

Pilot Workshop - example workshop structure and pilot resources

Aims: Explore young people's knowledge of the Internet of Things and capture their hopes and fears for an IoT enabled school and education.

Methods: A creative workshop run over two, three-hour days. We asked the Head of year 9 at a secondary school in the North West of England to advertise the project, take expressions of interest and select a sample of 13 pupils representing a range of students in the school with respect to gender, ethnicity, learning differences and economic support provisions provided.

In the workshops we used a range of creative design and storytelling activities to explore young people's knowledge of IoT in their daily lives.

Mojo films attended and created live drawings of discussions so that the students involved could see their ideas coming to life as they developed them.

Ethical approval for the research was obtained from The University of Sheffield (REF/051803). Students were provided with a complimentary pizza lunch, re-useable water bottles and a £20 Amazon gift card to thank them for their participation.

Example workshop structure

Day one

Part 1

Welcome, ground rules, icebreaker.

Intro to IoT: What do we already know/what have we observed? (Based on pre workshop task field guide). We introduce some examples of IoT.

Exercise 1: think of data/information that can be captured by devices.

Exercise 2: Now think about how these pieces of data could be used.

Lunch Break

Part 2

Utopian Future

Students get into groups of 3-4

Exercise 3: Flashcards - each group receives a deck of flashcards which have prompts for them to think about. We want them to consider the prompts to help them imagine a future in which IoT contributes to a healthy and productive school environment - how could IoT improve school?

Exercise 4: Storyboarding and Character Profile - we ask the group to focus on a particular scene or aspect to storyboard a scenario in this future school. They can work this up as a storyboard. They can choose some of their prompts to build on.

Alongside our storyboard, we asked the group to present their protagonist/characters with some light character development.

Day 2

Part 3

Welcome and warm-up.

Thinking about data, rights, and privacy:

Exercise 5: What if our parents or teachers could access the data that we spoke about yesterday? What about companies or other organisations being able to access it? Why might they want to, and what would they do with it?

Dystopian Future

Groups of 3/4

Exercise 6: Flashcards - each group receives the deck of flashcards again. This time, we want them to consider the prompts to help them imagine a future in which IoT is used negatively or in a way they wouldn't like.

Lunch break

Part 4

Exercise 6: Storyboarding and character profile.

Exercise 7: Show and Tell. Groups will be paired up, and each group takes 10 minutes to talk the other through their two scenarios. Members of our team will listen to each group.

Award and certificates

Pilot resources - https://drive.google.com/drive/folders/121mkNQ9AngEOoUlpX1FDNCiPqNIY8e5h?usp=drive_link