





WORKING WITH THE NEXT GENERATION OF DIGITAL ENTREPRENEURS

JANUARY 2015 NOTICES

### Letter from Principal, Shaun McInerney

Dear parents, 20<sup>th</sup> January 2015

I have worked in many schools both in the UK and abroad and the quality of opportunities we have for students at The Studio is second to none. These are made possible by the commitment of our partners and staff who work tirelessly, together, to ensure your child succeeds and is prepared for a bright, digital future.

This week in assembly we launched our latest crop of work placements and Masterclasses from *Milky Tea*, *Chilllingo*, *Sea Level Research* and *Red Ninja*. These will give students the chance to learn about a diverse range of applications of technology from marine exploration to smart city technology being developed for Liverpool. These all tie into our theme for this cycle which is: What is the best use of technology? I encourage you to ask your son/daughter about their views on this and help us keep the debate alive at home as well as in school.

In this edition I would also like to draw your attention to the wonderful projects that are showcased. Our *CoderDojo* coding workshops have been an overwhelming success, you can check the website for upcoming dates, and our students have developed an App with *Liverpool Community Spirit* and *Draw and Code* that teaches visitors to Liverpool about various faith sites.

This week we also launched the next phase of our partnership with Liverpool Sound City which has opened up work experience placements for our students and the opportunity to attend their Festival Conference which attracts industry leaders from the world of digital media and music. It is important to recognise that these opportunities are open to all our Sixth Form students so please encourage your son or daughter to apply if they have not done so already. We will report back in our next newsletter.

We are not even two years old, yet The Studio already feels like a close-knit and long established community and I thank you for your continued support in making this happen.

Yours,

Shaun McInerney Principal @LPSPrincipal

#### **Parents Advisory Group**

Congratulations to Mrs Whalley, mother of Connor Whalley in Year 10 who has been elected as a parent Governor. We look forward to welcoming her to the next governors' meeting. Our next Parents Advisory group is on 24<sup>th</sup> February at 5.30-6.30pm. If you would like to attend please contact s.gibson@thestudio-liverpool.co.uk

#### **Exam Revision Tips**

As exams approach we are increasingly focused on revision and are training students to work smart so they can do their best in these important internal and external exams. Please consult the Parents Section of our website for resources on how you can support your child's revision planning. Your input is key to their success.

#### **Studio Staff Training Afternoon**

Thursday 29<sup>th</sup> January, 3-5pm. Students go home at 3pm. Please inform the office if you would like us to supervise your son/daughter until 5pm.

#### Studio Open Evening

Thursday 29<sup>th</sup> January, 5.30-7.30pm. For prospective Year 10 and 12 students.

#### **Curriculum Evening**

Thursday 12<sup>th</sup> February 5.30-7.30pm. This will be particularly useful for current Year 11 students applying for Sixth Form.

### CoderDojo Arrives in Liverpool

A global community that enables young people to discover the magic behind technology and learn computer coding has arrived in Liverpool. CoderDojo, a volunteer-led, free programming club for young people aged 7 to 17, operates in hundreds of destinations across the world has now launched a new digital media club here at The Studio.

The dojos held at The Studio will allow young people to learn how to develop computer code, websites, apps, programs and games, and support their creative and leadership skills. They will run once a month until June, from 9.30am – 11.30am. Our first coding session was a huge success with over 70 young people attending to get hands on with the magic of code.

Jade Parkinson-Hill, Director of Enterprise at The Studio, said: "We want to provide young people from across our city with an invitation to join a rapidly expanding global community, allowing them to access the skills of tomorrow.

"CoderDojo allows young people, and the adults that accompany them, to discover the changing nature of the digital industry in a fun, safe and innovative environment."

Our staff, students, and volunteers from the University of Liverpool will be exploring different coding languages, game and Minecraft development, and introducing programming to attendees throughout the free programme. Register at: www.thestudioliverpool.uk/CoderDojo





### Made In Liverpool Retro Gaming Mezzanine



The Studio has taken a step back in time with a new, interactive exhibition which allows our students to discover how gaming has evolved from its humble origins to today's sophisticated titles.

The exhibition consists of three rooms that act as 'walk-in time capsules' and a home for the consoles of the past. Consoles featured in the exhibition range from the Commodore 64 to a ZX Spectrum, and from a Nintendo Entertainment System (NES) to more contemporary consoles such as the Dreamcast and Playstation 1.



The retro games installation works in conjunction with our 'Made in Liverpool' exhibition to showcase gaming titles that have been developed in Liverpool, and many of our partners and supporters have helped us fill the exhibition space with memorabilia. Liverpool based game artist Bob Wakelin provided a series of signed screen prints, and Lucid Games Ltd donated signed copies of games the team had previously worked on at Bizarre Creations.

Students will be invited to explore different areas of video game history during lunch-time and their breaks from classes to expand their understanding of the gaming industry.

### The Studio Presents: Richard Stallman

A world-famous computer programmer, famed for his development of free software, has visited The Studio to deliver an inspiring talk to students.

Dr Richard Stallman, best known as the creator of the GNU/Linux operating system, hosted a seminar on coding and ethical practice at an event coorganised by staff and students.

On the evening of 9<sup>th</sup> December, our Year 11 student Adam introduced Dr Stallman to an audience filled with University professors, software developers and students. The content of the talk covered the creation of the GNU/Linux operating system and the importance of the Free Software Movement.

Shaun McInerney, Principal of The Studio, said:

"We actively encourage our students to think independently and to engage with issues that impact on their lives. Studio students identified Richard Stallman as a member of the digital community whose work had made an impression on the computing industry as we know it. We were proud to invite him to Liverpool to meet with key figures from across the city and of course, our staff and students.

"Listening to Richard offer his perspective on the digital world provided our students with a greater understanding of free software and enabled them learn through participation and engagement."





### **Exhibition Open Call**

A group of our Year 12 students submitted their artwork as part of a competition held by local screen printing collective The Critter Shed.

Entrants were asked to create an A5 design interpreting the theme 'Creatures of the Night'. The Critter Shed judges were impressed by the work of our Sixth Form students and eventually managed to decide on the top three submissions.

The posters were judged on their response to the brief, technical execution and creativity. Third place was awarded to Sophie W, Jack K finished second and Ashleigh M was awarded first place for her creative piece of artwork that really grabbed the judges attention.



# Students Build Community App

Four students from The Studio have spent the past year mapping the history of Liverpool's major faith communities to celebrate the launch of Liverpool's Footsteps of Faith: a cutting-edge Smartphone App designed by the Liverpool Community Spirit (LCS) Youth Council.

Following the launch of the app, the Youth Council will be working with local groups and schools through assemblies and workshops to promote the positive impact that faith communities have had on Liverpool over the years and the wider message that stronger communities are built from people understanding and respecting each other.



## Studio Digital – Mentor Programme

In January we launched our new mentor programme for Studio Students. Each team is mentored by an industry professional to support their chosen pathway.

This year students have chosen from four pathways:

Game – Create a 2D Game
Internet of Things – Create Enchanted School Items
Film – Create a short movie about an aspect of the Studio
Entrepreneurship – Create an app, website, or monetised blog





We have launched the new pathways to support our students' career ambitions and to widen their horizons. As part of this process we have recruited over 40 mentors from gaming, film and digital companies to mentor our students over the next 12 weeks. These companies include Sony, Red Ninja, Lucid Games, Ripstone Publishing, Mocha Film, Milky Tea Studios, LJMU, Edge Hill University and also our newest partner Shop Direct, who run digital department stores including Very.co.uk and Littlewoods.com.

Most mentors are either senior level executives or Managing Directors of their own businesses, and our students have already made a great impression after just the first session.

Kate Rylance, Senior User Experience Researcher at Shop Direct met her team for the first time last week, and was extremely impressed. She said:

"Our User Experience Team really enjoyed the first mentoring session at The Studio and we were blown away by the students' confidence and the solid concept ideas that they were able to work with."

Students will meet their mentors every three weeks until the showcase on 1<sup>st</sup> April. All parents are invited to join at our showcase – 2-5pm, to celebrate the work completed throughout the Studio Digital Programme.



### Term Dates 2014-2015

### Spring Term 2015

February Half term: Monday 16th to Friday 20th February

End of term: Wednesday 1st April 2015

### Summer Term 2015

Starts: Monday 20th April May Day: Monday 4th May

May Half Term: Monday 25th to Friday 29th May PD Day: Friday 26th June (School not open to students)

End of term: Tuesday 21st July 2015



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