


Reinventing Learning for the Digital Era

Katina Papulkas
Canadian Sr. Education Strategist
Dell Technologies

DELLTechnologies

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? 

Menti.com

Enter:



BCNET
CONNECT
HIGHER ED & RESEARCH TECH SUMMIT

SOUL on Top of the World

How Might We Move Forward with Equity?

1

Partner and Collaborate in Support of Student Centred Learning

2

Explore the “Art of the Possible” with Digital Inclusion

3

Focus on students, staff, and communities for a better tomorrow

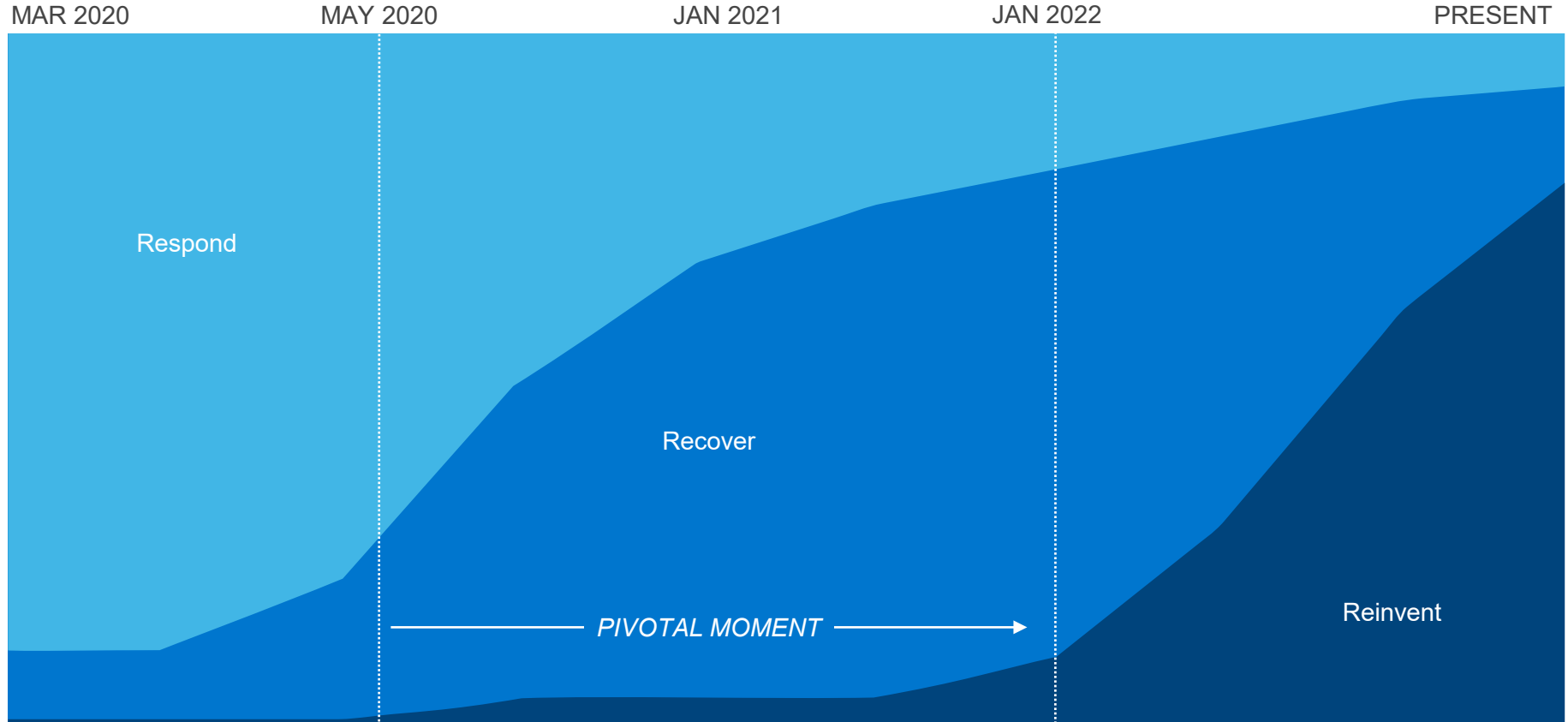
Reinvented Learning

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

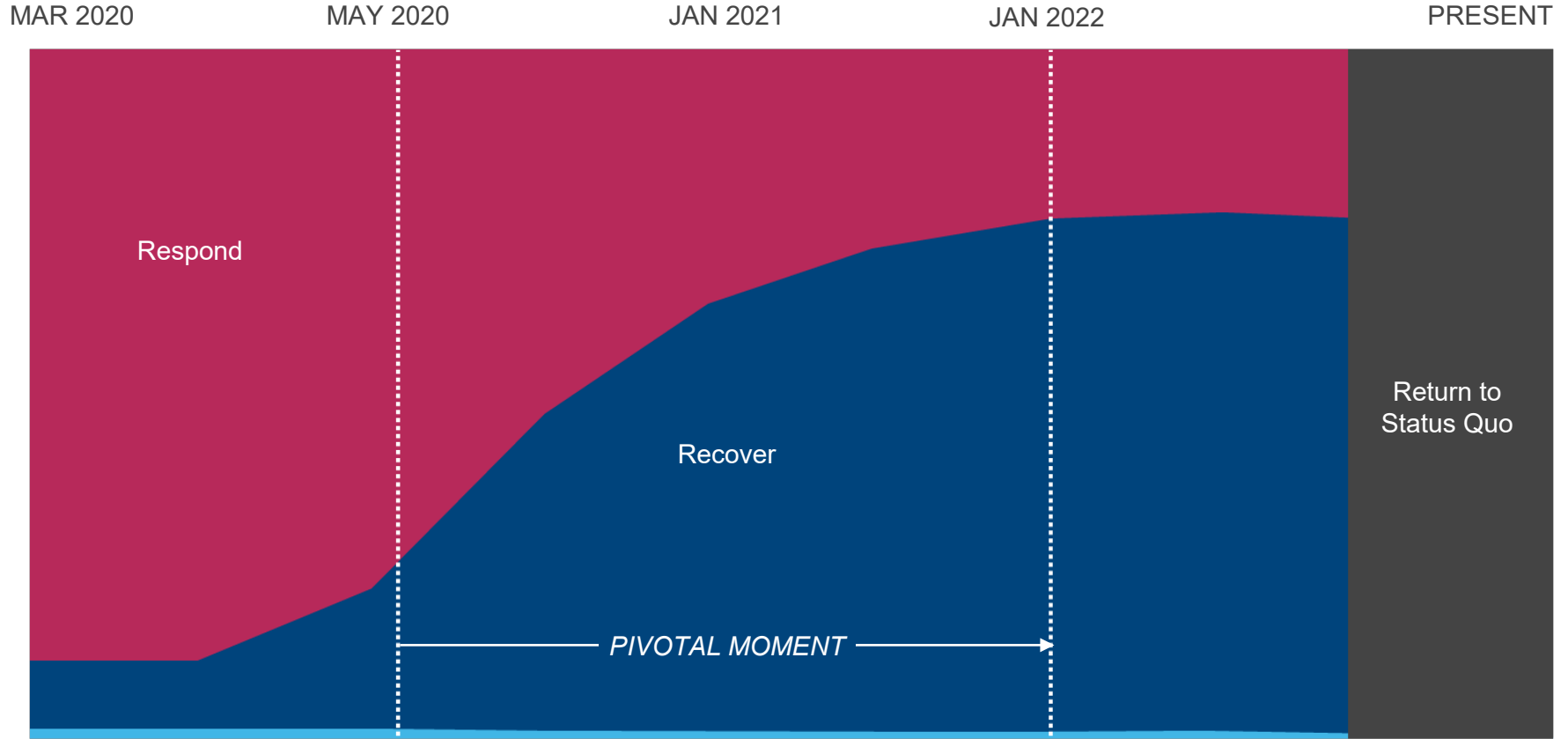


We are at a Pivotal Point in Time




Source: Transcend Education, 2020

Risk Potential



Source: Transcend Education, 2020

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Menti.com

Enter:



DRIVERS

We create technologies that drive human progress



PROGRESS MADE REAL



ADVANCING
SUSTAINABILITY



CULTIVATING
INCLUSION



TRANSFORMING
LIVES



UPHOLDING
ETHICS & PRIVACY






PROGRESS MADE
REAL

Transforming Lives

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



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

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

Educause Top 10 Priorities 2023

Preparing learners for life and work

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

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

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

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



A young person with dark skin, wearing glasses and large black headphones, is looking directly at the camera. They are positioned behind a silver Dell laptop, which is open in front of them. The background is a blurred outdoor setting with greenery and a white fence.

DIGITAL INCLUSION FOR EDUCATION

We are committed to access for all

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

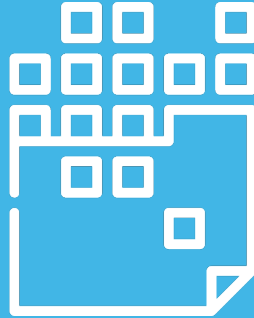
It's more than one learning



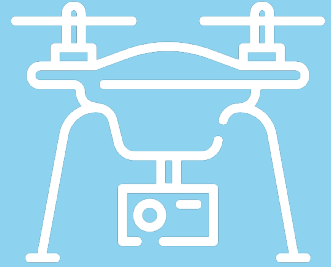
**Web/Media
Literacy**



**Cyber
Literacy**

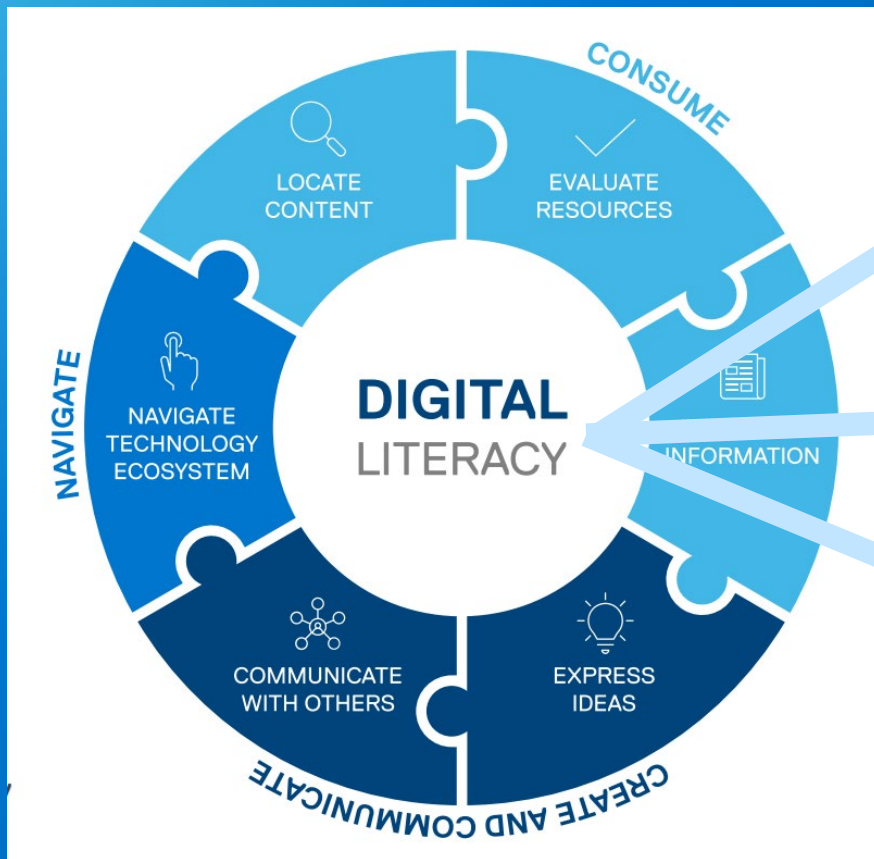


**Data
Literacy**



**Hardware
Literacy**

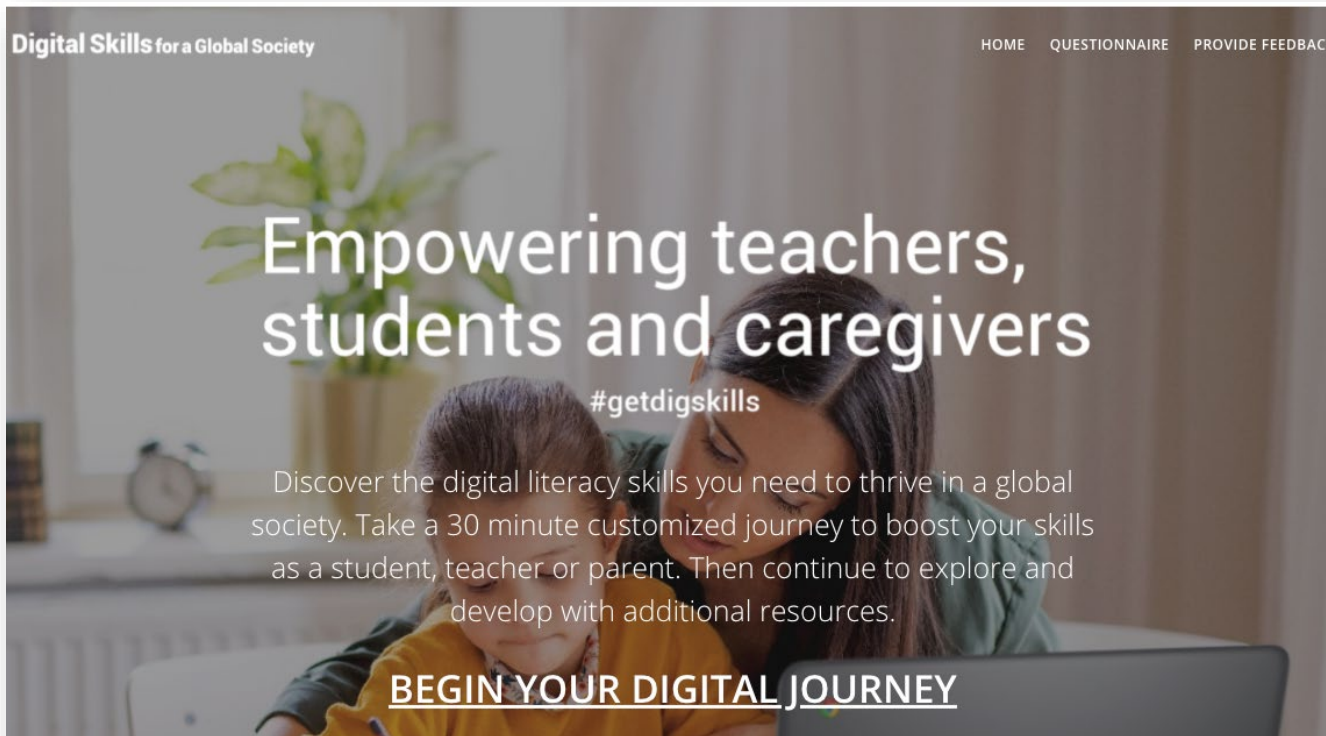
MIND THE GAP



Students

Educators

Caregivers



Digital Skills for a Global Society

HOME QUESTIONNAIRE PROVIDE FEEDBACK

Empowering teachers, students and caregivers

#getdigskills

Discover the digital literacy skills you need to thrive in a global society. Take a 30 minute customized journey to boost your skills as a student, teacher or parent. Then continue to explore and develop with additional resources.

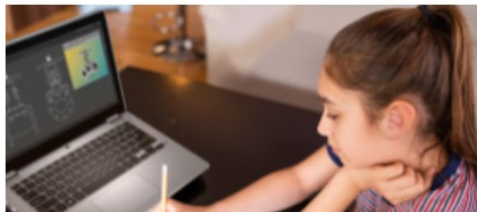
BEGIN YOUR DIGITAL JOURNEY

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?

Quick results to get you started on a digital skills journey

Email results

Download PDF

Learner Results



LOCATE CONTENT

You have a basic understanding of this skill. To deepen your knowledge, [click here](#) to learn even more.



EVALUATE SOURCES

You have a basic understanding of this skill. To deepen your knowledge, [click here](#) to learn even more.



INTERPRET INFORMATION

You have a basic understanding of this skill. To deepen your knowledge, [click here](#) to learn even more.

Home / All inventory resources

All resources to support your digital skills journey

Learner

Educator

Caregiver



LOCATE CONTENT


Get Started

 [The Internet: How Search Works](#)

Get Started

 [Eight Tips to Google Like a Pro](#)

 [Click Restraint: Crash Course Navigating Digital Information #9](#)

 [5 must have Google search tips for students](#)

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



Student Course



Caregiver Course

Self-Paced or Facilitator Led



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



Consulting



Credentials &
Certification



Digital
Inclusion



Innovative
Programs



Community
Partnerships

- Higher Education Strategists
- K-12 Education Strategists
- Professional Learning
- Networking Groups
- Visioning Days
- Learning Experiences:
webinars, Esports
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Summit
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Trafficking Curriculum



Student TechCrew

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

Read more at StudentTechCrew.com.

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 and 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 Move Forward with Equity?

1

Partner and Collaborate in Support of Student Centred Learning

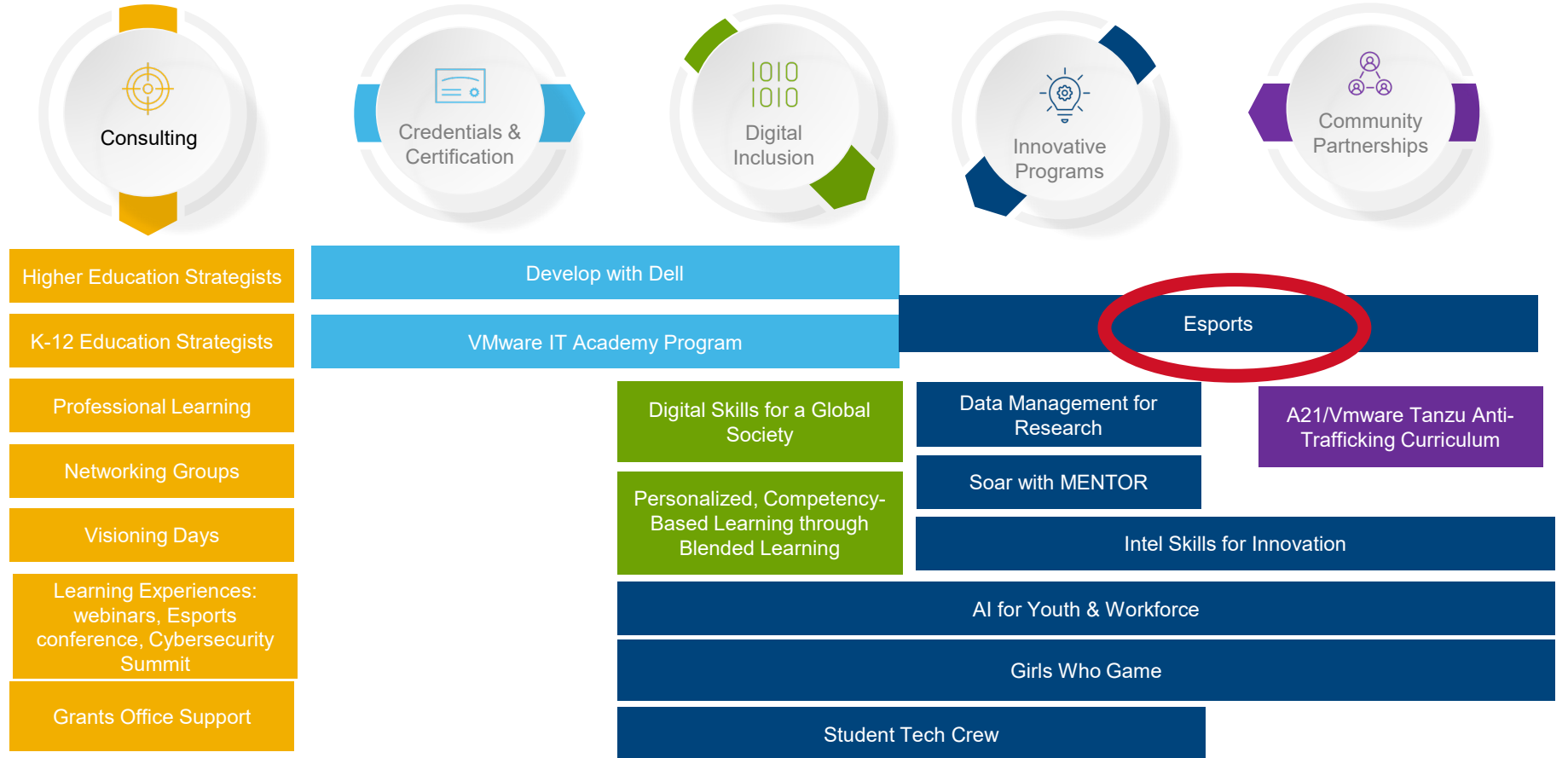
2

Explore the “Art of the Possible” with Digital Inclusion

3

Focus on students, staff, and communities for a better tomorrow

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



“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.”

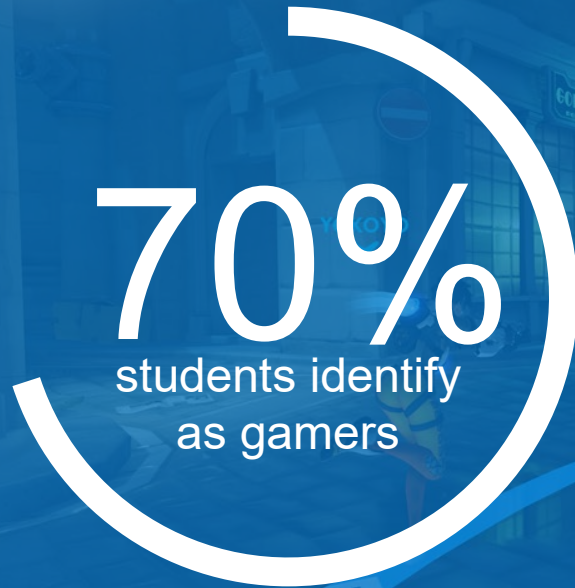
– Student affairs professional



Social Isolation



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



0:44 PREPARE YOUR DEFENSES



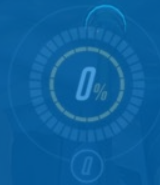
Students forming
their own clubs

Increasing
engagement in
campus life

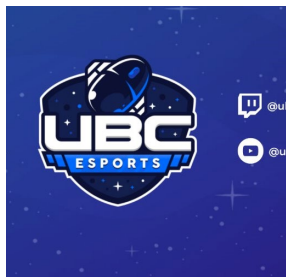
Minimum GPA
standards
(club & varsity)



200 / 200



BC Esports





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.varsitysportsfoundation.org/> and <https://nacesports.org/about/>

Global Competencies



Critical thinking
and problem
solving



Innovation and
creativity



Entrepreneurship



Collaboration



Communication



Learning to learn
and self-directed
learning



Global citizenship



Professional Competencies



Teamwork



Event planning



Programming



Design



Analytics



Management



Tech savvy



Preparing Students for the Workplace



Game Design
Theory

Graphic
Design

Health &
Wellness

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



Senior UX/UI Designer

2 hours ago · Big Viking Games

🌐 Remote (Canada)

👜 Full Time

📊 Intermediate

🏷️ UI/UX Design



Programmer (Senior) - Build

2 hours ago · Blackbird Interactive

🌐 Remote (Canada)

👜 Full Time

📊 Senior

🏷️ Software Engineering



Senior Software Developer

2 hours ago · Big Viking Games

🌐 Remote (Canada)

👜 Full Time

📊 Senior

🏷️ Game Development



Marketing Lead

2 hours ago · Nimble Giant Entertainment

🌐 Remote (Anywhere)



Community Manager

2 hours ago · DECA Games

🌐 Remote (Anywhere)

👜 Full Time

📊 Intermediate

🏷️ Community Management



Alberta Esports Strategy

Final Report

August 2022

Where Alberta can win in esports

Bolster events, travel and tourism



Esports events to increase travel and retention, build upon momentum from existing traditional sports affinity, and elevate Alberta's brand.

Modernize education and facilities



Modernize curriculum and facilities to attract, retain and develop the talent pipeline for the 'new economy'.

Enhance the Innovation Economy



Esports engagement to build momentum in adjacent innovation industries and sectors.

Each path involves initiatives and benefits realized over varying time horizons, but these paths are not siloed; they are **interconnected areas of focus** that create **positive feedback loops**, driving more **successes and opportunities**.



Ontario Government launches \$1m esports scholarship



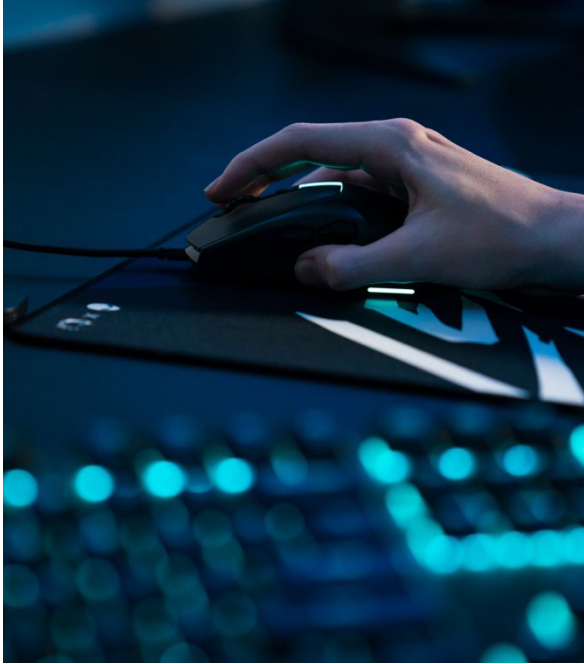
A background image showing a person's hands typing on a backlit keyboard in a dimly lit room. A computer monitor in the upper left corner displays a game interface with a map and various UI elements. The entire image has a blue color overlay.

Building an Esports Program

DELLTechnologies

Types of Esports Facilities

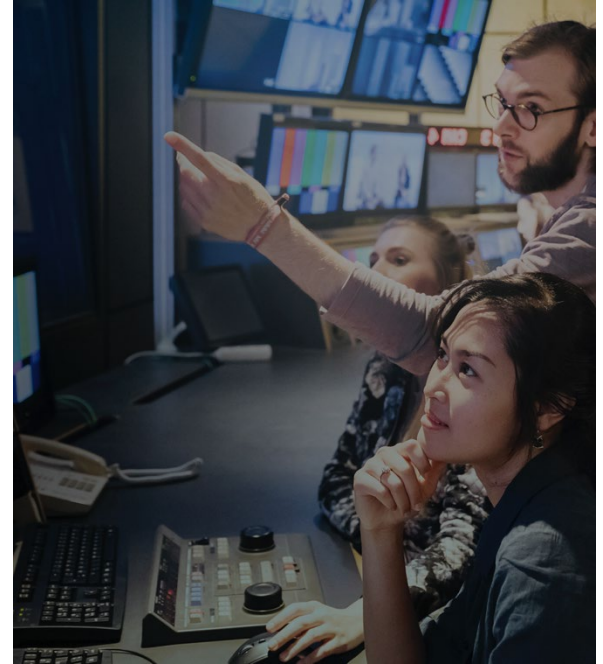
TO GAME



TO WATCH



TO BROADCAST



VIRTUAL ESPORTS CONFERENCE

Game On!

Leading and Learning with Esports

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?

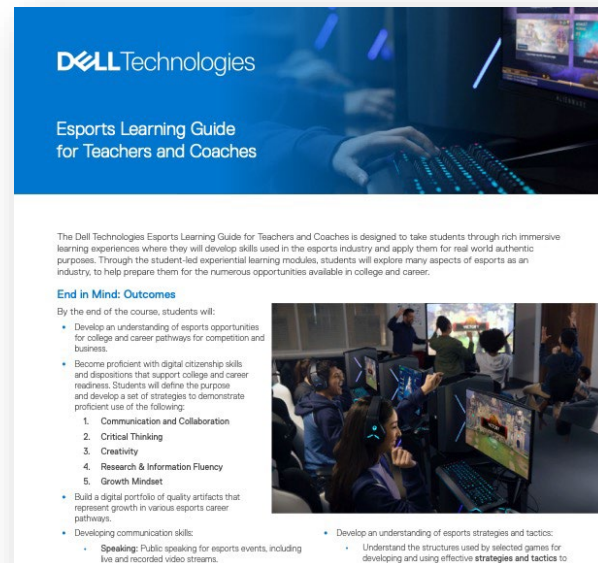
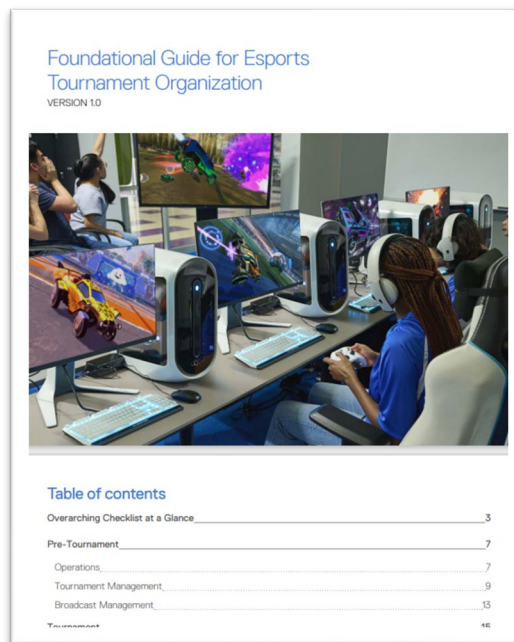
Anyone in K-20 responsible for the success of your school's Esports program. This series will provide differentiated programming to help you:

- 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.

Esports Resources



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.

The screenshot shows a Discord server invitation interface. At the top, a profile picture of a person is shown next to the text 'DanielleR invited you to join'. Below this is the server name 'Dell Technologies Esports for Education' in a large, bold font. Under the server name, it says '118 Online' with a green dot and '418 Members' with a grey dot. There is a section for 'USERNAME' with a text input field containing the placeholder text 'What should everyone call you?'. Below the input field is a blue button labeled 'Continue'. At the bottom, there is a link 'Already have an account?' and a line of text stating 'By registering, you agree to Discord's Terms of Service and Privacy Policy.'

Esports Research Collaborative Group



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



Consulting



Credentials &
Certification



Digital
Inclusion



Innovative
Programs



Community
Partnerships

Higher Education Strategists

K-12 Education Strategists

Professional Learning

Networking Groups

Visioning Days

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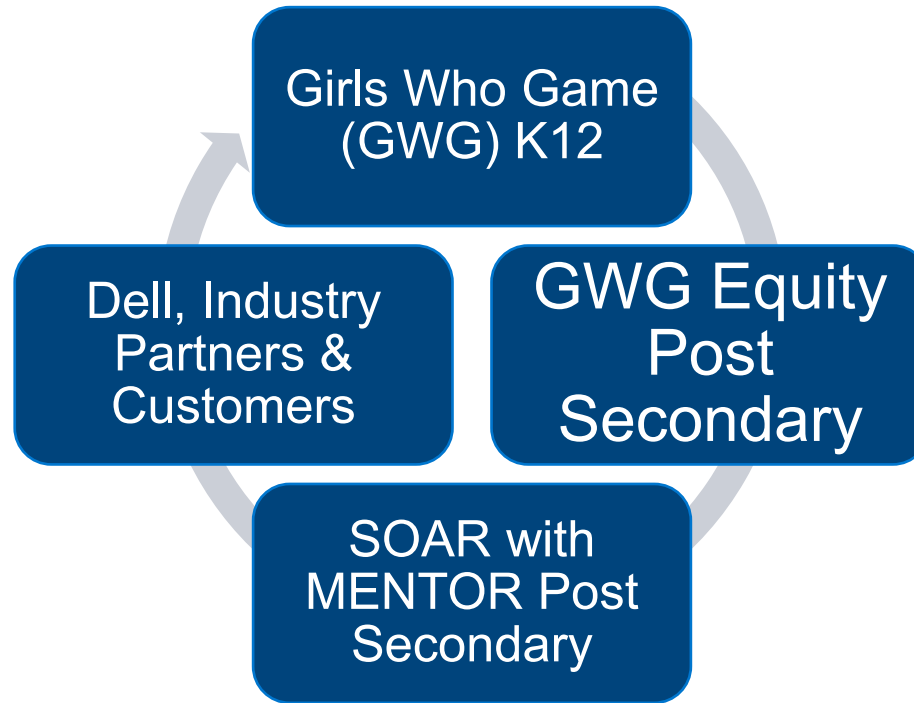
Intel Skills for Innovation

AI for Youth & Workforce

Girls Who Game

Student Tech Crew

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



DELL Technologies

GIRLS WHO GAME

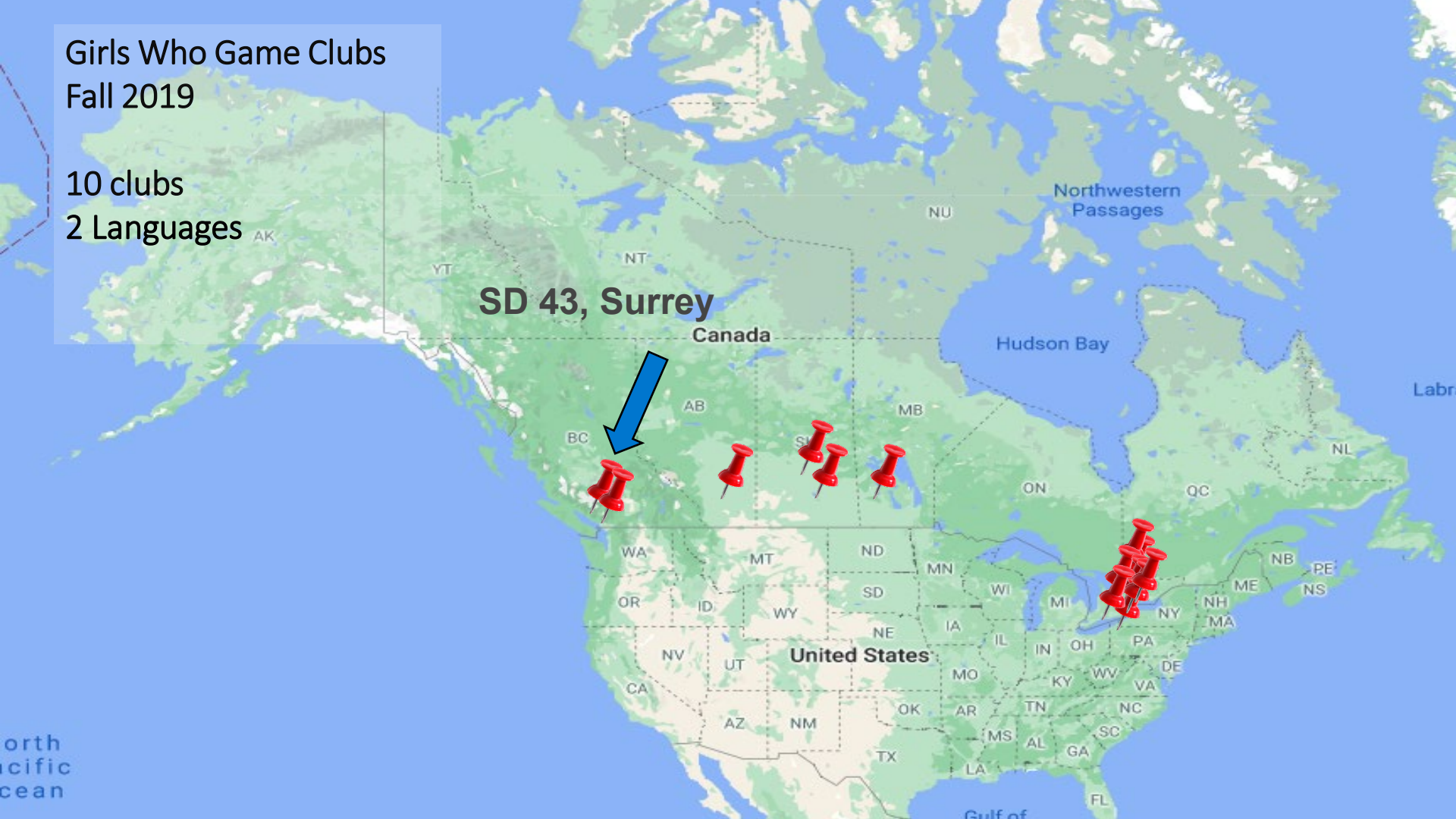


Girls Who Game Clubs Fall 2019

10 clubs

2 Languages

SD 43, Surrey



Girls Who Game Clubs
2019 - 2022
Over 300 Clubs
4 Countries, 3 Languages



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



Meeting in "Meetings"



Leave

Meeting chat



Rocio Martinez 6:00 PM
pog



Ylla Colon 6:00 PM
procham



Mariela Gomez 6:00 PM



Ylla Colon 6:00 PM

OMG

Global Competencies



Critical Thinking &
Problem Solving



Innovation &
Creativity



Entrepreneurship



Collaboration



Communication



Learning to
Learning & Self
Directed Learning



Global Citizenship



Design Thinking – Empathy and Iterating



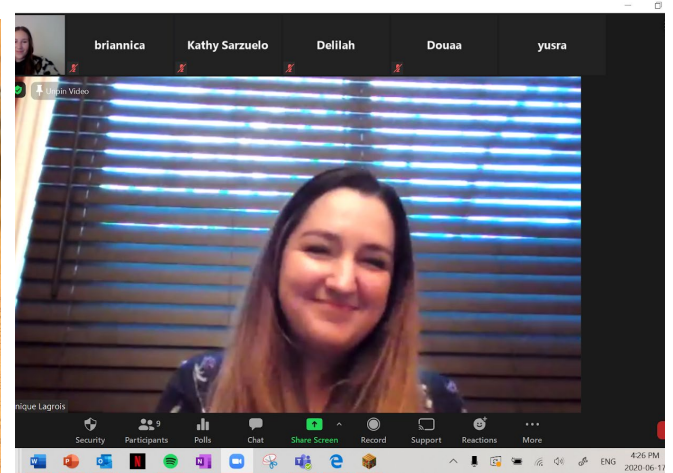
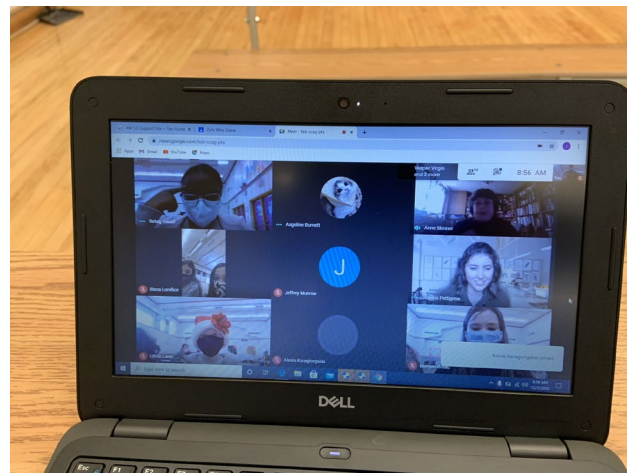
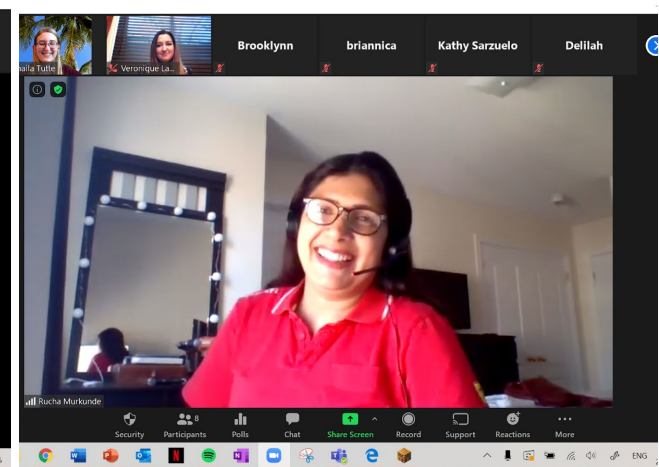
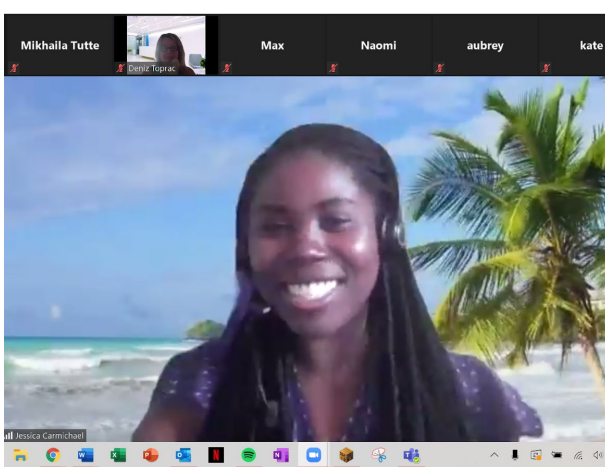
Design Thinking - Prototype



Create a Pitch!



(Pic from Pre-Pandemic)



Three Levels

Level 1



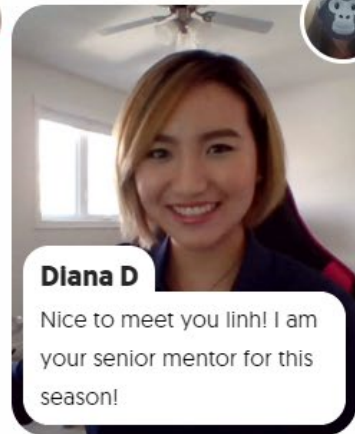
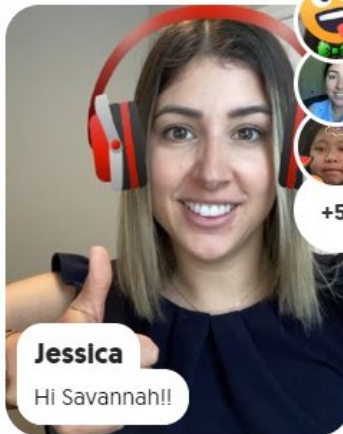
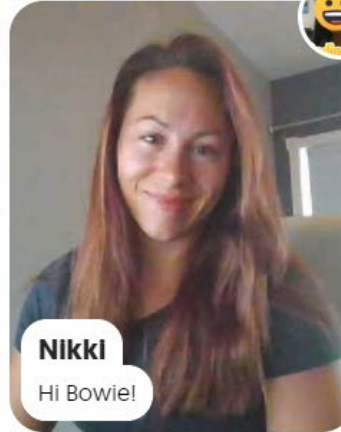
Level 2



Level 3



Junior & Senior Mentors



Level 2 Leaders

Women in Technology Rally event by presenting the Land Acknowledgment. #elevateandempower @intel @MicrosoftEduCA @KatPapulkas @AManoukas @griffingirl23 @tdsb @Singhpeter



DELLTechnologies

Women in Technology Rally

October 27, 2022





Girls Who Game STEM Esports Event

YWG9

ARCHWOOD - Lynn B.

SCREENNAME - sylma

REGION - WINNPEG 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 32% 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's agency. She has been told that she can become overly competitive, you might want to remain calm when getting in her way.



YWG9

ARCHWOOD - Gabby A.

SCREENNAME - GabbyA

REGION - WINNPEG 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 asked into a competitive game all her concentration is there.



YWG9

ARCHWOOD - Teagan S.

SCREENNAME - T

REGION - WINNPEG GRADE - 7

YEARS IN GWG - 1 YEAR

GAMING BIO - At though she is a Gamer she also knows survival skills on the side as a girl guide and can win in a doctor battle. Because she is also a doctor and watches anime in her free time, and you may just find her in her room reading a book, but you never know though.

(WU)



YWG9

ARCHWOOD - Rosie M.

SCREENNAME - Waffle

REGION - WINNPEG 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.

SCREENNAME - AUDY

REGION - WINNPEG 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 - Vikki G.

SCREENNAME - Vik

REGION - WINNPEG GRADE - 8

YEARS IN GWG - 1 YEAR

GAMING BIO - she likes bread and K-pop. She immigrated from Ukraine and had to learn English from scratch.



YWG9

ARCHWOOD - Rae Ryan

SCREENNAME - RaeRae

REGION - WINNPEG 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 - Viada

SCREENNAME - Levi

REGION - WINNPEG GRADE - 6

YEARS IN GWG - 1 YEAR

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



YWG9

ARCHWOOD - Mariah

SCREENNAME - n/a

REGION - WINNPEG GRADE - 7

YEARS IN GWG - 1 YEAR

GAMING BIO - I HAVE AN ANIME OBSESSION AN I HAVE A NARUTO HEADBAND.



GWG Esports Event



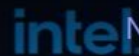
GIRLS



WHO



GAME



Need help?

Leave



Dell Technologies

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

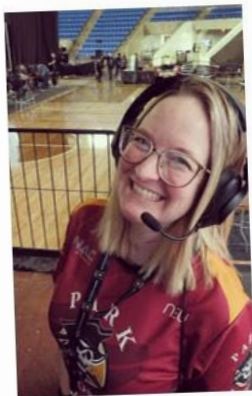


GIRLS WHO GAME EQUITY

Women in STEM and the Esports Industry



<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



 <p>Katina Papulka</p>	 <p>Shanell Martinbeaut</p>	 <p>Vivian</p>	 <p>Courtney James</p>
 <p>Snow White</p>	 <p>Nesligul Kolasinli</p>	 <p>Vianca Natividad</p>	 <p>Joanne Donoghue</p>
 <p>kimberly frank</p>		 <p>Cristina - Team Liquid (@Silcris88) S...</p>	

GUIDING STATEMENT:
**AN INCLUSIVE
COMMUNITY
OF GAMING
ENTHUSIASTS!**

How Might We Move Forward with Equity?

1

Partner and Collaborate in Support of Student Centred Learning

2

Explore the “Art of the Possible” with Digital Inclusion

3

Focus on students, staff, and communities for a better tomorrow



Soar with MENTOR!

MENTORSHIP EXPERIENCE NETWORKING
TRUST OPPORTUNITIES REACH

SwM - Cohort 4 (Fall 2022)



Queen's University





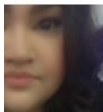
Soar with MENTOR!

MENTORSHIP EXPERIENCE NETWORKING
TRUST OPPORTUNITIES REACH

SwM - Cohort 4 (Fall 2022)

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.





Ira Dubois
She/Her/Hers
University of Canada

cond year Business
rst Nations University
her field she enjoys
e way the world works
In her free time, you
thing movies with her
r. Something
quikly about Tamara
because anything is
ossible.



Courtney English
She/Her/Hers
University of Calgary

Courtney 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. Courtney loves to be busy with new business or creative ventures, always exploring new avenues.



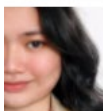
Karlee Fiske
She/Her/Hers
University of Regina

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.



Sarah
She/Her/Hers
University

Sarah is a second Science, Comp. her first year in Leithbridge. In programming, I R&D. In her free time, you can find her working on DIY creating art. So Sarah is her or pursue solution



Rina Kartina
She/Her/Hers
University of Regina

Rina is a second year
puter Science, in her
coding in C++/HTML/
free time, you can find
e. Something unique/
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changed about three
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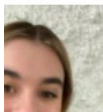
Tayyaboon Kazmi
She/Her/Hers
University of Calgary

Tayyaboon is a second year Business Technology Management student at the 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 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.



Sarah
She/Her/Hers
University

Sarah is a second year Science, Comp. her first year in Leithbridge. In programming, I R&D. In her free time, you can find her working on DIY creating art. So Sarah is her or pursue solution



Deborah Kupatzi
She/Her/Hers
University of Calgary

Deborah Kupatzi 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 find her because she is usually in her room, probably resting or watching movies. Something unique about Deborah is that she is still a teenager, not an adult to a toddler.

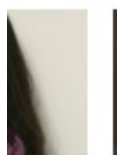


Mackenzie Kure
She/Her/Hers
University of Leithbridge

Mackenzie Kure is a 3rd year Computer Science student at the University of Leithbridge. In her field, she enjoys that every class and assignment presents something completely new in addition to the dopamine rush from successfully completing 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 (Jeffie) Lu is a student at U of Leithbridge. In her field, she enjoys that every class and assignment presents something completely new in addition to the dopamine rush from successfully completing 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.



Harmet Brar
She/Her/Hers
University of Regina

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University.
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id lover of
is.



Harmet 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/quikly about Harmet is she is a quick learner and well-organized.



Carissa Cossano
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



Alisha Liesemer
She/Her/Hers
University of Calgary

Alisha is a 2nd-year finance major student at the 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 Alisha is that she has a twin sister.



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University of Calgary

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Moagan Mitchell
She/Her/Hers
University of Leithbridge

Moagan is a first year Bachelor of Management Accounting major student at the University of Leithbridge. 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 Coby. Something interesting about Moagan is she started working towards her first degree at 33 years of age.



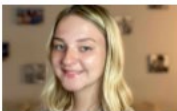
Leslie Nguyen
She/Her/Hers
University of Cal

Leslie is a 5th year comp and finance student at U of Calgary. In her field, she enjoys programming and research topics. In her free time, you can find her training for her next marathon. Something quirky about Leslie is she is allergic to cats.



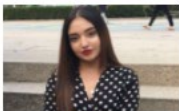
Jordan Phillips
She/Her/Hers
University of Leithbridge

Jordan is a 3rd year Computer Science and GIS Bachelor of Science student at the University of Leithbridge. In her field, she enjoys coding and data analysis. In her free time, you can find her playing with her dog Maycol. Something quirky about Jordan is her love for grape ice cream.



Jordan Phillips
She/Her/Hers
University of Leithbridge

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Arika Pasha
She/Her/Hers
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 Cal

Parastoo is a 4th year Technology Management student at the University of Calgary. In her field, she enjoys learning new knowledge surrounding hands-on work, preface diverse and energetic team. In her free time, you can find her painting, or designing. Something interesting about Parastoo is that she loves music and enjoys watching old movies.



Nicole Sparling
She/Her/Hers
University of Calgary

Nicole is a 5th year HealthCare 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 traveling, eating, or reading something new. Something unique about Nicole is that despite being Indian-Canadian, she spent nearly a decade in competitive Irish dance.



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She/Her/Hers
University of Calgary

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Divora Solomon
She/Her/Hers
University of Leithbridge

Divora Solomon is a first year computer science student at the University of Leithbridge. 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/quikly about Divora Solomon is even though she knows little about computers, she is always curious to know more.



Sreedevi Subaran
She/Her/Hers
University of Cal

Sree is a 4th year BSc student at the University of C of field, she enjoys meeting and sharing ideas. In her free time, you can find her gardening, summering and doing things that benefit her both in her personal life and in her professional life, such as finishing online classes, unique/interesting/quikly she is a morning person and she likes 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.



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.



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.



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.



Gregor Allan

He/Him/His

Senior Account Director, Enterprise

Gregor has been at Dell Technologies for years. The best part about his role is the opportunity to engage and interact daily with customers, partners and colleagues alike. Something Gregor is professionally proud of is his track record for success and achieving sales results with spirited teamwork, positive energy and good fun! One of his ongoing personal commitments is to maintain a healthy, balanced career and lifestyle. Something interesting about Gregor is that he and his wife are proud parents of two boys - both of whom are embarking on professional careers as aspiring lawyers. Every day is a perfect day!



Christine Armstrong

She/Her/Hers

Partner Account Manager

Christine has been at Dell Technologies for 15 years and in the Technology Industry for more than 25 years. The best part about her role is that she is deeply immersed in dynamic teams within Dell and also external Dell with the Partner Community that she manages. Something Christine is professionally proud of is the trust and collaboration she has cultivated within all the groups she engages. One of her daily goals is to bring people together and motivate the team(s) to progress in a way towards the common target. Something



Tonya Archer

She/Her/Hers

Sr. Program Manager

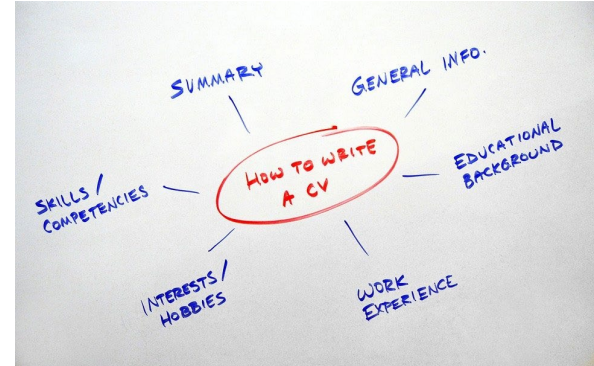
Tonya Archer has been at Dell Technologies for over 10 years. The best part about her role is that she gets the opportunity to learn something new almost every single day and work with a wide variety of stakeholders. Tonya is professionally proud of her willingness to take risks in her career and be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



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Career Readiness

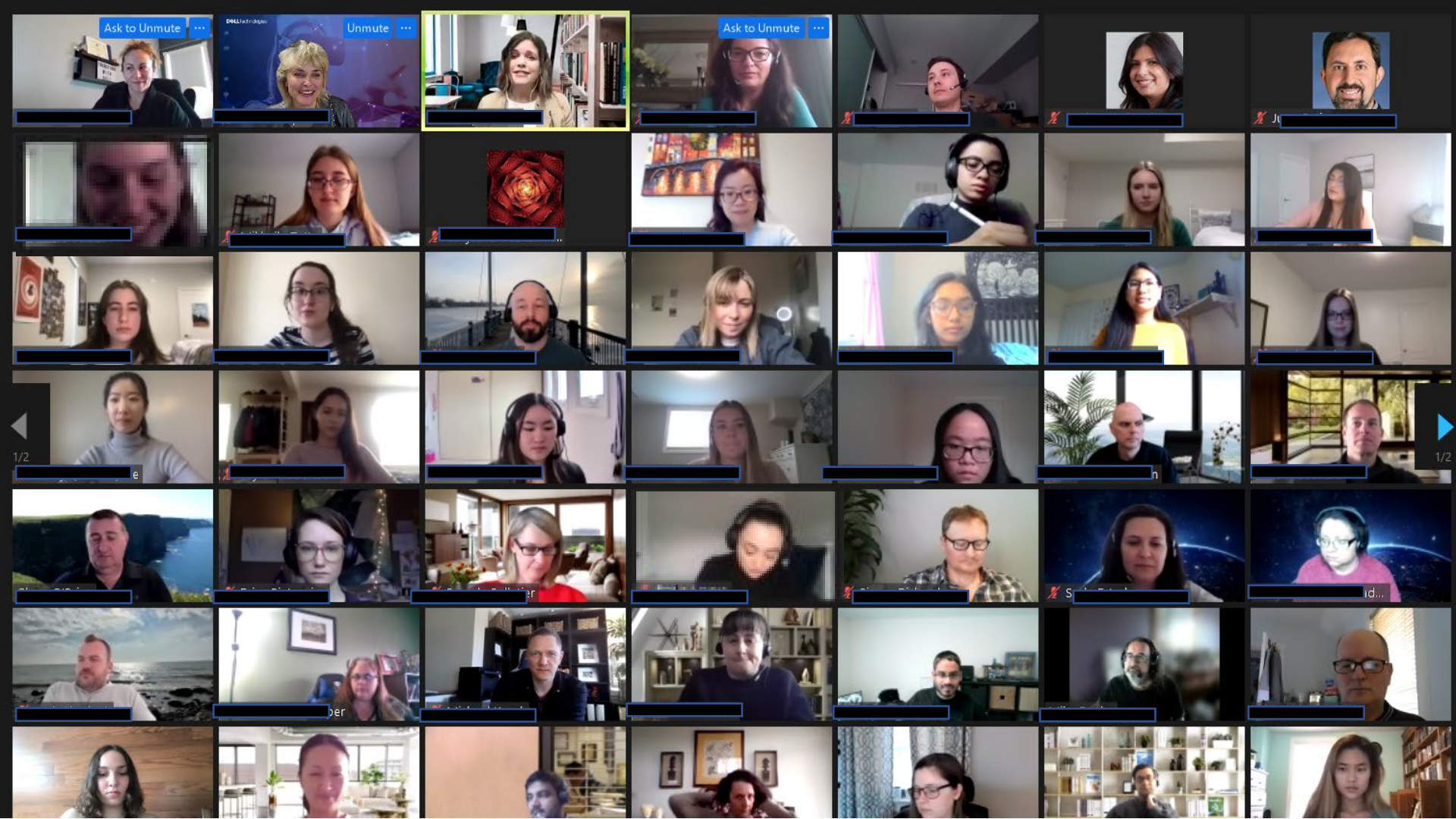


New Technologies



Mentorship Speed Networking





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 synchronous 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!](#)

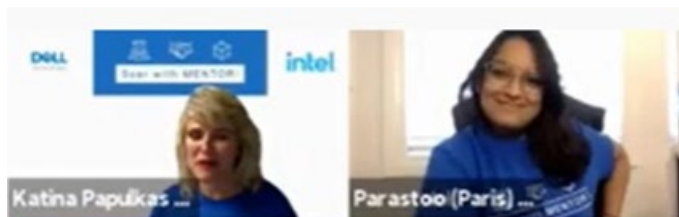
Career Readiness & Technology Today Recording

[Career Readiness Keynote - Digital Branding.](#)

[Tech Today Keynote - Artificial Intelligence](#)

Conversation Guide questions

[Questions to guide your synchronous conversation](#)

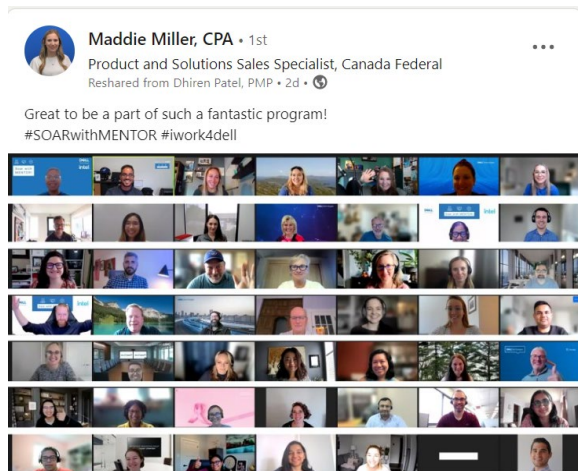


Social Time!

Nov. 9/22

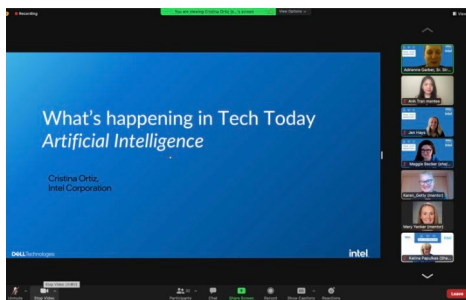
Join the Synchronous Session!

Watch Them #SoarwithMENTOR! #WomeninSTEM



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



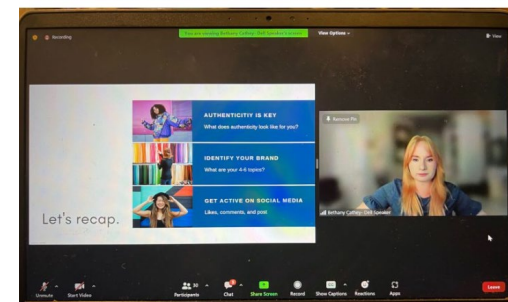
Ellen Tao • 1st
Western University
1d • 🌐

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



Student Voice Committee (SVC)



Swathi Thushiyandan



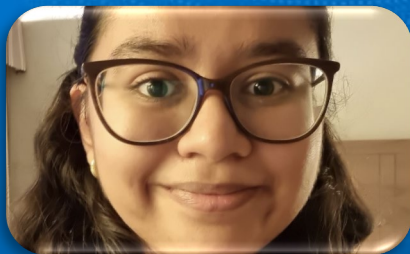
Yip (Melody) Hoi Ching



SeungA Jung



Kellie Stevenson



Chhavi Shah



Yukti Sehgal



Gayathri Rajendran



Vladyslava Diachenko

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



Alicia Lin • 1st

Mathematics Student at University of Waterloo | Seeking Fall 2021 COOP

2d • 🌐



Honoured and looking forward to being a mentor for the [Dell Technologies #GirlsWhoGame](#) program - helping to empower young ladies interested in STEM! I value all the connections I've been able to make, and I'm excited to give back and share what I've learned with the girls in the program.

Thanks for organizing the GWG Mentor Kick Off event [Katina Papulkas](#)!



GIRLS



WHO



GAME





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



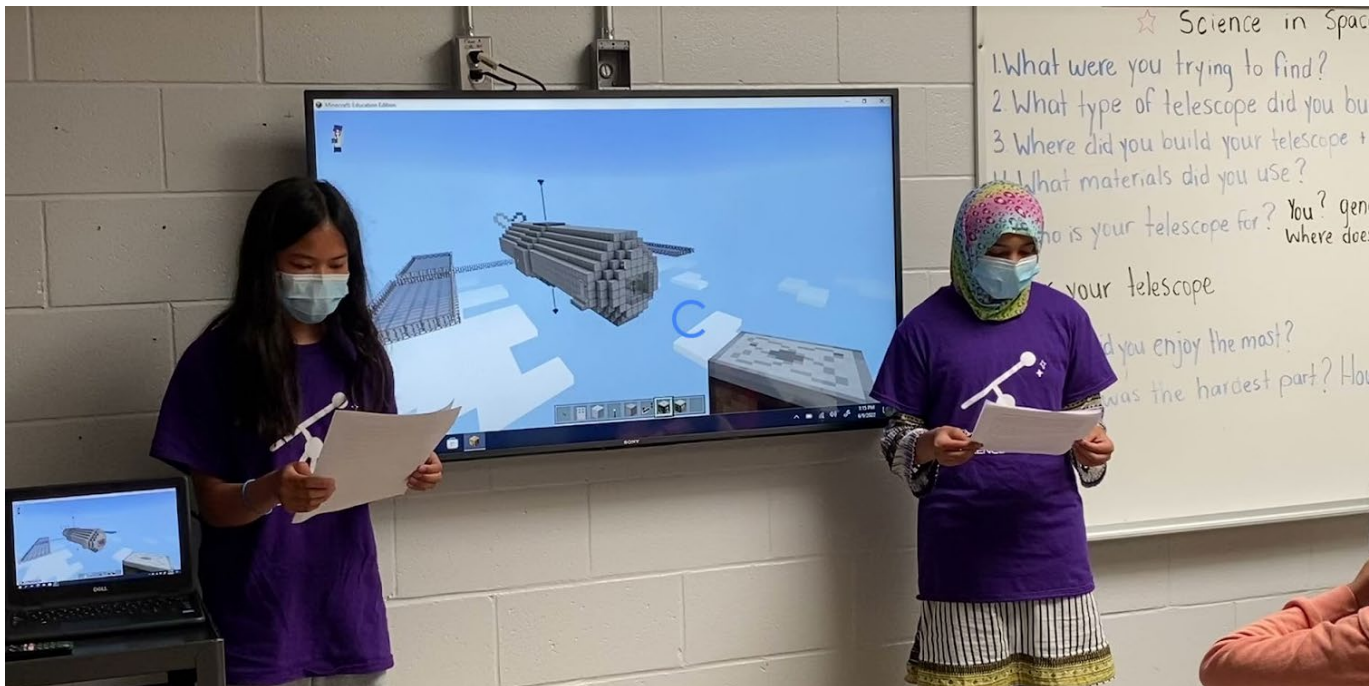
GWG STEM Esports Event Judges

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



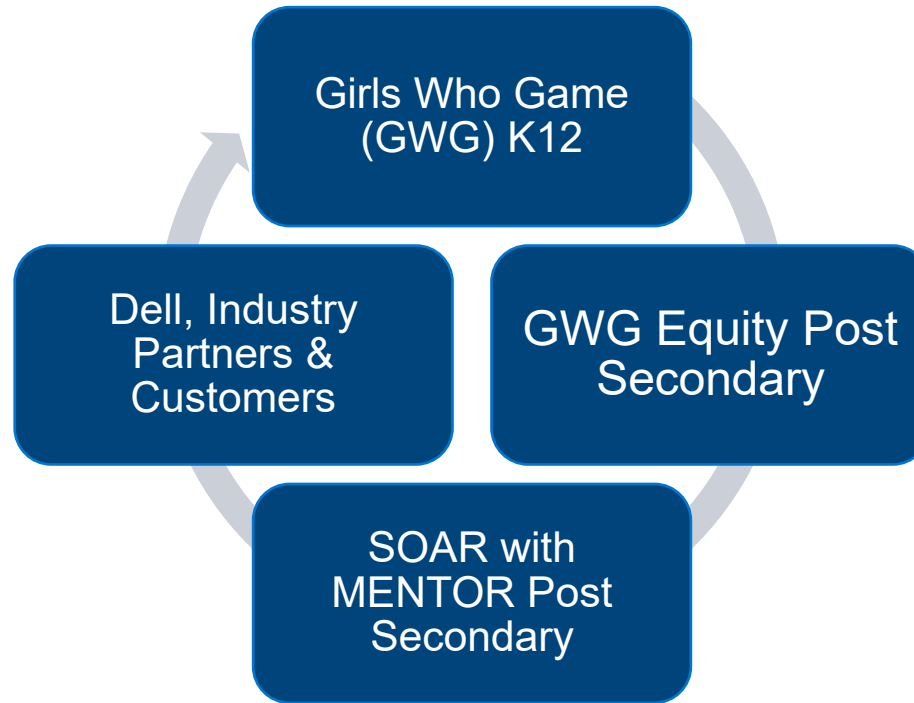


SCIENCE IN SPACE: HOW TO TELESCOPE





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



How Might We Move Forward with Equity?

1

Partner and Collaborate in Support of Student Centred Learning

2

Explore the “Art of the Possible” with Digital Inclusion

3

Focus on students, staff, and communities for a better 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
- Student Tech Crew

- Esports
 - Data Management for Research
 - Soar with MENTOR
 - A21/Vmware Tanzu Anti-Trafficking Curriculum
- Intel Skills for Innovation
- AI for Youth & Workforce
- Girls Who Code

Building An AI Ready Generation

Intel® AI For Youth : Global AI Readiness Program.

Master Orientation Package

Katina Papulkas

Dell Education Strategist



Intel® AI For Youth

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

30

Countries'
Government
Partnerships



30

Thousand
Institutions
with AI Access



30

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 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.

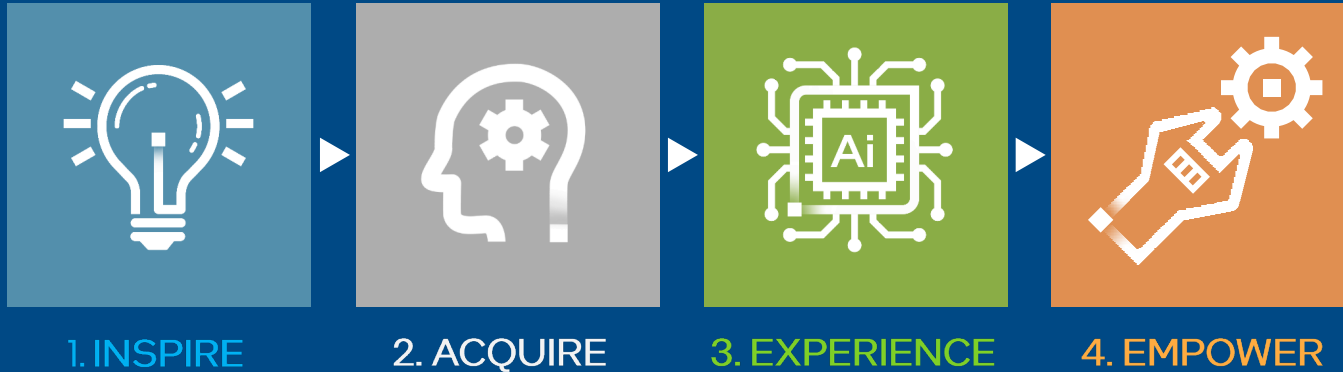


Create solutions with AI

- Meaningful social impact solutions as evidence of achievement.

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The Learning Journey



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


Project Examples

India

NLP

DATA


CV



AI 4 YOUTH

AI DIGI-CHUTE

An AI based system which first converts a hand written complaint (From 8 languages) into a digitized format; then scans the text to detect key words and accordingly identifies the relevant government department. An email is then sent to them with the complaint and the original complaint document is returned with a 'RECEIVED' stamp.



Ansh Tulsyan &
Rohan S Nair


Delhi Public School,
Bangalore East,
Bengaluru

Poland

NLP

DATA

CV



AI 4 YOUTH

AI for Youth

Eye supported computer control interface

Authors:
Ignacy Stepka
Jakub Radosiewicz

3 Secondary School under patronage of st. Jan Kante in Poznań

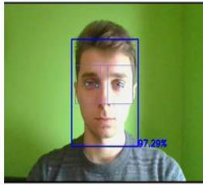
Mentor:
Dariusz Szyfelbein

The project aims to create a tool that will allow you to use your computer using only sight, without the need for a mouse or keyboard. Potential use that was our inspiration is computer use by people with physical disabilities. Our work allows you to read books, websites and various documents without having to scroll the page up / down with the mouse. The program, using a webcam in a laptop, analyses our head, eye positions and direction of sight, determining a point on the screen where the user's eyes are directed. If this point appears to be at the top of the page, the document is scrolled up and down, if the sight is at the end of the page.


MOTIVATION

The intention to create this project was to enable people with physical disabilities and people suffering from neurological diseases to operate the computer. We are both interested in new technologies, including Artificial Intelligence, which we are always at work that we thought were not so obvious, and which could help people with disabilities and a place to connect our passion. An additional motivation was the desire to create a solution that could replace the mouse while reading a book or a screen. In order to be able to maintain a natural, unimpeded body position.

Camera image reading and analysis



Correct posture for computer usage



PROCESS DESCRIPTION

The operating pattern is very complex and it took a long time to get the current result. We start by collecting the data necessary to calibrate our AI model. This process involves analyzing the image from the laptop webcam while displaying the content to which the user should direct the eyes. Later, in order to be able to continue, it was necessary to choose the optimal structure of the artificial neural network, responsible for predicting points on the screen to which the eyes are directed, which is determined by analyzing the image from the webcam. This process required a lot of graph analysis, searching for dependencies between given configurations, and finally creating a graphic algorithm, which within a few days of calculations revealed our currently used network model, which we will use to complete the final model. Then we can proceed to the use of the program itself, which reads an image from the webcam in real time, passes it to the analysis unit, which, based on the received parameters, tries to predict where the screen the user is looking. Once the program determines the point of interest, it scrolls the text, websites and books, as desired.

S. Korea

NLP

DATA

CV



AI 4 YOUTH

AI Interphone

a Security Interphone for Blind

He opened the door without knowing who visited the house, but he was a bad person, so he was able to prevent possible crimes by informing them of who they are with artificial intelligence.



If artificial intelligence recognizes people in real time and determines whether the person in front of them is a stranger or a person they know, it will tell them their names.



The intercom informs us that A.I. recognizes the name of the person or a stranger.



The person at home decides whether to open the door or not.



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Team : TanTan

JiSeok - Jeong, DongHwan - Kim,
SunYeong - Choi, JinWoo - Lee

We will strive for the socially weak.

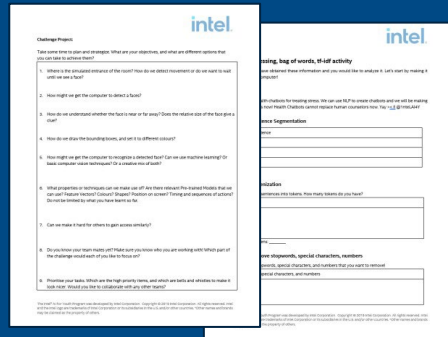
FACILITATOR GUIDE

TOTAL SESSION DURATION: 480 MINUTES
NO. OF INSTRUCTORS: 2
NO. OF PARTICIPANTS: 40

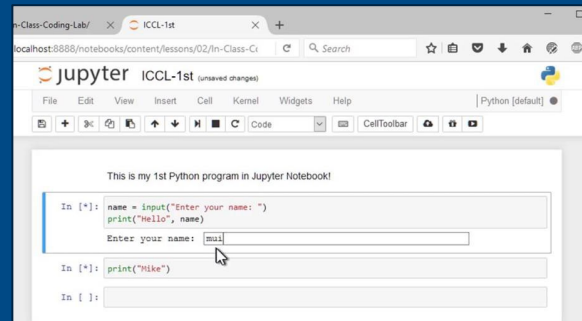
Facilitator Guide



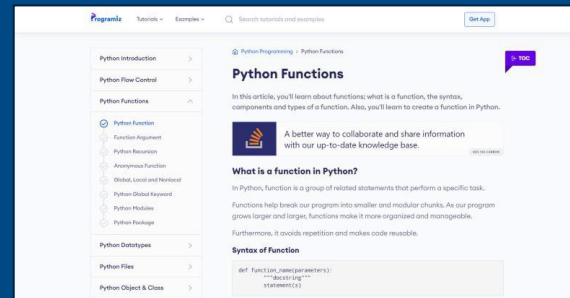
Slides



Student Activity Guides



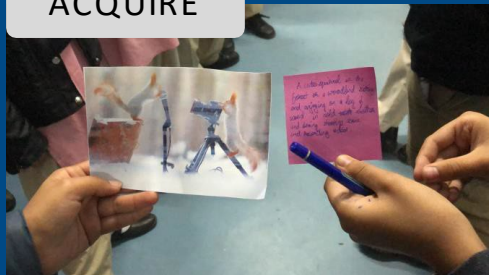
Jupyter Notebook



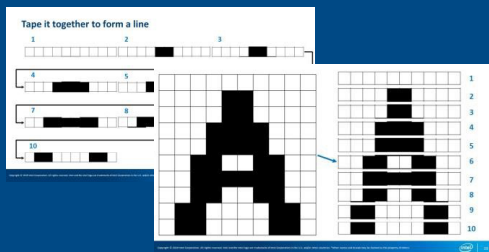
Curated Games & Online
3rd party sites

Engaging Content Examples

ACQUIRE

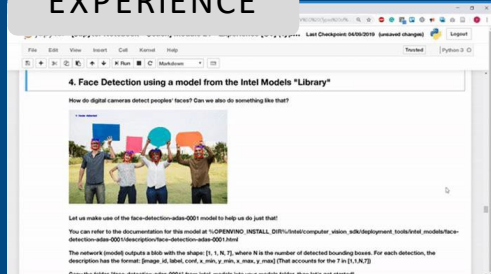


Human Neural Network game where youth act as nodes in a neural network in order to “classify” an image.

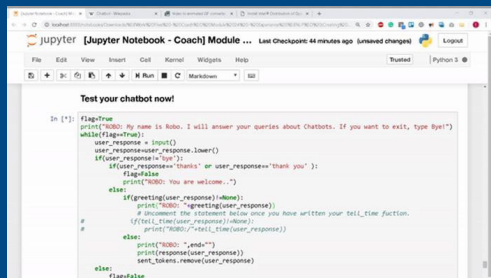


Pixel It Game where youths attempt to “train” a model to identify a written letter.

EXPERIENCE



Jupyter notebook exercises with Intel OpenVINO for CV module.



Jupyter notebook exercises on AI Chatbot for the NLP module.

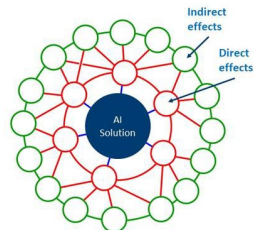
EMPOWER



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

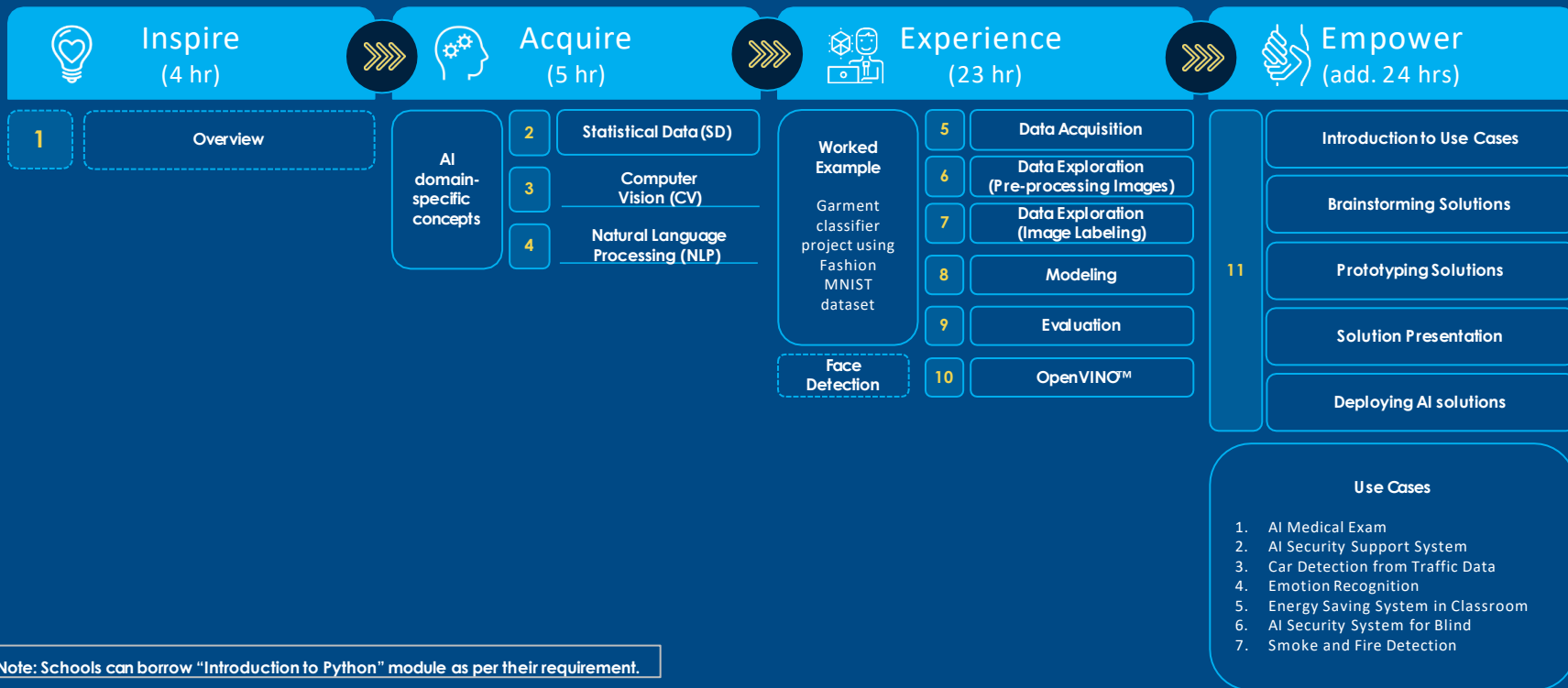
Futures Wheel

- The futures wheel is used to identify first order (in red) and second order (in green) effects
- We fill up the red circles with direct effects of our AI solution.
- We fill up the green circles with indirect effects that are a result of the direct effects.



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

Module Summary – AI Youth Express for K12



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)

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

Programming
Fundamentals
(7h)

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

Foundation (50h¹ - 57h)

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

9. Introduction to Programming
using Python (3h)

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

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 (41h² – 129h)

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

Statistical
Data* (28h)

17. Data Import and Processing

18. AI for Statistical Data Walkthrough

19. Guided Example: Predicting Loan Approval †

Computer Vision* (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* (28h)

24. Data Collection & Processing for NLP

25. Classification for NLP

26. Creating a Chatbot

27. Guided Example: Hotel Reception Chatbot †

IoT (1/2, 16h)

28. CGS ^ – Social Emotional Skills (3h)

29. AI Ethics (2h)

30. AI Project Pitfalls (4h)

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)

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)

Solution Building (24h)

Program Duration:

121h – 216h
(excluding Practical Training)

* excludes Programming Fundamentals

† excludes 2 domains, IoT and oneAPI modules

‡ Students must complete min. 1 domain

† Indicative examples, can be expanded by institution as needed

^ CGS = Career Growth Skills

--- External Resource

Practical Training (4 months+)

Industry Training
Attachment to trade-
relevant employers

Simulated Training

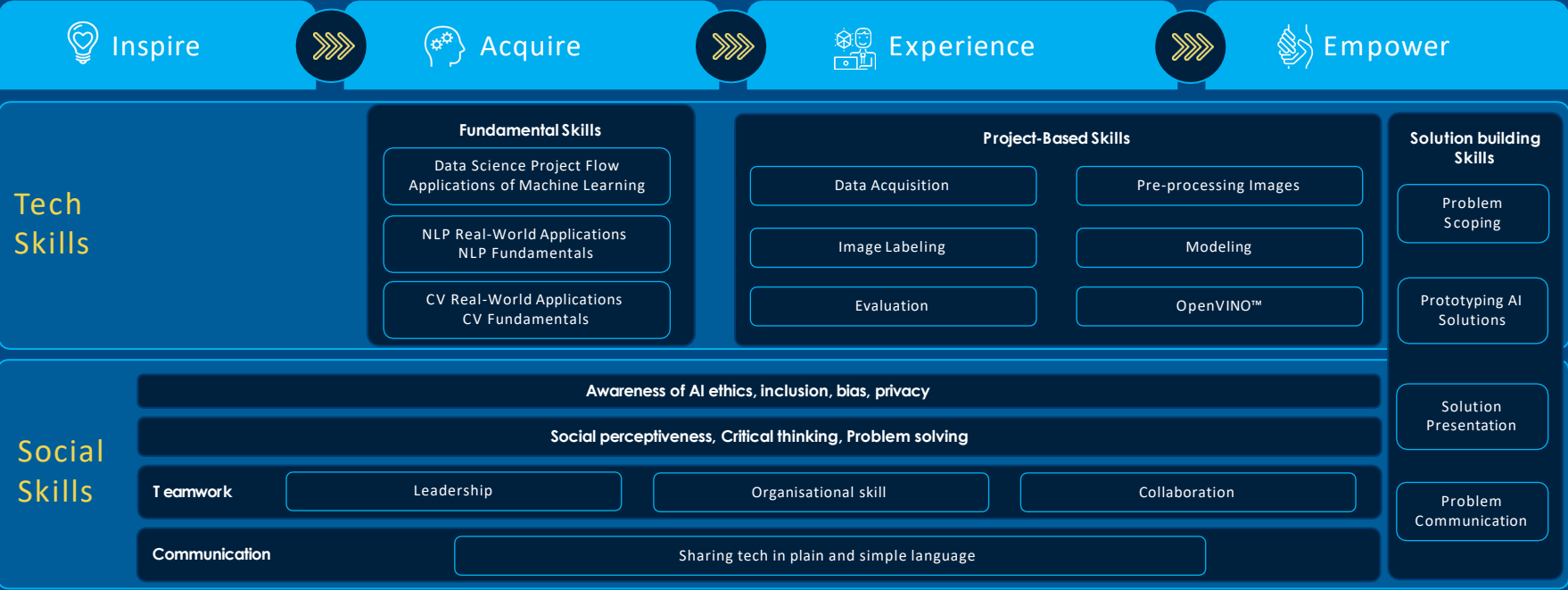
Trade-relevant sample
project for Students not
working with employers

AI for Education

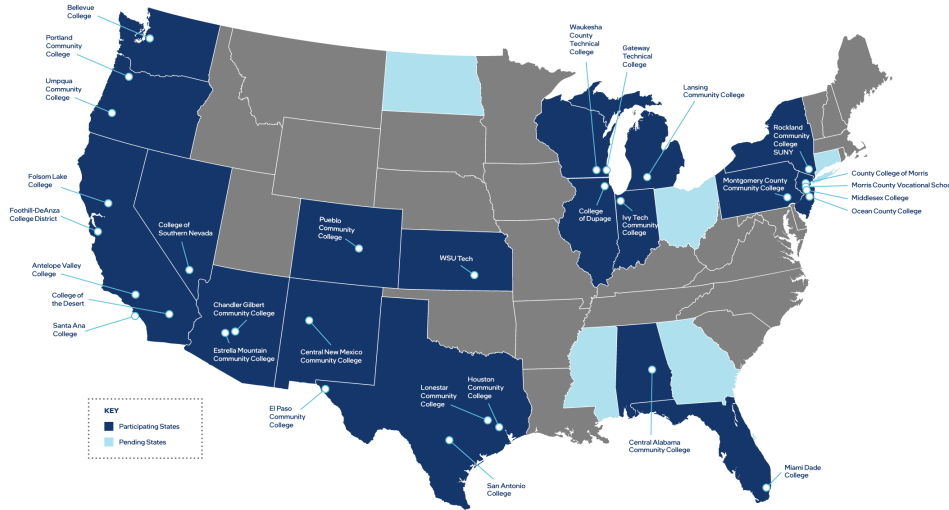
Sample Project
(to be provided by
the educational
institute)

39. Practical Training (4 months)

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



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

Data Management for
Research

Soar with MENTOR

Intel Skills for Innovation

AI for Youth & Workforce

Girls Who Game

Student Tech Crew

Esports

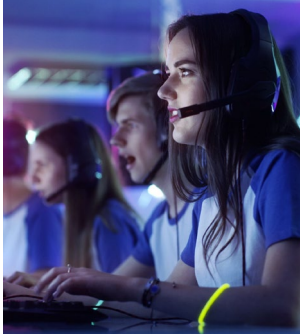
A21/Vmware Tanzu Anti-
Trafficking Curriculum

Building Capacity - Networking Groups



nologies

Areas of Focus



How Might We Move Forward with Equity?

1

Partner and Collaborate in Support of Student Centred Learning

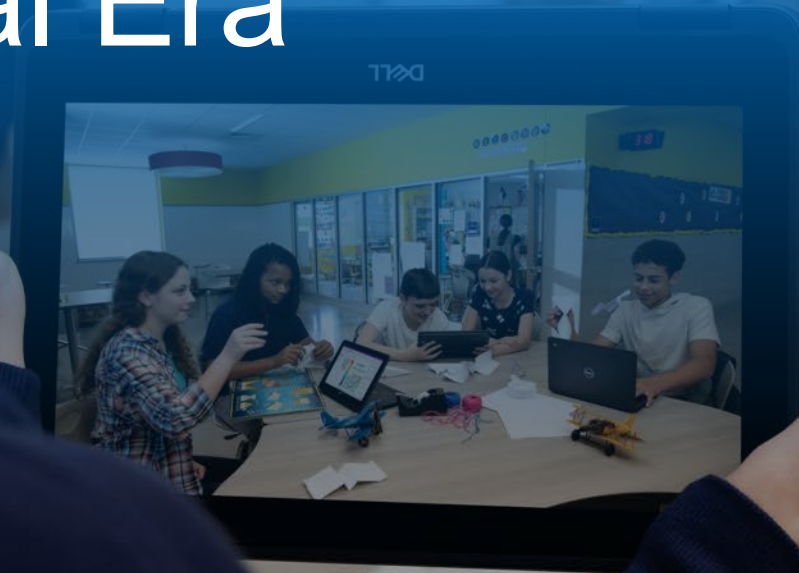
2

Explore the “Art of the Possible” with Digital Inclusion

3

Focus on students, staff, and communities for a better tomorrow

Reinvent Learning for the Digital Era




DELLTechnologies



Katina Papulkas
Education Strategist
Katina_Papulkas@dell.com

DELLTechnologies

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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Enter: 46374606

