

WORKING WITH THE NEXT GENERATION OF DIGITAL ENTREPRENEURS

MAY 2014 NOTICES

## Letter from Principal, Shaun McInerney

Dear Parents/Carers,

It is incredible how many opportunities can be slotted into such a short term, as this newsletter shows!

I had the pleasure of accompanying the students to FACT for the Sir Robin Saxby talk last week. Sir Robin was delivering a key message: that success in business (as in life) usually comes after a series of mini-failures. We usually don't get everything we want first time but need to strive and build the resilience we need for true excellence. That's what learning at the Studio is all about.

To reinforce that we have had many students involved this term in two special projects to build inner resources and peace of mind. Our Mindfulness group has worked with a skilled professional to develop reflection and self-awareness. Our New Horizons Project similarly is helping students set clear goals and focus on their academic success. We have also started to introduce yoga classes so that our students can learn to have a healthy body and healthy mind.

Students have engaged in this term's theme of, 'What enhances our creativity,' in many ways such as visiting a Synagogue to learn about the contribution of the Liverpool Jewish community to our rich cultural heritage. Next term students will focus on the big question of, 'Where am I going?' They will explore their future career options and plot their pathways to success. Please ask them about this so you can reinforce their learning in this area.

You will receive your son or daughter's CREATE report this term. This is their progress in the employability skills that they need to succeed in the workplace and as young entrepreneurs. At the heart of this is the ability to take responsibility for their own future by being in control of their academic work, their career aspirations and the relationships they need to get there. Please continue to support them in this so their organisational skills are a help rather than a hindrance to their success. You can do this by helping them organise their day and week to make sure they are up to date with their work and revision for forthcoming exams.

By working together in this way we can support them to be their very best.

*Shaun McInerney*  
Principal

### End of Year Student Showcase

Join us on 4<sup>th</sup> July, 2-4pm for a showcase of student work from the past year.

### Ideas Factory #3

The third event in the Ideas Factory series is just around the corner, being held on 27<sup>th</sup> May 10am – 3pm, for young people aged 11-16. Spend the day in a Pop-Up App Studio developing a mobile app concept, from wireframe through to marketing campaign. Register for tickets at: [www.ideas-factory.eventbrite.co.uk](http://www.ideas-factory.eventbrite.co.uk)

### Stay In Touch

You can keep up to date with all Studio news by following us on Facebook, Twitter and Instagram:

[Facebook.com/TheStudioLiverpool](https://www.facebook.com/TheStudioLiverpool)  
[Twitter.com/LpoolStudio](https://twitter.com/LpoolStudio)  
[Instagram.com/LpoolStudio](https://www.instagram.com/LpoolStudio)

# Visual Effects Skillset – Ian Murphy

Students were invited to a careers skillset presentation from visual effects (VFX) professional Ian Murphy. As a tutor from the UK's leading film educational establishment The National Film & Television School, Ian provided an incredible insight into the many challenges faced by the VFX film industry, whilst highlighting the opportunities available to students interested in pursuing a career within the sector.

The presentation touched on the different careers available within visual effects, and showcased some of the visual styles regularly used within film and television shows.

From overlaying video footage using motion tracking, atmospheric styles used to change the weather or landscape to the requirement of stunt-men, Ian Murphy shared numerous tricks of the trade with our students.

Teacher James Phillips explained the importance of the seminar, saying; "You don't normally get people of that caliber talking about industry secrets in such depth. To have someone come and talk about the career opportunities within visual effects creates another avenue of options that our students can now explore."



# Sound City App Challenge

This term The Studio were invited to compete in the Sound City App Challenge alongside seven other UK institutions, placing our students head to head with development teams from across the country. The competition required student teams to develop an innovative concept for a mobile application, with the winning idea receiving support to enable the team to bring their concept to life. With teams entering from numerous universities, the competition was extremely high. As always our students did us proud, with our final entry securing second place overall.

The brains behind our winning entry was year 12 student Wade Woods Simon, who created the concept for an app which allows users to send short music clips to friends. Founder of Sound City, Mr Pichilingi, expressed his ongoing interest in The Studio explaining;

"Through the Sound City App Challenge, we're hoping to be able to find the new tech innovators of tomorrow from those students taking part. We're extremely pleased that The Studio are involved as we believe that they are developing the next generation of entrepreneurs with the very best ideas."

"A charged and fluid sprawl of anticipation and excitement" - Clash Magazine

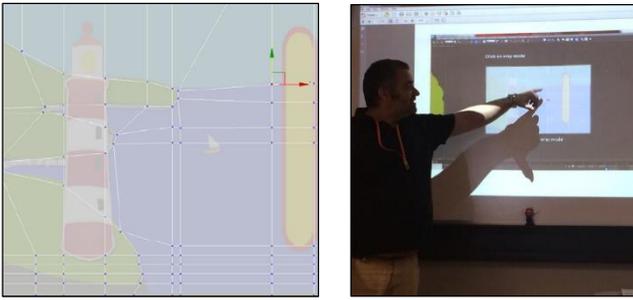
## SOUND CITY

Liverpool 1st - 3rd May 2014

Aside from the App Challenge, Liverpool Sound City has provided our students with a wealth of opportunities to get involved.

Year 12 student Peter Lang volunteered at the three day festival, working alongside industry experts and setting a great example for students from The Studio.





## 3D Modelling Workshop

Steve Donovan, Creative Director from app development studio Citrus Suite has been working with our Year 12 students over the last few weeks to deliver a series of 3D modelling workshops.

The most recent workshop focused on the creation of background images and ensuring the best possible design. Steve demonstrated how to generate a universal texture that can be used again and again, using design program 3DS Max.

Students were shown how to create textures using vectors, enabling them to generate uniform shapes which can be built up to make detailed background designs. Having these skills provides our students with the opportunity to design and create their own background graphics, which can be used in any games or applications they go on to develop.

## Mentor Meet - // Lucid

Year 10 development team 1920x1080 met with their mentor from game developer Lucid this term to showcase progress made with their current project; Core Racers. Industry expert Nick Davies is working alongside the student team, offering guidance and support throughout the development process as part of the Project Based Learning programme.

This month's meeting focused on level design and the marketing campaign for Core Racers, with the team voting for their favourite icon designs for use in the Android app store. 1920x1080 also discussed the importance of social media as a marketing tool, and developed merchandising ideas to promote their game. Mentor Nick was extremely impressed by the progress made, praising the game's use of sound effects and well-designed visuals.



## ARM Seminar – Sir Robin Saxby

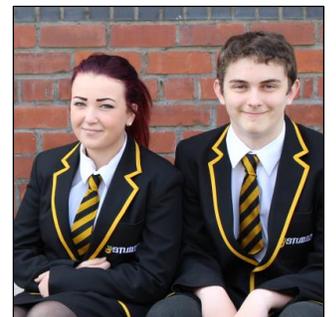
Chairman of ARM, Sir Robin Saxby visited our students to speak about his experiences and how he began to climb the career ladder from the age of 13.

He gave an inspirational insight into ARM, a market leader in microprocessor design, licensing fast and power-efficient RISC processors and peripherals.

From starting his own TV repair business at the age of 13 to winning the Global Semiconductors Alliance award in 2012, Sir Saxby is a true believer in learning from past mistakes. He explained to our Year 10s that "If you are not making mistakes, you're doing it wrong", which is something for them to think about going forward!

Year 10 student Dan Parker attended the seminar and left feeling inspired, saying;

"Sir Robin Saxby showed that everybody can learn - you just have to put your mind to it!"



# ARM®

# The Studio Instagram

The Studio is on Instagram! Keep up to date with the latest news from inside the CUC, with daily posts and photos showing what our students have been working on.

Hear about the latest events, competitions and showcases, and follow us @LpoolStudio.



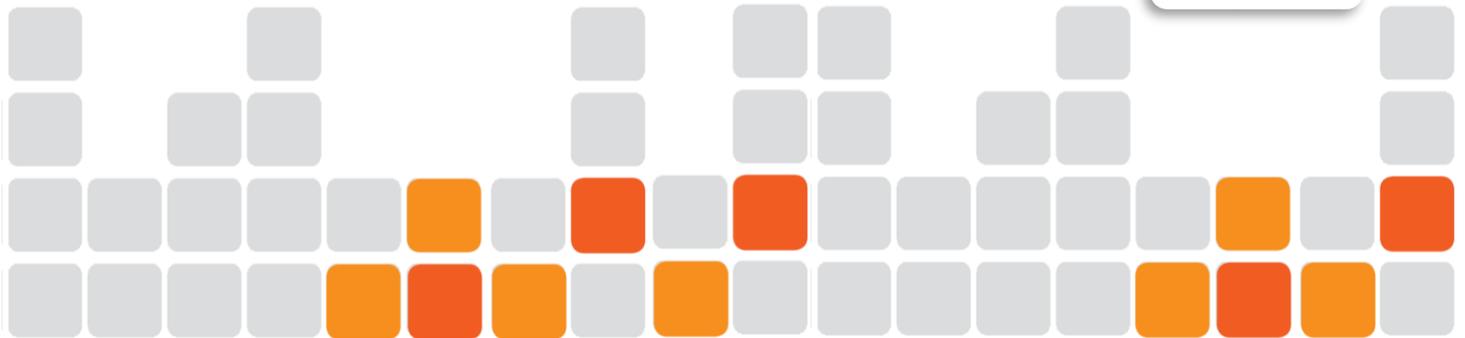
## Looking Forward...

The term theme is:  
**'Where am I going?'**

The term CREATE theme is:  
**Enterprise**

Students will learn to investigate new opportunities to become more informed about future career and life choices.

Join us for a Creativity Focus Day on Friday 23<sup>rd</sup> May



# THE STUDIO

## Upcoming Events

- 22<sup>nd</sup> May – Year 10 GCSE Options Evening, 6-8pm
- 27<sup>th</sup> May – Ideas Factory, 10am-3pm
- 11<sup>th</sup> June – Cake & Code Club, 5-7.30pm
- 18<sup>th</sup> June – Minecraft Event
- 25<sup>th</sup> June – Open Evening
- 4<sup>th</sup> July – End of Year Student Showcase, 2-4pm
- 15<sup>th</sup> July – Liverpool Girl Geeks



## Term Dates 2013-2014

May Half Term: 23<sup>rd</sup> May – 1<sup>st</sup> June 2014  
End of Summer Term: 25<sup>th</sup> July 2014

## Term Dates 2014-2015

Autumn Term 2014  
Starts: Tuesday 2<sup>nd</sup> September  
October Half Term: Monday 27<sup>th</sup> to Friday 31<sup>st</sup> October  
Ends: Friday 19<sup>th</sup> December

Spring Term 2015  
Starts: Monday 5<sup>th</sup> January  
February Half term: Monday 16<sup>th</sup> to Friday 20<sup>th</sup> February  
Ends: Thursday 2<sup>nd</sup> April 2015

Summer Term 2015  
Starts: Monday 20<sup>th</sup> April  
May Day: Monday 4<sup>th</sup> May  
May Half Term: Monday 25<sup>th</sup> to Friday 29<sup>th</sup> May  
Ends: Tuesday 21<sup>st</sup> July 2015