an introvert, I'm not very good at socializing with people but I try. She loves playing games with her friends she hates to interrupt when playing.*

YWG9

ARCHWOOD – Vlada

SCREENAME- Lava

REGION – WINNIPEG GRADE - 6

YEARS IN GWG – 1 YEAR

GAMING BIO – *I like playing roblox, minecraft, rocket league, and brawlhalla. My favorite animals are dragons. I have a dog, she's a chihuahua and she's tiny, she looks like a mini German shepard. U*

YWG9

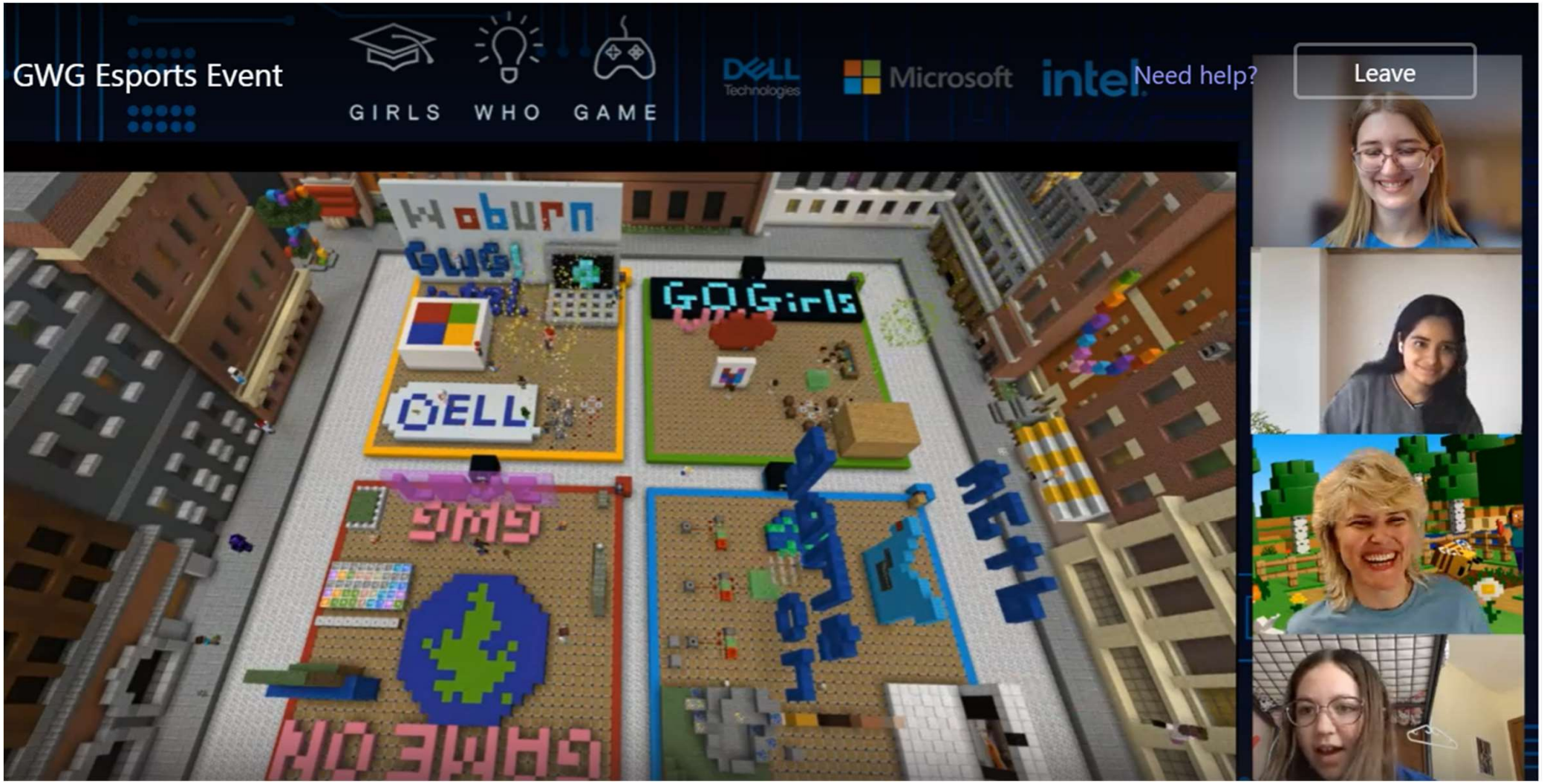
ARCHWOOD – Mariah

SCREENAME- e/a

REGION – WINNIPEG GRADE - 7

YEARS IN GWG – 1 YEAR

GAMING BIO – *I HAVE AN ANIME OBSESSION AN I HAVE A NARUTO HEADBAND.*



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Girls Who Game Equity - Women in STEM and the Esports Industry
Speaker Series
Thurs. Jan. 28th – 1:00 – 2:00EST
Thurs. Feb. 25th - 1:00 – 2:00EST
Thurs. March 25th – 1:00 – 2:00EST
Thurs. April 22nd – 1:00 – 2:00EST
NORQUEST COLLEGE
GIRLS WHO GAME
DELL Technologies
Microsoft
intel

NORQUEST COLLEGE

GIRLS WHO GAME

DELL Technologies

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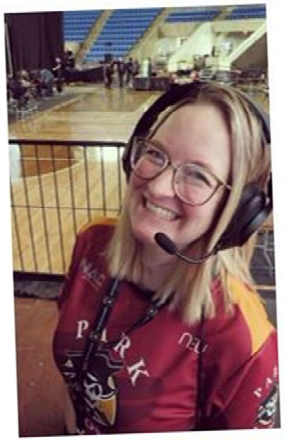
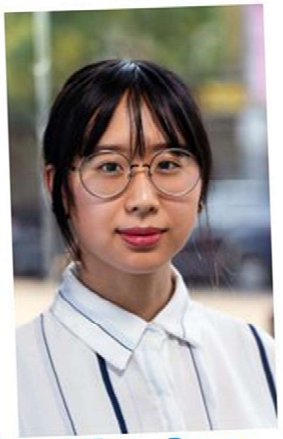
http://bit.ly/WomenEsportsSTEM



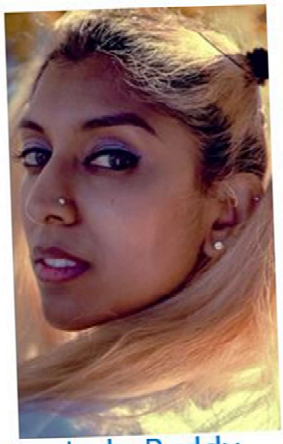
Ashley "AJ" Jones
PRONOUN: SHE/HER/HERS/HERSELF

Dr. Lindsey Migliore
PRONOUN: SHE / HER

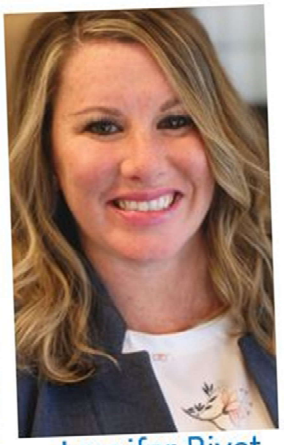


Tiffany Peng
PRONOUN: SHE / HER

Navneet Randhawa
PRONOUN: SHE / HER



Indu Reddy
PRONOUN: SHE / HER



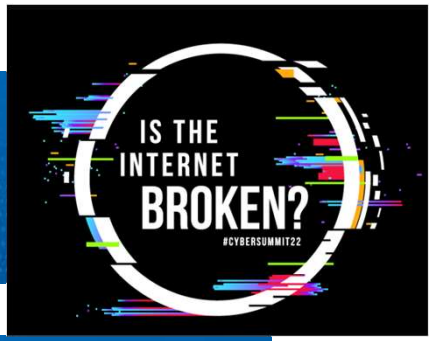
Jennifer Rivet
PRONOUN: SHE / HER

Women Leading Innovation in Esports & STEM – Thursday, Feb. 25th, @1:00EST

GWGE Interns

Capture
Recording
Katina Papulkas
Shanelle Martinbeault
vivian
Courtney James
Snow White
Nesligül Kolaşinli
Vianca Natividad
Joanne Donoghue
kimberly frank
Cristina - Team Liquid (@Siloris88) S...
GUIDING STATEMENT:
AN INCLUSIVE COMMUNITY OF GAMING ENTHUSIASTS!
NorQuest College
eSPORTS
GIRLS WHO GAME
DELL
Follow us on twitter
@norquesteSports
NORQUEST COLLEGE
6:26 / 1:00:00

How Might We Improve the Internet Experience?



1. Partner and Collaborate
2. Explore the “Art of the Possible”
3. Focus on students, staff, and communities for a better Internet for tomorrow

DELL Technologies

Home - Fall 2022
Leadership
Student Voice Committee
FAQs
Reg
DELL Technologies
intel
Soar with MENTOR!
MENTORSHIP EXPERIENCE NETWORKING
TRUST OPPORTUNITIES REACH
SwM - Cohort 4 (Fall 2022)

Western
UNIVERSITY · CANADA

UNIVERSITY OF
TORONTO

UNIVERSITY OF
WATERLOO

Queen's University

Dell Customer Communication - Confidential

Soar with MENTOR is a program developed for post-secondary students to inspire, educate, and equip a cohort of select female students with the necessary knowledge, skills and dispositions to be successful in life, and possibly at Dell Technologies in the future. We recognize the importance of diversity and inclusion in all organizations and believe that providing development and mentorship opportunities to female post-secondary students will help assist in the future success of these students.

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Courtenay English
She/Her/Hers
University of Calgary

Courtenay is a third-year student at the University of Calgary, who enjoys the freedom promoted by the Faculty of Arts to explore different areas of study. In her free time, you can find her designing polymer clay earrings for her small business. Courtenay loves to be busy with new business or creative ventures, always exploring new avenues.

Karlee Fidek
She/Her/Hers
University of Regina

Karlee is a 4th year software systems engineering student at the University of Regina. In her field, she enjoys solving new problems, application design, and database analysis. In her free time, you can find her hanging out with friends, travelling, and fishing. Something interesting about Karlee is she has gone on numerous trips to ride quads in the mountains.

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working on DIY
creating art. So
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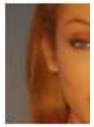
Rina Kartina
She/Her/Hers
University of Lethbridge

Rina is a 1st year Accounting student at Dhillon School of Business, University of Lethbridge, AB. In her field, she enjoys working with financial data from many kinds of businesses so that she can learn how each business operates and grows. In her free time, you can find her playing with her cats and cooking. Something unique about Rina is no matter how busy, she always wanted to give her time and energy to society just like what she has been doing for the past years, through volunteering for the needy with chronic disease to get adequate medical treatment required.

Tayyabeen Kazmi
She/Her/Hers
University of Calgary

Tayyabeen is a second year Business Technology Management student at University of Calgary. In her field, she enjoys the consultancy/advisory area as well as working for companies with a strong focus on giving back to the community. In her free time, you can find her being outside either taking a walk or hiking. Something interesting about Tayyabeen is that she recently immigrated to Canada in hopes for a better future.



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Deborah Kupolati
She/Her/Hers
University of Calgary

Deborah Kupolati is a first year student in Business at the University of Calgary. In her field she enjoys ECON 201 the most. In her free time you can't find her because she is usually in her room, probably resting or watching movies. Something unique about Deborha is that she is still a teenager, but an aunt to a toddler.

Mackenzie Kure
She/Her/Hers
University of Lethbridge

Mackenzie Kure is a 3rd year Computer Science student at the University of Lethbridge. In her field, she enjoys that every class and assignment presents something completely new in addition to the dopamine rush from successfully compiling a project or figuring out a problem. In her free time, you can find her doing absolutely anything outdoors, from kayaking to hiking. Something interesting about Mackenzie is that she volunteered as a nanny in Cameroon for a year.

Xiang (Elfic) Li
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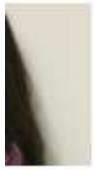

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Harmeet Brar
She/Her/Hers
University of Regina

Harmeet Kaur Brar is a 2nd year Bachelor of Science - Major Computer Science student at the University Of Regina, Saskatchewan. In her field, she enjoys programming/building projects/applications. In her free time, you can find her reading books/in a park/or travelling through mountains. Something unique/interesting/quirky about Harmeet is she is a quick learner and well-organized.

Carissa Cassano
She/Her/Hers
University of Regina

Carissa is a 2nd year Computer Science student at the University of Regina. In her field, she enjoys full stack development, reading about upcoming topics involving data science, quantum computing and artificial intelligence and virtual reality. In her free time, you can find her

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Aleisha Liesemer
She/Her/Hers
University of Calgary

Aleisha Liesemer is a 2nd-year Finance major student at University of Calgary. In her field, she enjoys doing group projects and the opportunity to learn more about the various business models of companies. In her free time, you can find her at the gym, walking her dogs or painting various projects. Something unique about Aleisha is that she has a twin sister.

Meagan Mitchel
She/Her/Hers
University of Lethbridge

Meagan is a first year Bachelor of Management Accounting major student at University of Lethbridge. In her field, she enjoys the complexity of business in general and learning how to understand it. In her free time, you can find her hiking in the Rockies with her dog Colby. Something interesting about Meagan is she started working towards her first degree at 33 years of age.

Leslie Nguyer
She/Her/Hers
University of Cal

Leslie is a 5th year compu
and finance student at U
Calgary. In her field, sh
programing and researchi
topics. In her free time, yo
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Jordan Phillips
She/Her/Hers
University of Lethbridge

Jordan is a third year Computer Science and GIS Bachelor of Science student at the University of Lethbridge. In her field, she enjoys coding and data analysis. In her free time, you can find her playing with her dog Maysel. Something quirky about Jordan is her love for grape ice cream.

Arika Pasha
University of Regina

Arika is a 4th year software engineering student at the University of Regina. In her field, she enjoys web design. In her free time, you can find her at a bookstore. Something interesting about Arika is that she is also studying Japanese.

Parastoo Nikou Si
She/Her/Hers
University of Calg

Parastoo is a 4th year
Technology Management
the University of Calgary.
she enjoys learning new
knowledge surrounding
hands-on work, prefera
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time, you can find her
painting, or designing.
Something interesting abo
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Nicole Sperling
She/Her/Hers
University of Calgary

Nicole is a 5th year Haskayne School of Business Commerce Major with a focus in Organizational Behaviour and Human Resources, a Minor in Philosophy, an Embedded Certificate in Leadership studies, and a completion of the Co-op Program at the University of Calgary. In her field, she enjoys creative approaches to equity, diversity, and inclusion. In her free time, you can find her travelling, eating, or reading something new. Something unique about Nicole is that despite being Indian-Canadian, she spent nearly a decade in competitive Irish dance.

Divora Solomon
She/Her/Hers
University of Lethbridge

Divora Solomon is a first year computer science student at University of Lethbridge. In her field, she enjoys learning more about computers. In her free time, you can find Divora on her computer learning something. Something unique/interesting/quirky about Divora Solomon is even though she knows little about computers, she is always curious to know more.

Sreedevi Subram
She/Her/Hers
University of Cal

Sree is a 4th year Busin
student at University of Ca
field, she enjoys meeting
and sharing ideas. In her fr
can find her gardening
summertime and doing th
benefit her both in her per
professional life, such as s
finishing online classes.
unique/interesting/quirky
she a morning person and
to sleep early.

Adrienne Garber

She/Her/Hers

Senior Higher Education Strategist

Adrienne Garber has been at Dell Technologies on the Higher Education team for 2+ years. The best part about her role is working instructors to brainstorm new and interesting ways to use technology in their classes to help students learn. Adrienne is professionally proud of competing in the DARPA Grand Challenge to race self-driving vehicles against each other in the deserts of Southwestern United States. One of her aspirations is to learn how to code in Python. A fun fact about Adrienne is that she has lived all over the world including Spain, Portugal, Peru, and Argentina.

Aaron Hobbs

He/Him/His

Sr Manager

Aaron has been at Dell Technologies for 6 years. The best part about his role is the opportunity to support the career development of his team through their journey with Dell.

Something Aaron is professionally proud of is leading the development and growth of the Medium Business segment for Western Canada. One of his goals/aspirations is to spend a few years working in South East Asia at some stage in his career. Something unique about Aaron is that on the weekends you will find him riding & racing dirtbikes.

Jennifer Huntington

She/Her/Hers

Account Manager

Jennifer Huntington has been at Dell for 10 years. The best part about her role is mentoring and helping peers. She has a passion for seeing more women join and thrive in the IT industry and has been an advocate and leader in the Women in Action organization for the past 5 years. One of her goals is to be a people manager. Jennifer has a 2 year old boy named James and in her free time she enjoys playing Dungeons and Dragons and loves James Bond movies.

Peter Alexiou

He/Him/His

Senior Director, Canada PreSales

Peter Alexiou leads the Canadian Presales organization for Dell Technologies.

In his +21 years career with Dell Technologies, Peter has held several positions, including Account & Advisory SE Roles, Federal and HealthCare Presales Manager, Eastern Canada Presales Manager, Canadian Commercial Presales Director, and Canadian Presales Leader.

Today, he and his team are responsible for leading technology discussions with customers across Canada focused on advanced solutions with the intent to help solve business challenges in agility, operational efficiencies, Cloud, AI, and digital transformation.

But what may be most exciting is what the digital future holds and how we here at Dell influence the way we approach our day-to-day culture and life.

Peter lives in Ottawa with his wife and two university-aged children.

Gregor Allan

He/Him/His

Senior Account Director, Enterpri

Gregor has been at Dell Technologies for years. The best part about his role is the opportunity to engage and interact daily customers, partners and colleagues alike. Something Gregor is professionally proud track record for success and achieving sa results with spirited teamwork, positive en and good fun! One of his ongoing personal commitments is to maintain a healthy, bal career and lifestyle. Something interesting Gregor is that he and his wife are proud p twin boys – both of whom are embarking own professional careers as articling lawy Every day is a perfect day!

Tonya Archer

She/Her/Hers

Sr. Program Manager

Tonya Archer has been at Dell Technologies for over 10 years. The best part about her role is that she gets the opportunity to learn something new almost every single day and work with a wide-variety of stakeholders. Tonya is professionally proud of her willingness to take risks in her career and be flexible to "go with the flow" on the outcomes. Her aspirational goal is to one day work for the United Nations Refugee Agency (UNRA), lending a hand to the many displaced persons globally and hopefully having a positive impact on their lives. The one interesting fact

Christine Armstrong

She/Her/Hers

Partner Account Manager

Christine has been at Dell Technologies fo years and in the Technology industry for than 25 years. The best part about her rol Channel is that she is deeply immersed in dynamic teams within Dell and also extern Dell with the Partner Community that she manages. Something Christine is professi proud of is the trust and collaboration she cultivated within all the groups she engag One of her daily goals is to bring people t and motivate the team(s) to progress in u towards the common target. Something

Coral Bliss Taylor

She/Her/Hers

Account Executive

Coral has been at Dell Technologies for 3 years. The best part about her role is cultivating customer relationships and supporting digital transformation. Coral is professionally proud of the positive feedback received from customers and colleagues. One of her goals and aspirations is to play polo. Coral is an amateur show jumper in her spare time.

Beth Cairns-Cooper

She/Her/Hers

Inside Sales Manager Western Canada

Beth Cairns-Cooper has been at Dell for 5 years. The best part about her role is working with others to help them do their job and assisting career progression. Beth is professionally proud of her understanding of the end-to-end business. One of her goals is to be the best manager possible and lift others to their full potential. Beth is an avid woodturner

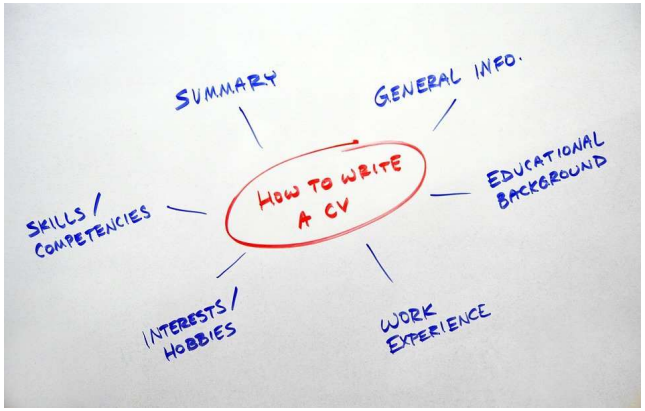
Edrea de Sousa

She/Her/Hers

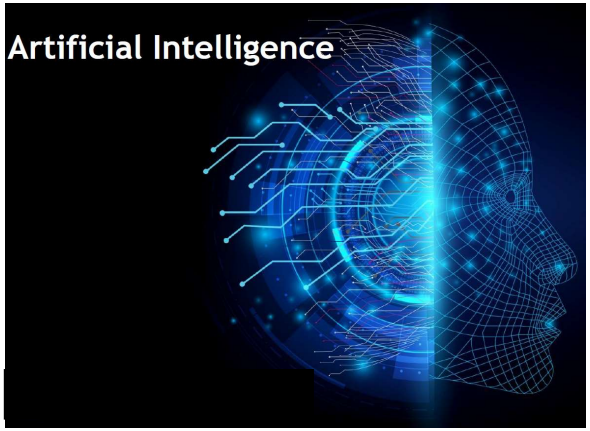
Advisor - Project Management

Edrea has been at Dell for under a year. The best part about her role is being able to help get things done. Edrea is professionally proud of being able to learn and upskill constantly in an effort to grow. One of her aspirations is to be part of a product or service that will change peoples lives. Something unique about Edrea is she has lived in 6 countries over the last 10 years.

Career Readiness



New Technologies



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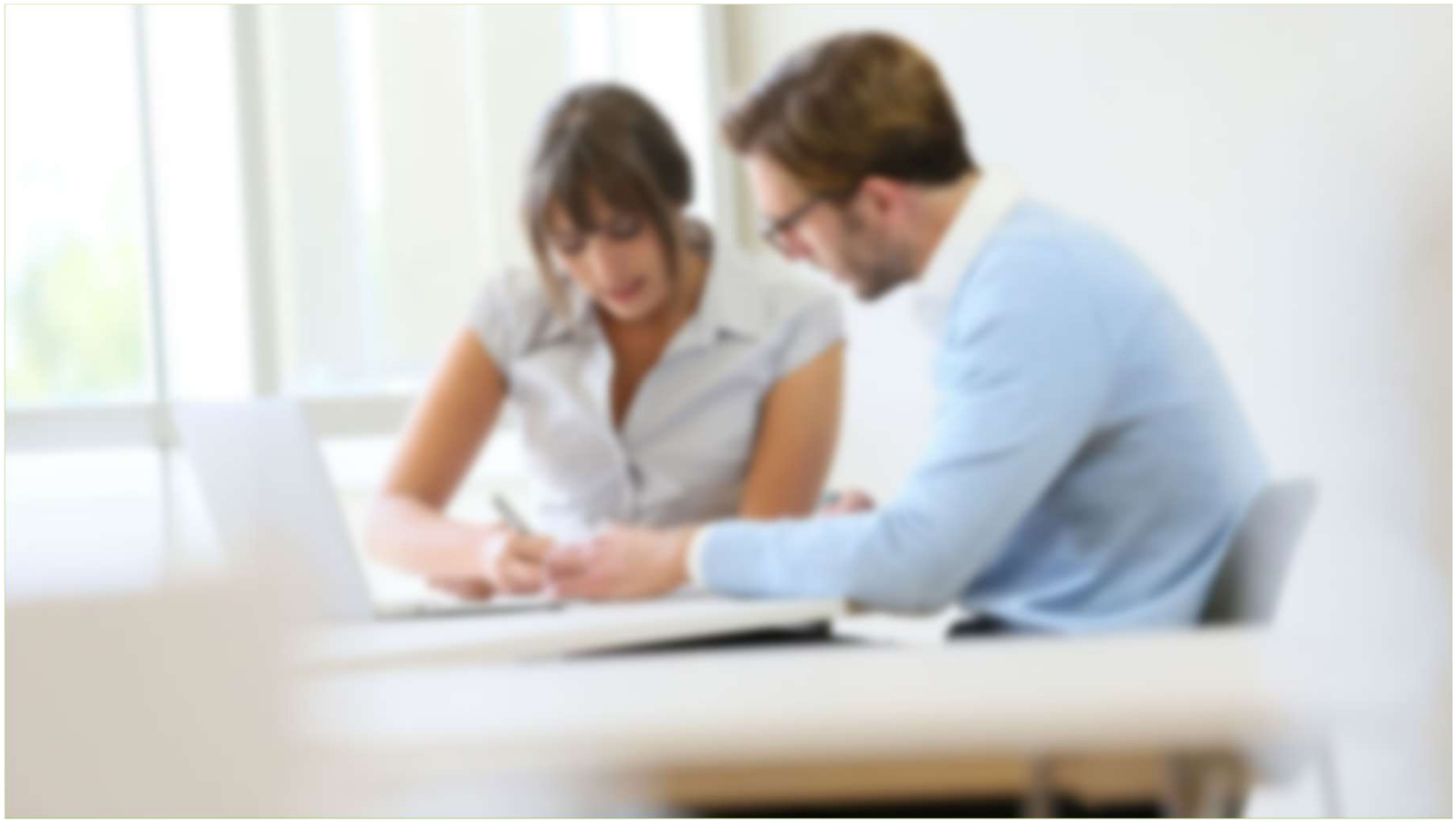
Mentorship Speed Networking



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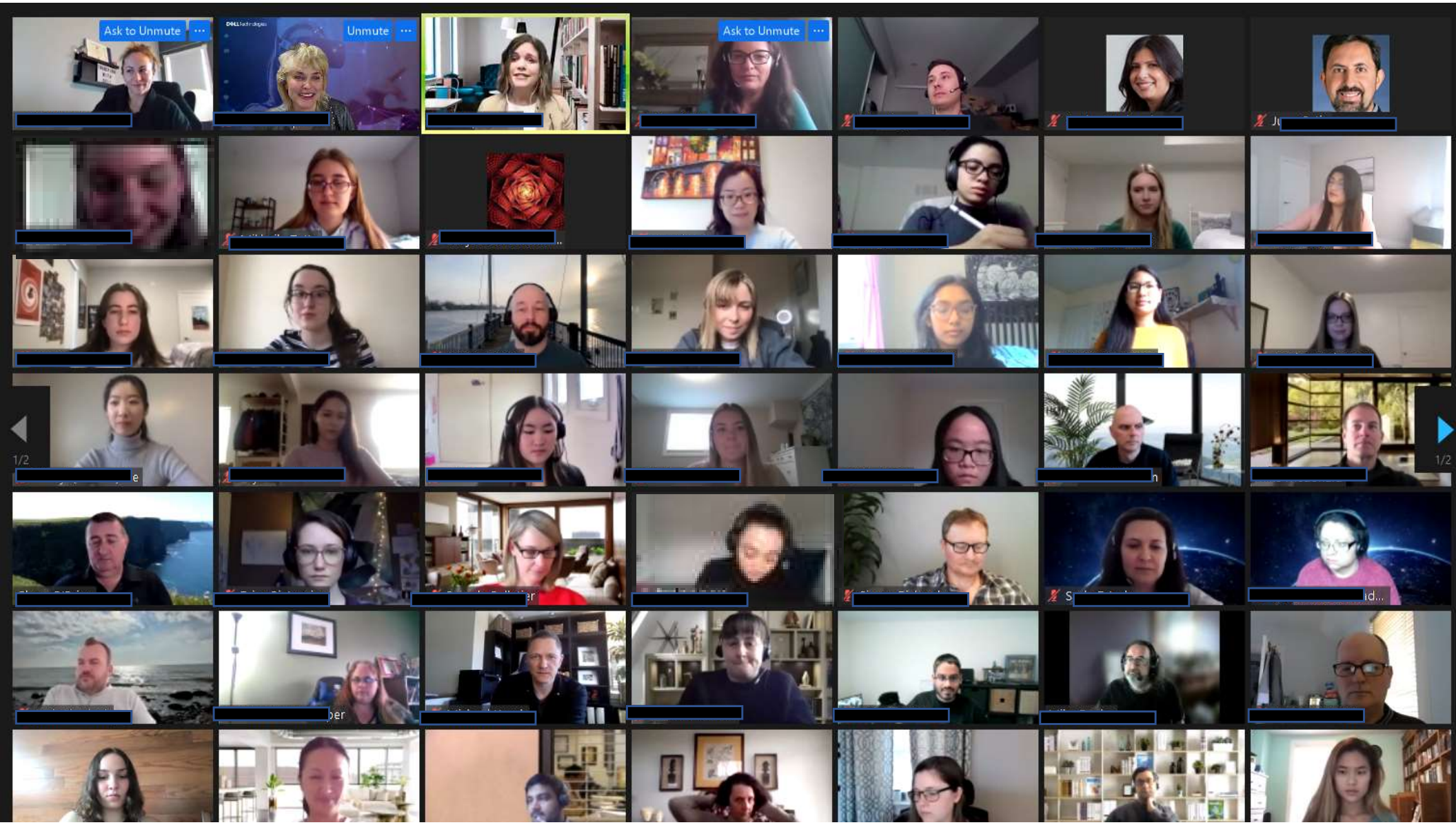
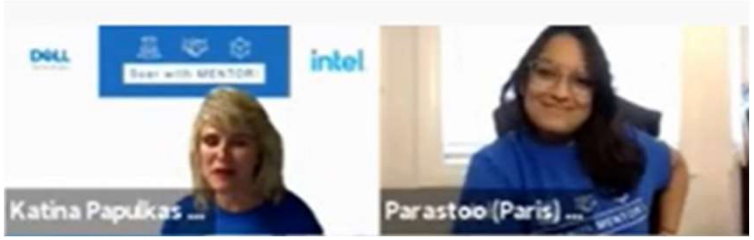

Ask to Unmute
Unmute
Ask to Unmute
1/2
1/2

Level 2 1:1 Experience

SOAR with MENTOR Cohort 4 (Level 2 ... | Level 2 Hybrid - Home | Soar with MENTOR - Home

Session 1 A/synchronous Meetings between **Wed. Oct. 19th - Mon. Oct. 31/22**	**Opening Synchronous Activity:** Get to Know you! Chat with each other...and then Learn more about each other and the community on this padlet.	**Career Readiness & Technology Today Recording** Listen to these recordings on your own time: Career Readiness Keynote - Mentoring Tech Today Keynote - Cloud	**Conversation Guide questions** Questions to guide your synch conversation
Session 2 A/synchronous Meetings between **Wed. Nov. 2 - Mon. Nov. 21/22**	**Opening Synchronous Activity:** Get to Know you! **Two Truths and Lie** Share 3 things about yourselves with each other. Two should be truths and one a lie. See if you can guess what are the truths - and which one is the lie! Post it to the community to see what others think!	**Career Readiness & Technology Today Recording** Career Readiness Keynote - Digital Branding Tech Today Keynote - Artificial Intelligence	**Conversation Guide questions** Questions to guide your synch conversation



Social Time!

Nov. 9/22

Join the Synchronous Session!

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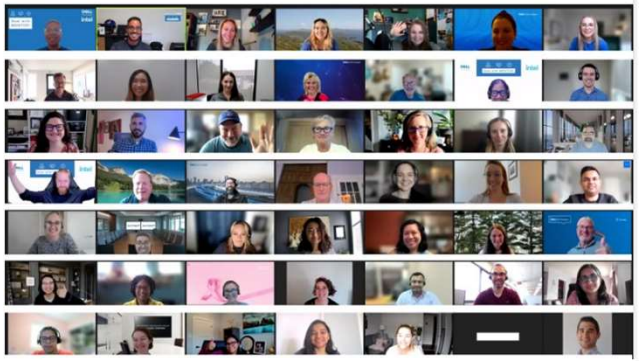
Watch Them #SoarwithMENTOR! #WomeninSTEM

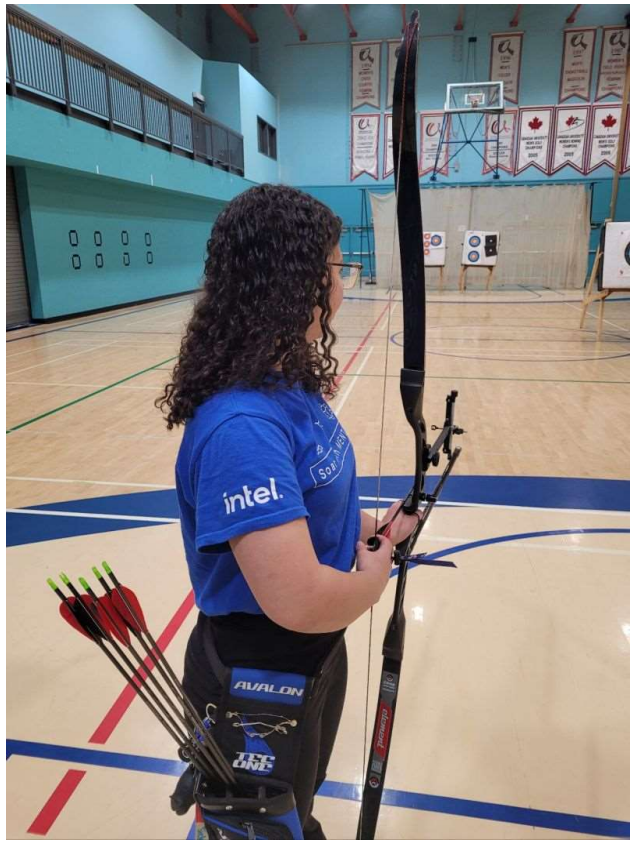
Maddie Miller, CPA • 1st
Product and Solutions Sales Specialist, Canada Federal
Reshared from Dhiren Patel, PMP • 2d •

Great to be a part of such a fantastic program!
#SOARwithMENTOR #iwork4dell



Anh Tran • 2nd
Student at Austin Community College
11h •

Thank you Dell Technologies for providing me with such a great opportunity to work with amazing women in STEM with #soarwithMENTOR #WomeninSTEM #delltechnologies



Ellen Tao • 1st
Western University
1d •

I wasn't able to get around to posting until now but wanted to say a huge thank you to the Dell SOAR with MENTOR program for hosting an amazing and informative session! Had a ton of fun chatting with my mentor **Chris James** and looking forward to the future sessions :) **#SOAR #SoarwithMENTOR #dell #delltechnologies**

Paris Khorami • 1st
Marketing Lead
2d •

Another wonderful session filled with inspiring #women in #stem who have paved the way for us who are passionate about what the future in STEM can look for us. Thank you to Bethany Cathey and Christine Bradley for your empoweri ...see more

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Student Voice Committee (SVC)

Swathi Thushiyandan

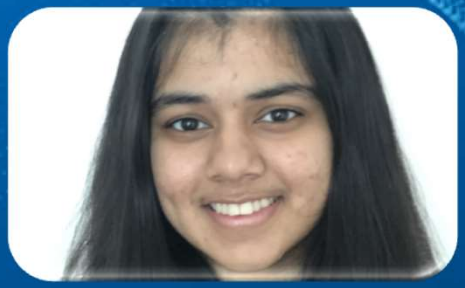
Yip (Melody) Hoi Ching

SeungA Jung

Kellie Stevenson

Chhavi Shah

Yukti Sehgal



Gayathri Rajendran

Vladyslava Diachenko

DELL Technologies

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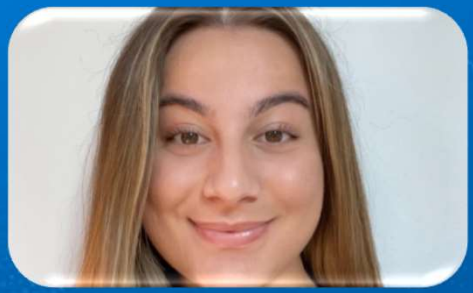
SwM Apprentices

Mikhaila Tutte
Western U

Esther Tran
Calgary U

Ruthba Tayiha
U of T



Athena Slater
Toronto Met

Kiana Darrell
U of Vic

Maliha Chowdhury
Calgary U

Rebecca Aharon
York U

DELL Technologies

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Zélia
@ZeliaMCT

Replying to @ZeliaMCT

#GirlsWhoGame mentor sharing/discussion
🎮 Girls in STEM #Trailblazers
🎮 leading & creating a pathway for other girls
🎮 careers paths look different for each of us
🎮 biases in AI
🎮 surround yourselves with a support system
@Sebasualto @McM_MsR
@Dell @KatPapulkas #TransformEDU

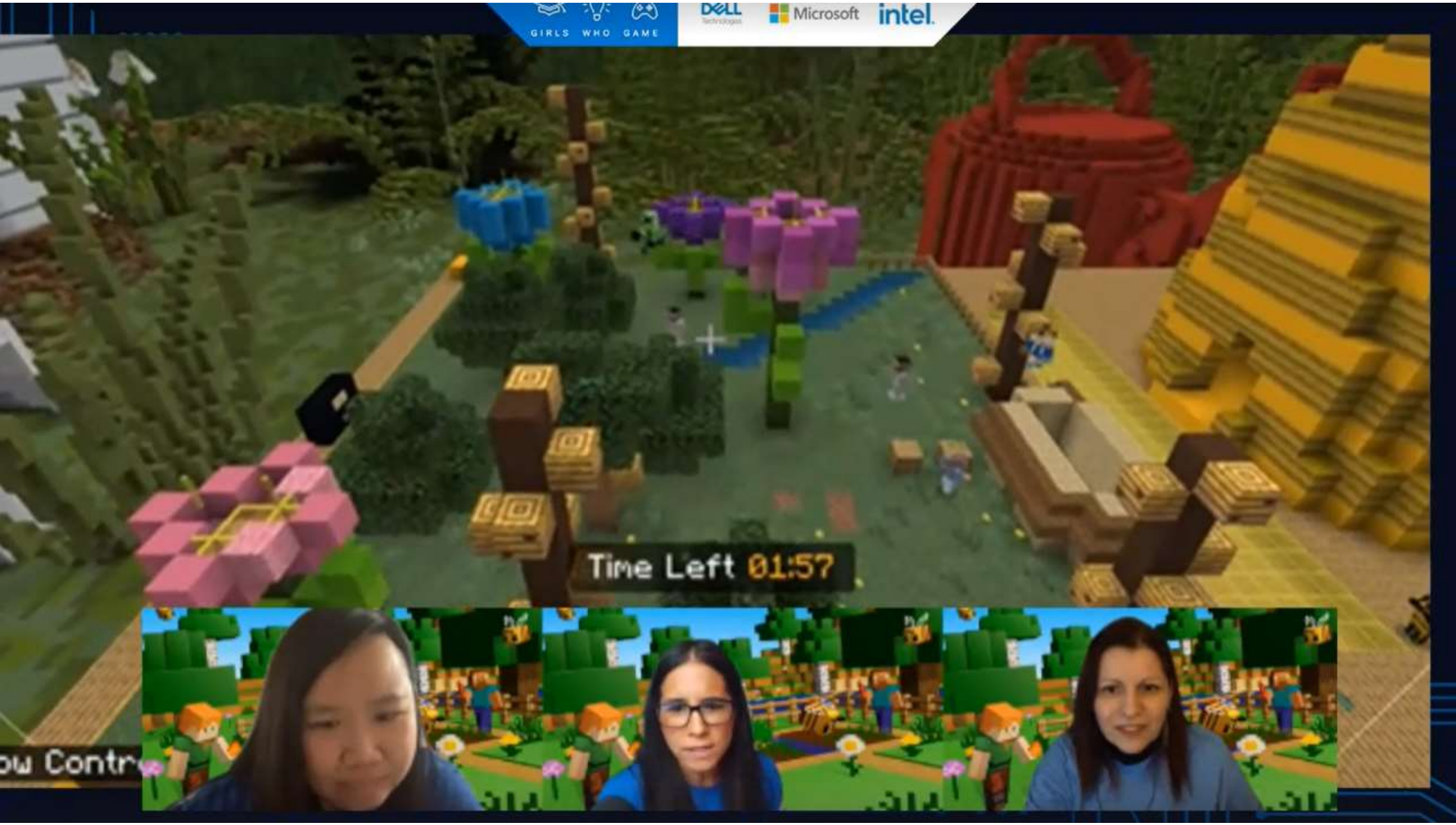
12:49 PM · May 6, 2021 · Twitter Web App

Dell Customer Communication - Confidential

GWG STEM Esports Event Judges

Christina	Jameson	Kiana	James	Laura	Yamini	Danielle	John
Timberwolvez	Greywolvez	LEEDhers	Chasers	Six Degrees	Chargers	MEE World Builds	

Katina


GIRLS WHO GAME
DELL
Microsoft
intel
Time Left 01:57

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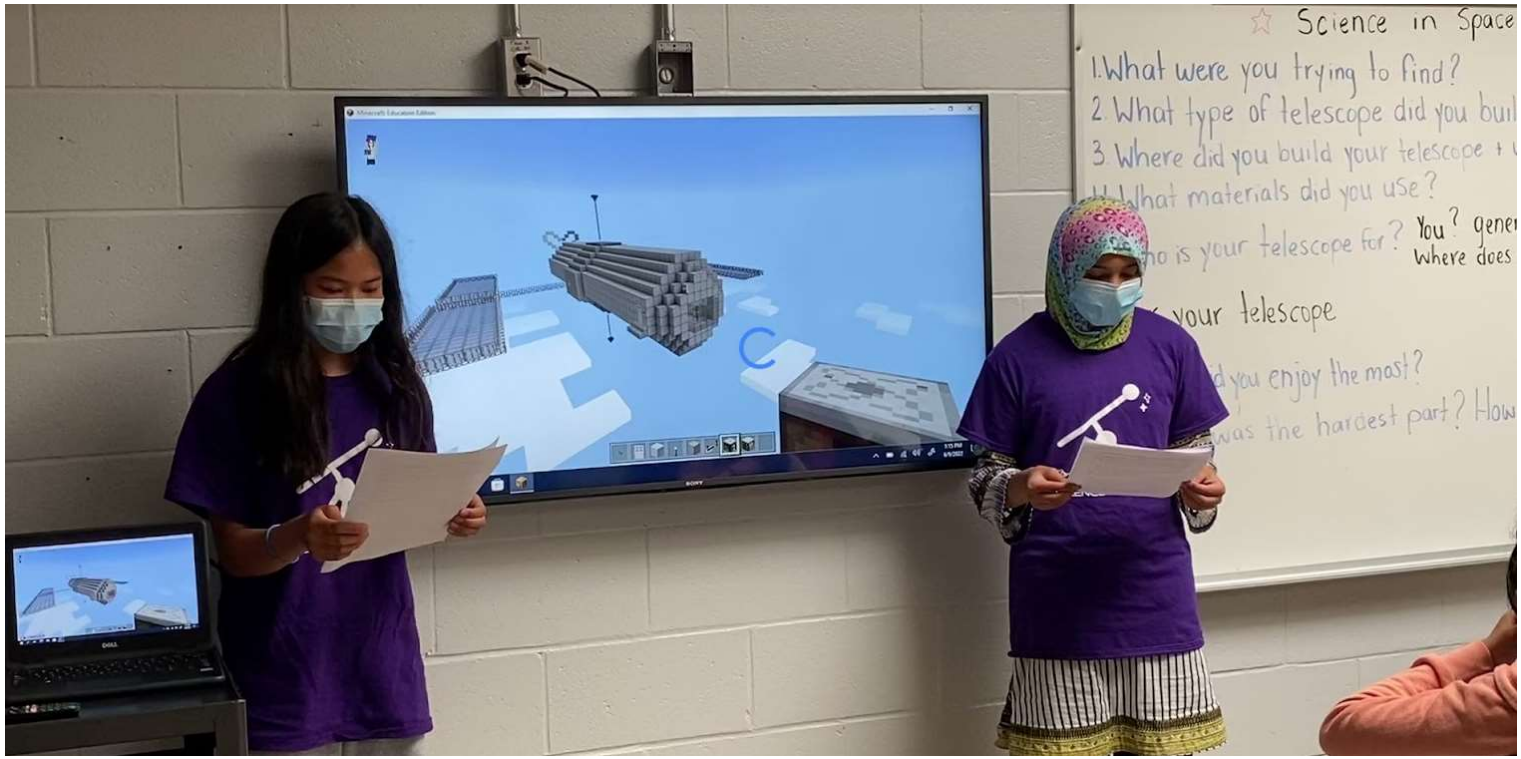
McGill

SCIENCE IN SPACE: HOW TO TELESCOPE



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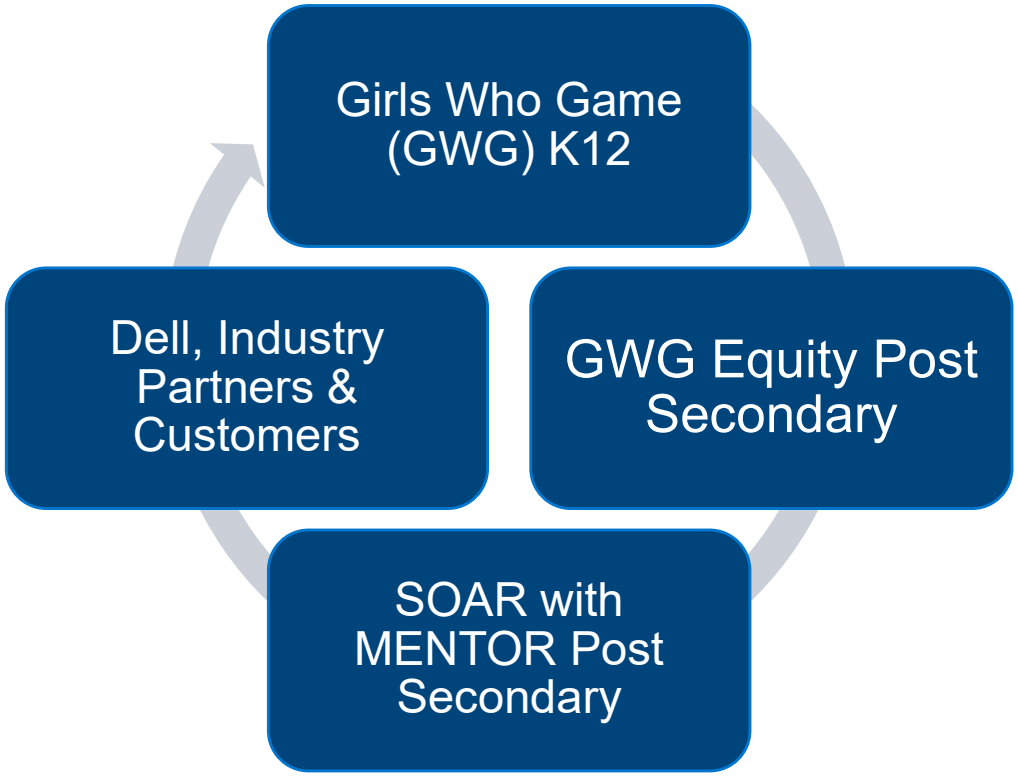
McGill

Female Centric Ecosystem –Game Play, STEM, Empowerment & More!



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DELL Technologies

How to Improve the Internet

1. Partner and Collaborate
2. Explore the “Art of the Possible”
3. Focus on students, staff, and communities for a better Internet for tomorrow

What is Dell doing to partner & fill the gaps in education?

- Higher Education Strategists
- K-12 Education Strategists
- Professional Learning
- Networking Groups
- Visioning Days
- Learning Experiences: webinars, Esports conference, Cybersecurity Summit
- Grants Office Support

- Develop with Dell
- VMware IT Academy Program
- Digital Skills for a Global Society
- Personalized, Competency-Based Learning through Blended Learning
- Esports
- Data Management for Research
- Soar with MENTOR
- A21/Vmware Tanzu Anti-Trafficking Curriculum
- Intel Skills for Innovation
- AI for Youth & Workforce
- Girls Who Game
- Student Tech Crew

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DELL Technologies

Building An AI Ready Generation

Intel® AI For Youth : Global AI Readiness Program.

Master Orientation Package

Katina Papulkas

Dell Education Strategist

Dell Customer Communication - Confidential

Intel® AI For Youth

Empower Youth on AI Tech and Social Skills, in an Inclusive Way.

30	30	30
Countries' Government Partnerships	Thousand Institutions with AI Access	Million People Empowered With AI Skills Training for Current and Future Jobs
2020: 11 countries	5000 institutions	115 000 participants

Bold 2030 commitment and call to action with government partners worldwide

MAKING TECHNOLOGY FULLY INCLUSIVE AND EXPANDING DIGITAL READINESS

intel.

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Intel Response :
Digital Readiness Partnership Programs Portfolio

Intel® AI For Youth Program

Target Audience : High school students in K12 Schools / After Schools
Age : 13-19. Pre requisite: No coding experience required. Only foundational math & statistics skills.

Objective

Empower youth with AI tech and social skills in an inclusive way

Deep understanding of AI

- Demystify AI for youth and equip them with the skillset and mindset required for AI readiness.

Access and use of AI toolsets

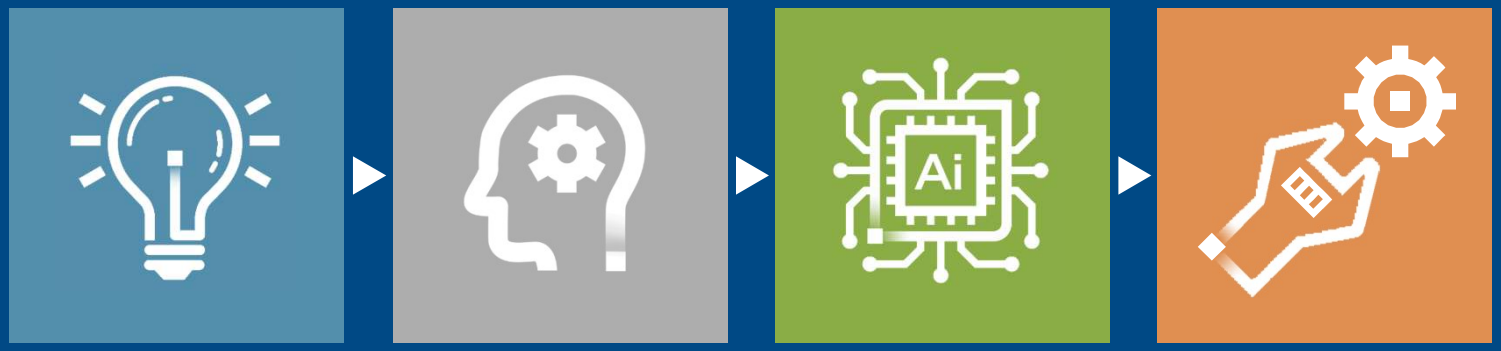
- Democratize access to AI tools with Intel technologies and train youths to use them skillfully.

Create solutions with AI

- Meaningful social impact solutions as evidence of achievement.

intel.

The Learning Journey

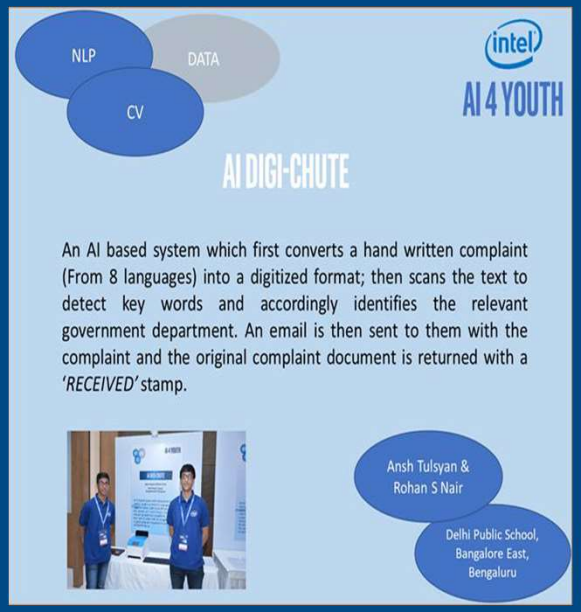


4-stage learning journey to equip youths with the mindsets and skillsets for AI-readiness

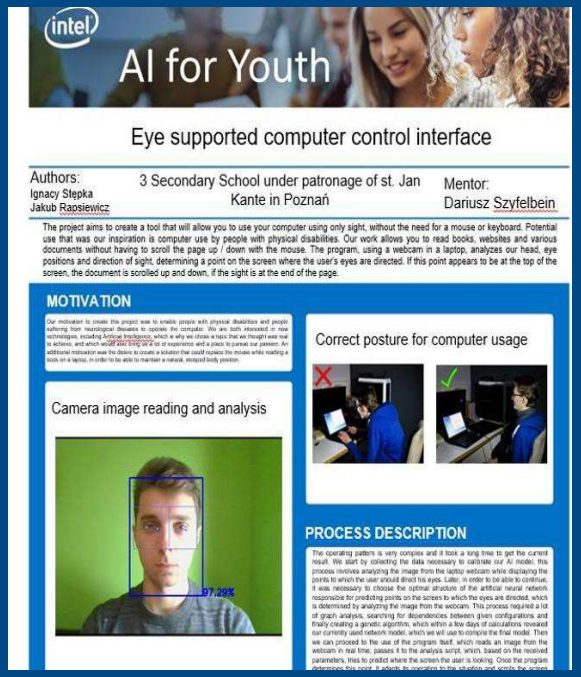
intel.

Project Examples

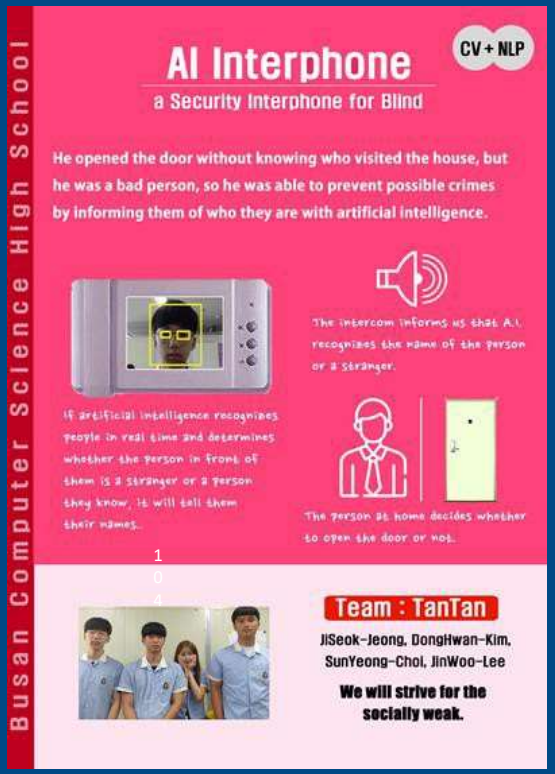
India



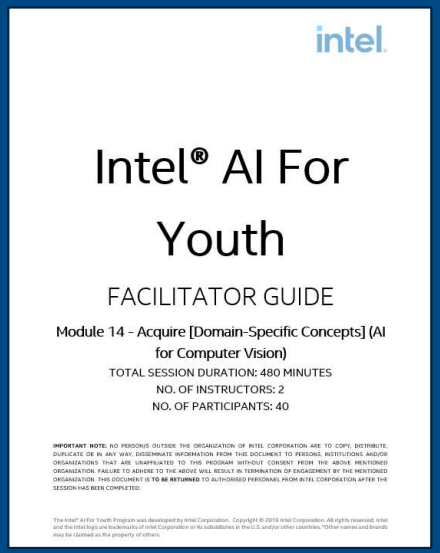
Poland



S. Korea

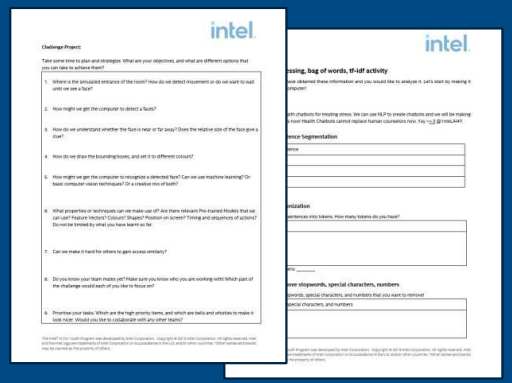


Content Form

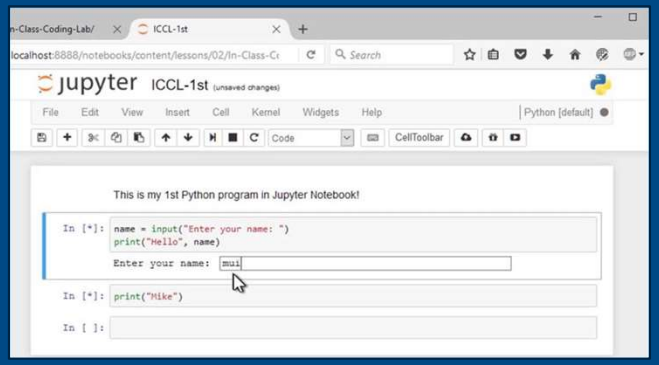


Facilitator Guide

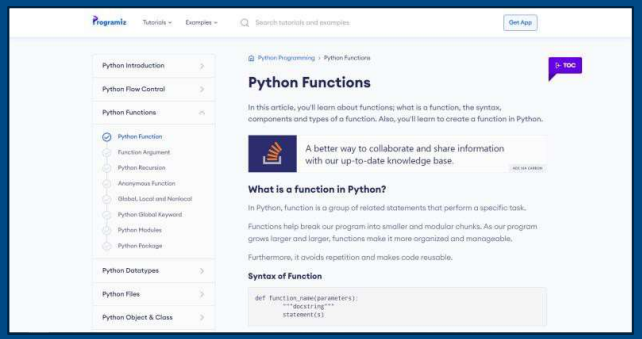
Slides



Student Activity Guides



Jupyter Notebook



Curated Games & Online 3rd party sites

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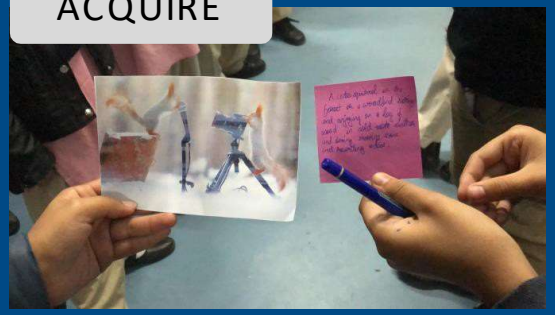
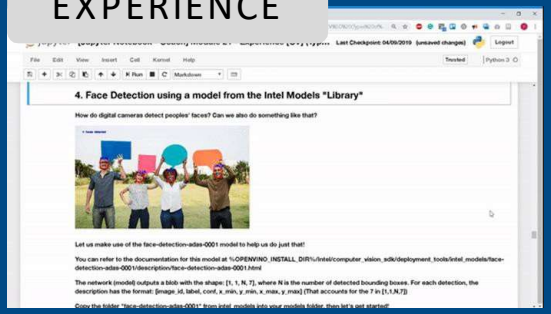
Engaging Content Examples

ACQUIRE



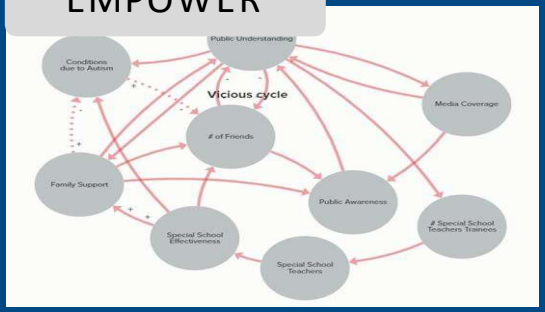
Human Neural Network game where youth act as nodes in a neural network in order to “classify” an image.

EXPERIENCE

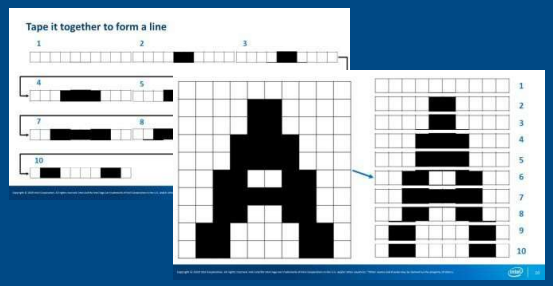


Jupyter notebook exercises with Intel OpenVINO for CV module.

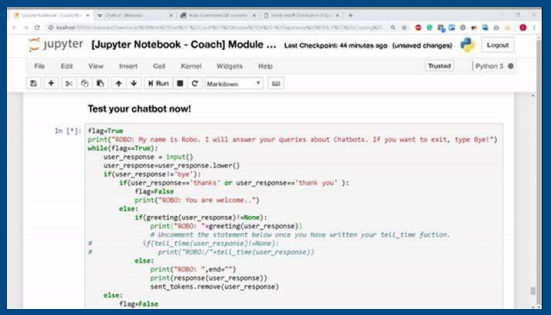
EMPOWER



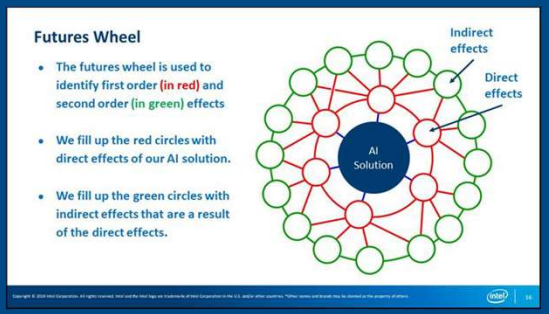
Systems mapping exercise to determine causal relationships in a social issue prior to solutioning.



Pixel It Game where youths attempt to “train” a model to identify a written letter.



Jupyter notebook exercises on AI Chatbot for the NLP module.



Futures wheel exercise in the AI Ethics module to identify direct and indirect effects of AI solution.

Module Summary – AI Youth Express for K12

Inspire (4 hr)

- 1 Overview

Acquire (5 hr)

- AI domain-specific concepts
- 2 Statistical Data (SD)
- 3 Computer Vision (CV)
- 4 Natural Language Processing (NLP)

Experience (23 hr)

- Worked Example: Garment classifier project using Fashion MNIST dataset
- Face Detection
- 5 Data Acquisition
- 6 Data Exploration (Pre-processing Images)
- 7 Data Exploration (Image Labeling)
- 8 Modeling
- 9 Evaluation
- 10 OpenVINO™

Empower (add. 24 hrs)

- 11
- Introduction to Use Cases
- Brainstorming Solutions
- Prototyping Solutions
- Solution Presentation
- Deploying AI solutions

Use Cases

1. AI Medical Exam
2. AI Security Support System
3. Car Detection from Traffic Data
4. Emotion Recognition
5. Energy Saving System in Classroom
6. AI Security System for Blind
7. Smoke and Fire Detection

Note: Schools can borrow "Introduction to Python" module as per their requirement.

Module Summary – Diploma Program for Community College

Awareness (6h)

1. **Emerging Technologies – AI** (1h)
2. **AI Made Easy – Demystification** (1h)
3. **What is Inside AI** (1h)
4. **Impact of AI on Your Future (Surviving AI)** (1h)
5. **Inclusive AI** (1h)
6. **Control Your AI Destiny** (1h)

Foundation (50h[1] - 57h)

Industry Use of AI – Part 1 (No-Code) (Using *Analytics Software, No Programming Required*) (11h)

7. Introduction to AI Project Cycle (1.5h)

8. Common Trade Applications of AI (9.5h)

- Predictive Maintenance
- Recommendation System
- Viral Post Prediction
- Employee Attrition Prediction
- Insurance Fraud Detection
- Quality Assurance System

Programming Fundamentals (7h)

9. Introduction to Programming using Python (3h)

10. Python Functions & Packages (NumPy, Pandas, Scikit Learn) (4h)

Industry Use of AI – Part 2 (Coding Approach) (24h)

11. Common Trade Applications of AI (24h)

Novice Level
1. Predictive Maintenance using **Linear Regression**
2. Recommendation System using **KNN Model**

Intermediate Level
3. Viral-Post Prediction using **K-Means**
4. Employee Attrition Prediction using **Linear Regression**

Advanced Level
5. Insurance Fraud Detection using **Random Forest**
6. Quality Assurance System using **Artificial Neural Network**

12. Deployment: Visualization (Dashboard) (4h)
13. CGS ^ – Design Thinking (4h)
14. CGS ^ – Systems Thinking (3h)
15. CGS ^ – Entrepreneurial Mindset (4h)

Experience (41h[2] – 129h)

16. ML/DL Techniques *(includes SL, UL, RL)* (4h)

Statistical Data[3] (28h)
- **17.** Data Import and Processing
- **18.** AI for Statistical Data Walkthrough
- **19. Guided Example:** Predicting Loan Approval[†]

Computer Vision[3] (28h)
- **20.** Basic Techniques in Computer Vision
- **21.** From Traditional Computer Vision to AI
- **22.** Types of Inference Models with OpenVINO and NCS2
- **23. Guided Example:** Pneumonia Detection [†]

NLP[3] (28h)
- **24.** Data Collection & Processing for NLP
- **25.** Classification for NLP
- **26.** Creating a Chatbot
- **27. Guided Example:** Hotel Reception Chatbot [†]

28. CGS ^ – Social Emotional Skills (3h)
29. AI Ethics (2h)
30. AI Project Pitfalls (4h)

IoT (1/2, 16h)
- **31.** Introduction to Implementing IoT
- **32.** IoT for improving operational efficiency
- **33.** IoT for improving customer satisfaction

IoT (2/2, 8h)
- **34.** Working with Intel® RealSense

35. Developing Solutions with Intel® oneAPI (8h)
1. **OneAPI Data Analytics Library**
2. **OneAPI Deep Neural Network Library**

Intel® oneAPI/DPC++ via Intel® DevCloud (36-40 h)

Capstone (24h)

Solution Building (24h)

Students will apply their acquired knowledge to solve at least two of the 3 real-world problems.

They will use algorithms & libraries of their choice to build their AI solutions (following the AI Project Cycle).

36. Solution Building 1
Building AI Solution for Health Tech *(e.g. Fitness Tracking)*

37. Solution Building 2
Building AI Solution that Helps Companies Predict/Forecast Outcomes *(e.g. Price Forecast, Inventory Level)*

38. Solution Building 3
Building AI Solution to Identify Object of Value *(e.g. Visual Inspection/ Classification)*

Practical Training (4 months+)

39. Practical Training (4 months)

Industry Training
Attachment to trade-relevant employers

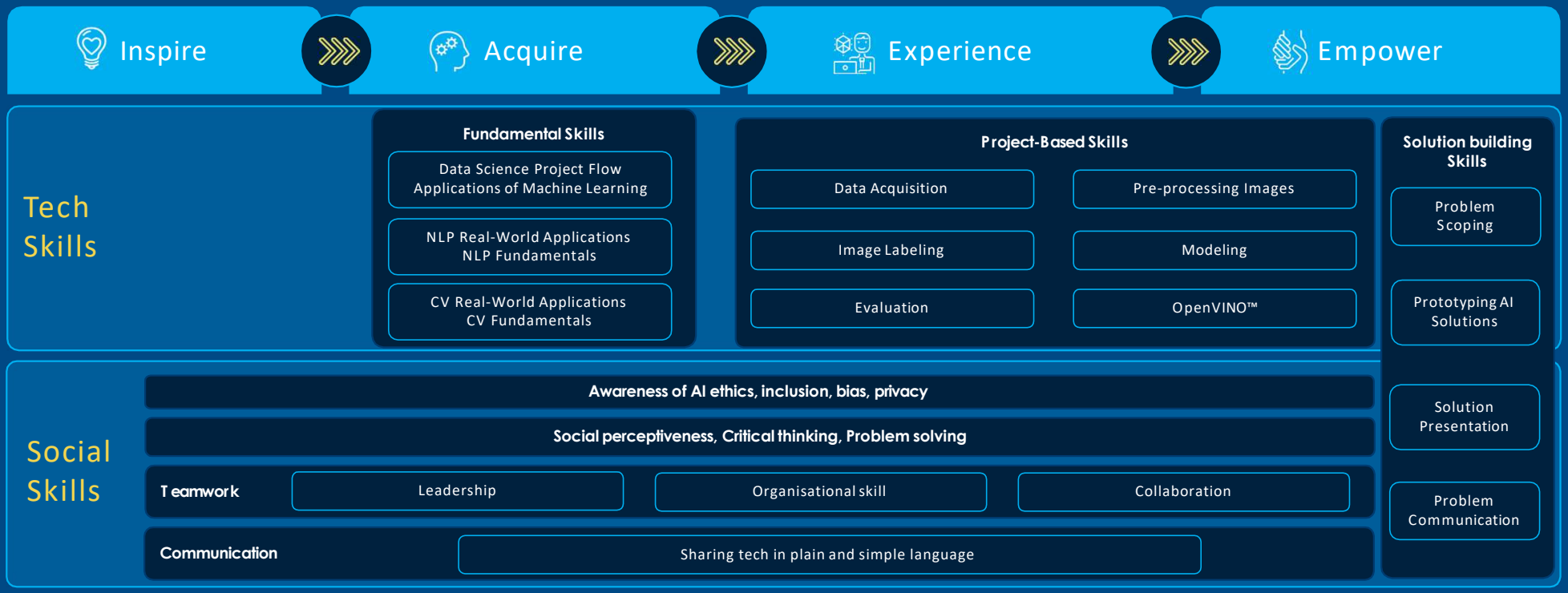
Simulated Training
Trade-relevant sample project for Students not working with employers

AI for Education Sample Project
(to be provided by the educational institute)

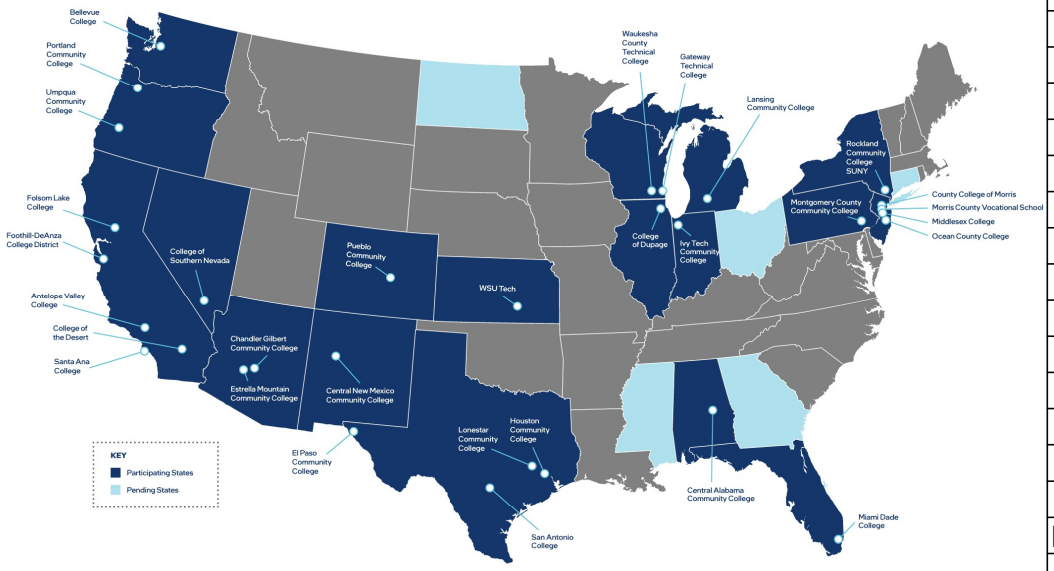
Program Duration:
121h – 216h
(excluding Practical Training)

[1] excludes Programming Fundamentals
[2] excludes 2 domains, IoT and OneAPI modules
[3] Students must complete min. 1 domain
[†] Indicative examples, can be expanded by institution as needed
^ CGS = Career Growth Skills
--- External Resource

Skills Outcome Map



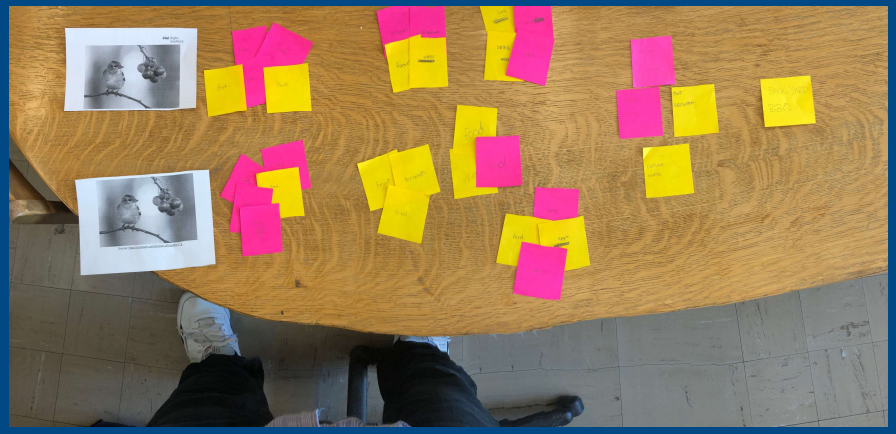
AI for Workforce Colleges



31 schools in 18 states

College	City	State
Chandler Gilbert Community College	Chandler	AZ
Estrella Mountain Community College	Avondale	AZ
Central Alabama CC	Alabama	AL
Folsom Lake Community College	Folsom	CA
Foothill Community College	Los Altos	CA
Antelope Valley Community College	Lancaster	CA
Santa Ana College	Santa Ana	CA
College of the Desert	Palm Desert	CA
Pueblo Community College	Pueblo	CO
Miami Dade College	Miami	FL
College of Dupage	Glen Ellyn	IL
Ivy Tech Community College	Lake County	IN
WSU Tech	Wichita	KS
Lansing Community College	Lansing	MI
Middlesex Community College	Edison	NJ
County College of Morris	Randolph	NJ
Morris County Vocational School	Denville	NJ
Ocean County College	Toms River	NJ
Central New Mexico Community College	Albuquerque	NM
College of Southern Nevada	Las Vegas	NV
SUNY Rockland Community College	Suffern	NY
Portland Community College	Portland	OR
Umpqua Community College	Roseburg	OR
Montgomery County Community College	Blue Bell	PA
Houston Community College	Houston	TX
Lone Star College	The Woodlands	TX
San Antonio College	San Antonio	TX
El Paso Community College	El Paso	TX
Bellevue College	Bellevue	WA
Gateway Technical College	Kenosha	WI
Waukesha County Technical College	Pewaukee	WI

SANTA
CRUZ



START

What is Dell doing to partner & fill the gaps in education?

- Higher Education Strategists
- K-12 Education Strategists
- Professional Learning
- Networking Groups
- Visioning Days
- Learning Experiences: webinars, Esports conference, Cybersecurity Summit
- Grants Office Support

- Develop with Dell
- VMware IT Academy Program
- Digital Skills for a Global Society
- Personalized, Competency-Based Learning through Blended Learning
- Esports
- Data Management for Research
- Soar with MENTOR
- A21/Vmware Tanzu Anti-Trafficking Curriculum
- Intel Skills for Innovation
- AI for Youth & Workforce
- Girls Who Game
- Student Tech Crew

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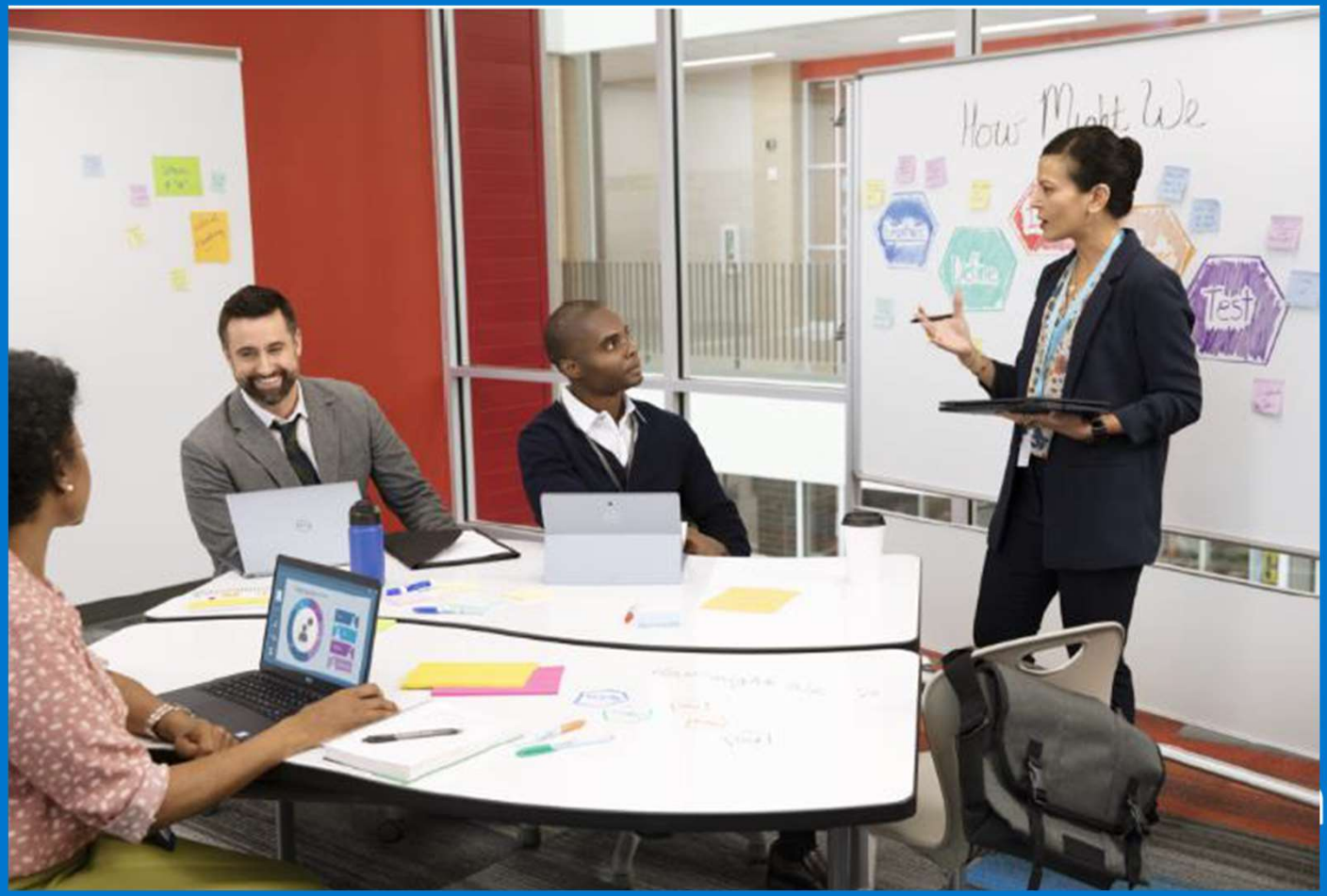
Building Capacity - Networking Groups



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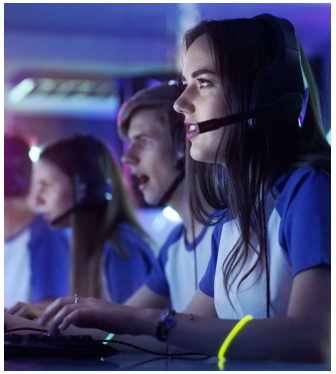
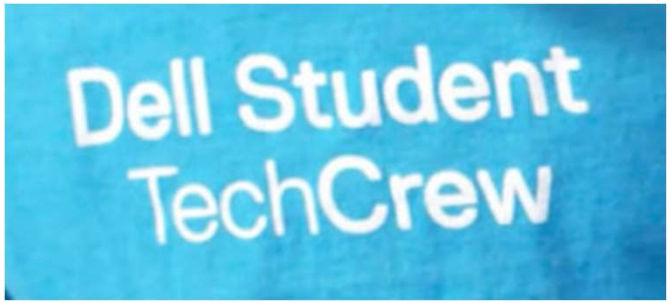
Areas of Focus





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How to Improve the Internet

1. Partner and Collaborate
2. Explore the “Art of the Possible”
3. Focus on students, staff, and communities for a better Internet for tomorrow

Reinvent Learning for the Digital Era

Go to **www.menti.com** and use the code **4637 4606**

What are the first three things that come to mind when you think of Dell Technologies?

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Katina_Papulkas@dell.com

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