

## The Creative Outlet PD Day 2026

### April 29<sup>th</sup>, 2026

Time	Activity		Venue
9:00 – 9:30am	Registration & Morning Tea		450.1.005
9:30 – 11:30am <i>Attendees will choose ONE session to attend</i>	Workshop One	Max and Daniel Principles and Practices of edugaming: Gamified learning	450.2.051
		John McMullan AI in Screen Production	450.2.042
		Ben Morton Curating Music with Purpose: The Art of Music Selection	450.2.067
		Eko Pam How to find a good project problem!	Launchpad
11:30 – 12:15pm	Lunch		450.1.005
12:15 – 12:45pm	Information Session		Hill Lecture Theatre
12:45 – 2:45pm <i>Attendees will choose ONE session to attend</i>	Workshop Two	Daniel Wearing 3d Animation bootcamp	450.2.051
		Kylie Sturgess Using Podcasts As A Media Text.	450.2.067
		Tauel Harper How to spot the bot: detecting disinformation in the media	450.2.126/127
		Mark Sutton The art of observation: From ordinary to abstract	450.2.059/450.3.080
2:45 – 3:00pm	Final Survey & Certificates		Hill Lecture Theatre

**Ben Morton****Curating Music with Purpose: The Art of Music Selection**

Music selection can greatly enhance a creative media production, whether it be in film, game, podcast or advertisement.

Through deconstructing ways in which music enhances narrative and branding, this workshop will instil confidence in participants to choose music that aligns with specific moods, themes, and goals of a client brief. No musical background required—just creativity.

**Mark Sutton****The art of observation: From ordinary to abstract**

Duration: 2 hours

Sound stage and Lab

Objective: This workshop develops observational skills and explores how to enhance creativity and problem-solving, both in photography and teaching. It will promote a better understanding of how photographers and digital artists can develop skills in recognising patterns, textures, and contrasts and the formation of creative, abstract images.

**Eko Pam****How to find a good project problem!**

Defining a problem that's broad enough to allow creative exploration, yet specific enough to be manageable, can be challenging. A helpful approach is to break down the problem, examine it closely, and identify patterns and trends to sharpen the focus. In this workshop, we'll use a real design project to demonstrate methods for students, showing how they can be applied effectively in the classroom

**John McMullan****AI in Screen Production**

The new technological shift is, of course, Artificial Intelligence. In this session we'll examine ways that AI is integrating with filmmaking and how to introduce these concepts and techniques to students - including ideation, script development, storyboarding, video generation, visual effects, and post-production.

**Max and Daniel****Principles and Practices of edugaming: Gamified learning**

Games are recognized as a powerful learning tool, but the efficacy of these edugames is dependent on strong game design. In this workshop, we'll explore the educational potential of games and practice prototyping techniques focused on the creation of engaging and enriching play experiences.

**Daniel Wearing****3d Animation bootcamp - 2 hours, mxlab**

Using Autodesk Maya, participants will learn the fundamentals of 3d animation, both theory and software tools. Discover the techniques and concepts videogame and VFX industry animators utilize to bring motion and life to characters. Basic 3d modelling experience recommended.

**Tael Harper**

**How to spot the bot: detecting disinformation in the media**

The emergence of AI has led to an increasing proliferation of disinformation in the media. In this workshop we will examine some of the tell tale signs of mis/disinformation and explore some of the ways to detect disinformation. The workshop requires participants to use a range of tools and processes - from information and media literacy to open source intelligence tools - to spot the difference between real and fake media.

**Kylie Sturgess**

**Using Podcasts As A Media Text.**

From *Serial* (2014) onwards, we can see how the power of this popular medium continues to evolve, engaging a wide audience and shaping public opinion. This workshop provides an introduction to podcast analysis, including narrative structures, codes and conventions and more. A broader look at the narrative and technical elements in podcasts encourages students' understanding of their powerful influence, inspiring not only the crafting of their own productions - but also how we can write and present analyses on this increasingly popular media text.