

PROGRESS MADE  
REAL

# SOCIAL IMPACT

Katina Papulkas  
Sr. Education Strategist

**DELL**Technologies

# We create technologies that drive human progress





# PROGRESS MADE REAL

ADVANCING  
SUSTAINABILITY



CULTIVATING  
INCLUSION



TRANSFORMING  
LIVES



UPHOLDING ETHICS & PRIVACY

# PROGRESS MADE REAL



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## 2030 moonshot goal

For every product a customer buys, we will **reuse or recycle** an equivalent product

**100%** of our packaging will be made from recycled or renewable material

More than **half** of our product content will be made from recycled or renewable material

# Circular material innovations





## SUSTAINABLE PROCUREMENT

## Dell Helps Turn the Tide on Ocean Plastics

*Did you know that 8 million tons of plastics end up in our oceans every year and that by 2050, plastics may outnumber fish in the sea?*

*Dell Technologies has created a new supply chain that recovers ocean-bound plastics, putting them back into our packaging instead of letting them wash out to sea. We work with suppliers to collect, process and mix plastics with other recycled material to create molded trays used for packaging select products. The trays are made from 50% ocean-bound plastic and 50% recycled HDPE plastic, using no virgin materials.*

*After realizing the seriousness of the problem of ocean plastics, we looked at ways of making a difference. Together with Lonely Whale, we created the Next Wave initiative, an open-source initiative that brings the world's largest companies together in a combined effort to solve this crisis. Next Wave aims to save over three million pounds of plastic from entering the oceans within the next five years by using it in manufacturing of products and packaging.*

*Link to Dell reference site:*<https://corporate.delltechnologies.com/en-us/social-impact/advancing-sustainability/sustainable-products-and-services/materials-use/waste-as-a-resource.htm>





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In regards to equity,  
“this is a race with no finish  
line, but we are making  
progress”

Michael Dell

# OECD Research - Equity



## — Access to resources and opportunities for all

Students from disadvantaged backgrounds are less likely to perform well in school or to have the tools for digital learning, and may lack a quiet place to study at home and parental help with their schoolwork. They are less likely to pursue higher education and training. Students from migrant backgrounds often face similar obstacles. Education systems need to pay close attention to prevent increasingly digital education from amplifying existing inequalities in access and quality of learning further. Making sure that all students have the tools and guidance they need to learn and succeed will be vital in the recovery.

<https://www.oecd.org/coronavirus/en/education-equity#key-takeaways>



# OECD Research - Equity



## — Getting the right support for girls and boys

Young women are ticking off all the boxes for success: they are more likely than their male peers to graduate from high school, more likely enter higher education and to graduate from it. But they are less likely than young men to get a degree or vocational qualification in STEM fields or to be employed. Boys are facing challenges in school, performing less well than girls in reading, particularly if they are from a disadvantaged background, and they also do slightly less well than girls in science. They are more likely to drop out of high school or higher education. Nevertheless, young men are more likely than young women to be employed and to have the digital skills needed in today's economy. Equity in education means both broadening pathways and opportunities for girls and making sure boys stay on target in their learning and stay in school.

<https://www.oecd.org/coronavirus/en/education-equity#key-takeaways>

# OECD Research - Equity



## Equity in education means

- All students have the tools and guidance they need to learn and succeed
- More pathways and opportunities for girls & young women
- Making sure boys and young men stay in school

<https://www.oecd.org/coronavirus/en/education-equity#key-takeaways>

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## 2030 moonshot goal

50% of our global workforce and 40% of our global people leaders will be those who identify as women





# Neurodiversity hiring

# 386M

working age people around the  
world have a disability

We are tapping a very motivated and skilled talent  
pool with our Autism Hiring Program

By 2030, **50%** of our team members will participate in Employee Resource Groups to drive social impact.



Asians in Action



Black Networking Alliance



Conexus



Family Balance



GenNext



Interfaith



Latino Connection



Mosaic



Planet



Pride



True Ability



Veterans & Supporters



Women in Action

# True Ability





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## 2030 moonshot goal

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

## OUR FOCUS



### Health

Data-driven population level health enablement



### Education

Equitable access to opportunities for the future



### Economic opportunity

Expanding financial access to underserved people and communities

# 1B Lives

50% girls, women or underrepresented groups

1,000 nonprofits digitally transformed

75% team member participation

## HOW WE DELIVER



### Corporate giving

Collaborative ecosystems & future workforce



### Social innovation

Societal platforms



### Giving and Volunteering

Collective impact & Tech Pro Bono

We put our technology, people and partnerships to work to transform lives



# Solar-powered learning labs

17K+

students benefited

10K+

hours of digital learning  
annually per lab

Bringing access to technology-enabled learning  
to underserved communities around the world





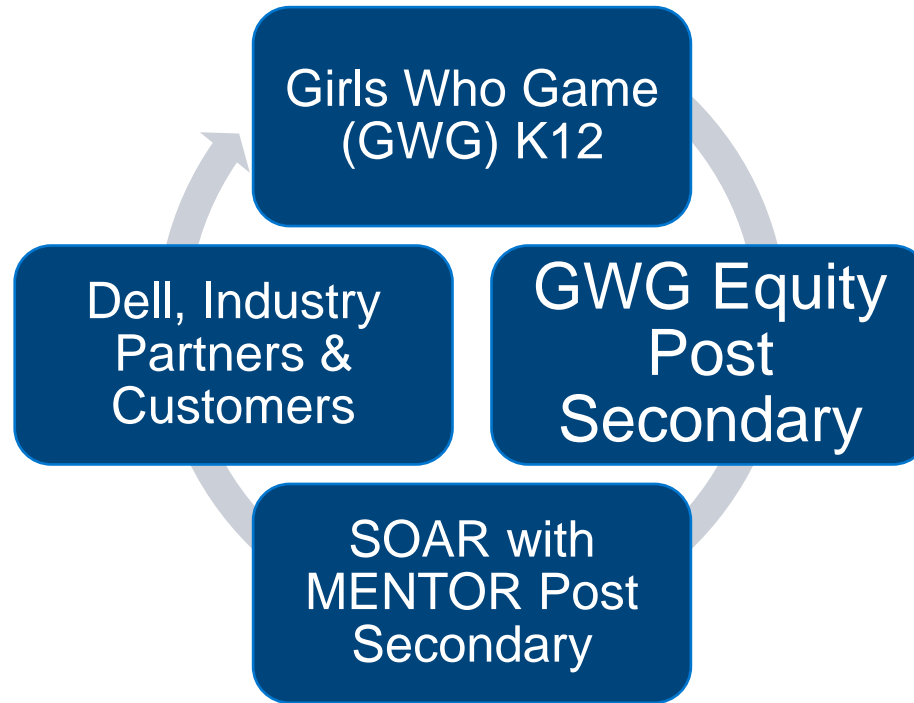


# Student TechCrew

Offered only by Dell Technologies, the Student TechCrew program offers **hands-on experience and industry certifications**, plus opportunities for students to compete globally for prizes and patents

Read more at [StudentTechCrew.com](https://StudentTechCrew.com).

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



DELL Technologies

# GIRLS WHO GAME



# Girls Who Game – 3 Pillars

1

## **Girl Centric Ecosystem**

Encourage girls to learn from each other and build confidence

2

## **Authentic Application**

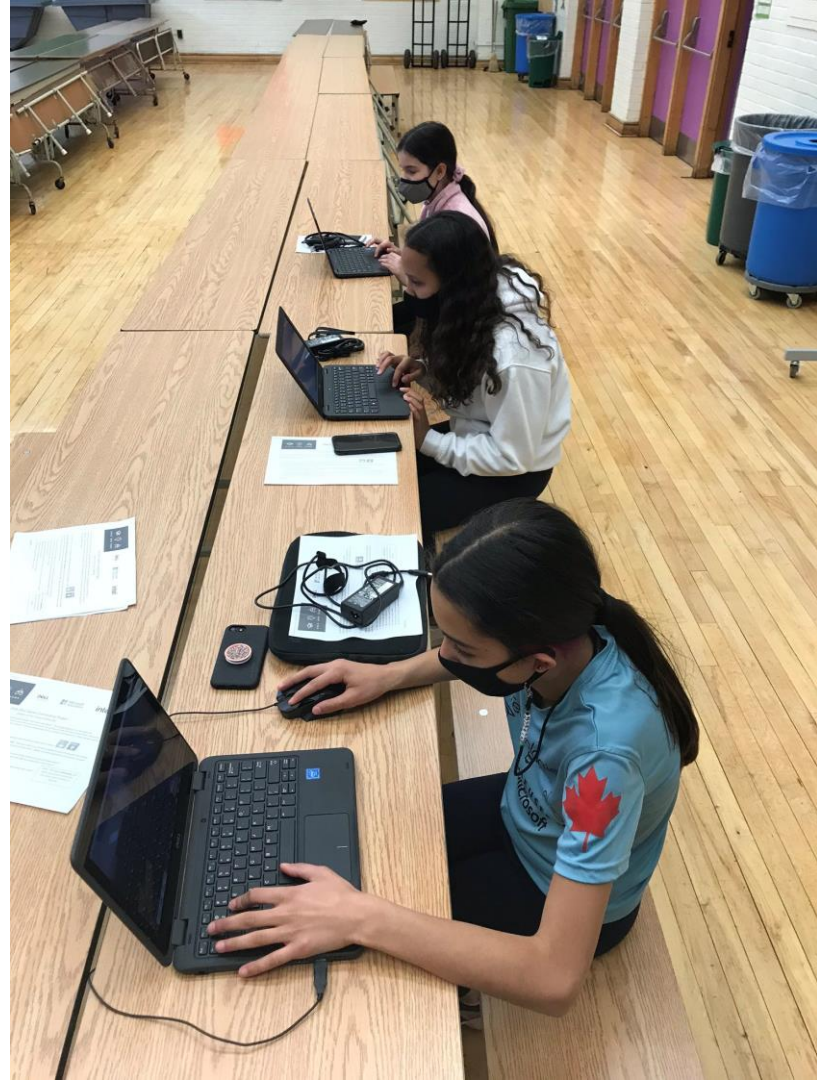
Learner driven experiences in STEM and develop global competencies

3

## **Mentorship**

Provide mentorship and build self efficacy









Meeting in "Meetings"



Leave



Meeting chat



Kyle Montoya · 6:00 PM  
pog



Ylla Goleman · 6:00 PM  
pogchamp



Mariah Goleman · 6:00 PM

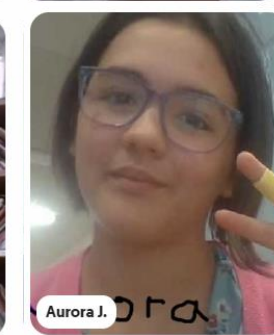
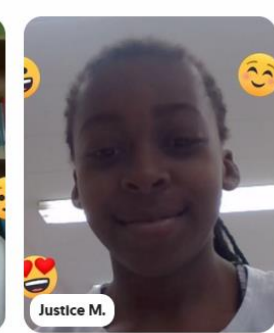
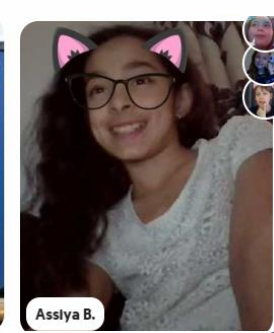


Ylla Goleman · 6:00 PM

OWO



# Girls Who Game Club





# 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 leadership skills at all levels

# Global Competencies



Critical Thinking &  
Problem Solving



Innovation &  
Creativity



Entrepreneurship



Collaboration



Communication



Learning to  
Learning & Self  
Directed Learning



Global Citizenship



# Culminating Activity – Eatery of the Future





# Culminating Activity – Eatery of the Future





# Create a Pitch!



(Pic from Last Fall)

# Girls Who Game – 3 Pillars

1

## **Girl Centric Ecosystem**

Encourage girls to learn from each other and build confidence

2

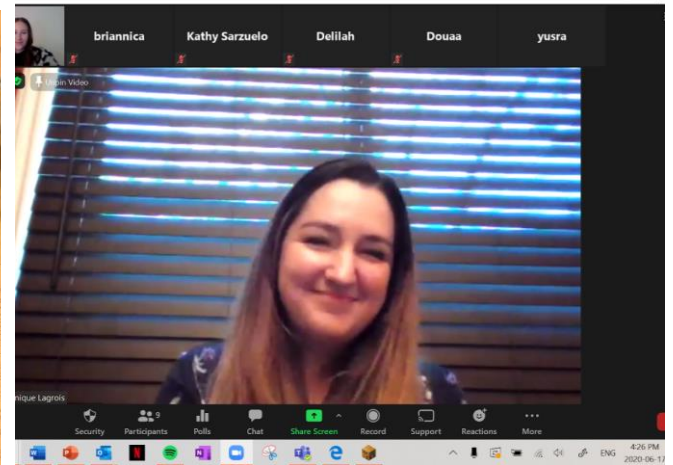
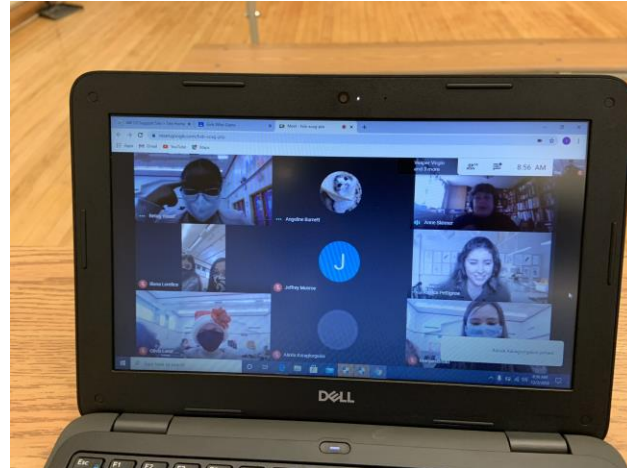
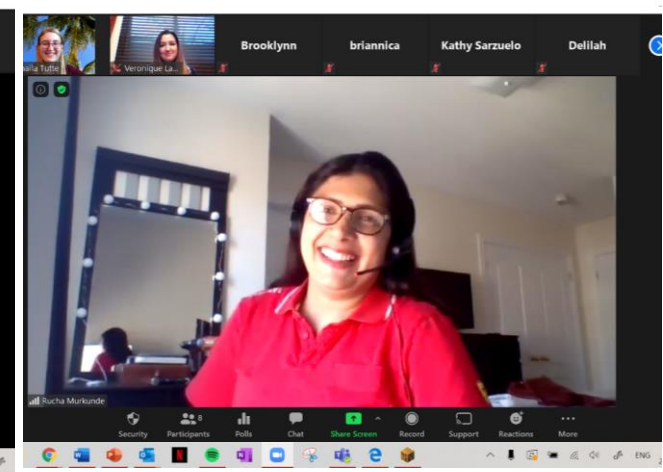
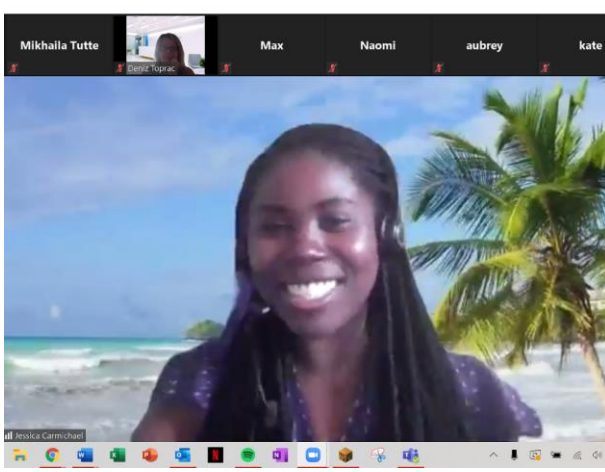
## **Authentic Application**

Learner driven experiences in STEM and develop global competencies

3

## **Mentorship**

Provide mentorship and build leadership skills at all levels





# Three Levels

## Level 1



## Level 2



## Level 3







GIRLS

WHO

GAME



Maria A.

Microsoft Gaming Expert / Trainer



## Girls Who Game STEM Esports Event



YWG9

ARCHWOOD - Lynn B.

SCREENNAME: eyluu

REGION - WINNIPEG GRADE - 8

YEARS IN GWC - 1 YEAR

GAMING BIO - Quiet and reserved, although that doesn't cover up the fact that she would put in 22H 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 believe in Tyler the Creator's superiority. She has been told that she can become easily competitive, one might want to remain cautious when getting in her way.



YWG9

ARCHWOOD - Gabby A.

SCREENNAME: GabbyUw

REGION - WINNIPEG GRADE - 8

YEARS IN GWC - 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 sucked into a competitive game all her concentration is there.



YWG9

ARCHWOOD - Tragan B.

SCREENNAME: T

REGION - WINNIPEG GRADE - 7

YEARS IN GWC - 1 YEAR

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

(LWJ)



YWG9

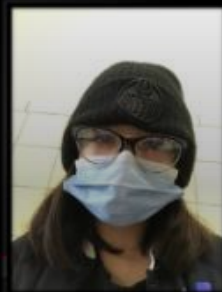
ARCHWOOD - Rosie M.

SCREENNAME: Waffle

REGION - WINNIPEG GRADE - 6

YEARS IN GWC - 1 YEAR

GAMING BIO - a girl who likes to play games a lot, watch anime and draw.



YWG9

ARCHWOOD - Audrey F.

SCREENNAME: AUDDY

REGION - WINNIPEG GRADE - 6

YEARS IN GWC - 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 - Yika B.

SCREENNAME: YIK

REGION - WINNIPEG GRADE - 8

YEARS IN GWC - 1 YEAR

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



YWG9

ARCHWOOD - Rae Ryan

SCREENNAME: Raellae

REGION - WINNIPEG GRADE - 8

YEARS IN GWC - 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: Livi

REGION - WINNIPEG GRADE - 6

YEARS IN GWC - 1 YEAR

GAMING BIO - I like playing roblox, minecraft, rocket league, and brawlhalla. 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/z

REGION - WINNIPEG GRADE - 7

YEARS IN GWC - 1 YEAR

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



# Meaningful Experiences & Programs Soar with MENTOR



# Soar with MENTOR!

MENTORSHIP  
TRUST

EXPERIENCE  
OPPORTUNITIES

NETWORKING  
REACH

## SwM - Cohort 2 (Fall 2021)

SOAR with MENTOR  
Website  
<https://bit.ly/DellSwM>

- Program Objectives
  - Support diversity and inclusion initiatives within post-secondary institutions and organizations in STEM and business-related fields
  - Through mentorship, create a female-centric ecosystem to increase interest and confidence in STEM and business-related fields.
  - Develop career readiness skills to thrive in a fast-paced and changing world





**Ira Dubois**  
She/Hers  
University of Canada

Ira is a second year Business student at the University of Canada. In her free time, she enjoys playing video games, watching movies, and anything else that interests her.



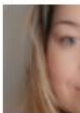
**Courtney English**  
She/Hers  
University of Calgary

Courtney is a third-year student at the University of Calgary, who enjoys the freedom provided 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 Fidek**  
She/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  
University

Sarah is a second year Science, Computer first year student at the University of Regina. In her field, she enjoys programming, and in her free time, she works on her own projects.



**Rina Kartina**  
She/Hers  
University of Regina

Rina is a second year student at the University of Regina. In her field, she enjoys working with financial data from many kinds of businesses so that she can learn how each business operates and grows. 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.



**Tayyabeen Kazmi**  
She/Hers  
University of Calgary

Tayyabeen 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 going outside either taking a walk or hiking. Something interesting about Tayyabeen is that she recently immigrated to Canada in hopes for a better future.



**Sarah**  
She  
University

Sarah is a second year Science, Computer first year student at the University of Regina. In her field, she enjoys programming, and in her free time, she works on her own projects.



**Deborah Kupatli**  
She/Hers  
University of Calgary

Deborah Kupatli 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 reading or watching movies. Something unique about Deborah is that she is still a teenager, but an aunt to a toddler.



**Mackenzie Kure**  
She/Hers  
University of Lethbridge

Mackenzie Kure is a 3rd year Computer Science student at the University of Lethbridge. 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 (Jesse) Li is a student at the University of Lethbridge. In her field, she enjoys marketing/sales and customer service. In her free time, she works on her own projects.



**Harmoot Brar**  
She/Hers  
University of Regina

Harmoot 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/travelling through mountains. Something unique/interesting about Harmoot is she is a quick learner and well-organized.



Harmoot 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/travelling through mountains. Something unique/interesting about Harmoot is she is a quick learner and well-organized.



**Carissa Cassano**  
She/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/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.



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.



**Moagan Mitchell**  
She/Hers  
University of Lethbridge

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



**Leslie Nguyen**  
She/Hers  
University of Calgary

Leslie is a 5th year computer science student at the University of Calgary. In her field, she enjoys programming and research topics. In her free time, she is training for her next marathon. Something quirky about Leslie is she is allergic to cats.



**Jordan Phillips**  
She/Hers  
University of Lethbridge

Jordan is a third year Computer Science and GIS Bachelor of Science student at the University of Lethbridge. In her field, she enjoys coding and data analysis. In her free time, you can find her playing with her dog Mayson. Something quirky about Jordan is that she loves grape ice cream.



Jordan is a third year Computer Science and GIS Bachelor of Science student at the University of Lethbridge. In her field, she enjoys coding and data analysis. In her free time, you can find her playing with her dog Mayson. Something quirky about Jordan is that she loves grape ice cream.



**Arka Pasia**  
She/Hers  
University of Regina

Arka is a 4th year software engineering student at the University of Regina. In her free time, she enjoys web design. In her free time, you can find her at a bookstore. Something interesting about Arka is that she is also studying Japanese.



**Parastoo Nikou Sh**  
She/Hers  
University of Calgary

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, project management and ergonomic design. In her free time, you can find her painting, or designing. Something interesting about Parastoo is that she loves music and enjoys watching UFC.



**Nicole Sparing**  
She/Hers  
University of Calgary

Nicole is a 5th year Health/Exercise Science student at the University of Calgary. In her field, she enjoys learning more about computers. In her free time, you can find her at the gym, walking her dogs or painting various projects. Something unique about Nicole is that she is always curious to learn new things.



Nicole is a 5th year Health/Exercise Science student at the University of Calgary. In her field, she enjoys learning more about computers. In her free time, you can find her at the gym, walking her dogs or painting various projects. Something unique about Nicole is that she is always curious to learn new things.



**Divora Solomon**  
She/Hers  
University of Lethbridge

Divora Solomon is a first year computer science student at the University of Lethbridge. In her field, she enjoys learning more about computers. In her free time, you can find her at the gym, walking her dogs or painting various projects. Something unique about Divora is that she is always curious to learn new things.



**Sreedevi Subram**  
She/Hers  
University of Calgary

Sreedevi is a 4th year Business student at the University of Calgary. In her field, she enjoys meeting and sharing ideas. In her free time, you can find her gardening, summering and doing the laundry. Something unique about Sreedevi is that she is a professional life, such as a fitness instructor class.





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.



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.



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 Sr. 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.



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 is 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



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 Gregor is that he and his wife are proud of their twin boys - both of whom are embarking on professional careers as artists every day is a perfect day!



Christine Armstrong

She/Her/Hers

#### Partner Account Manager

Christine has been at Dell Technologies for 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 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



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.

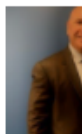


Edrea de Sousa

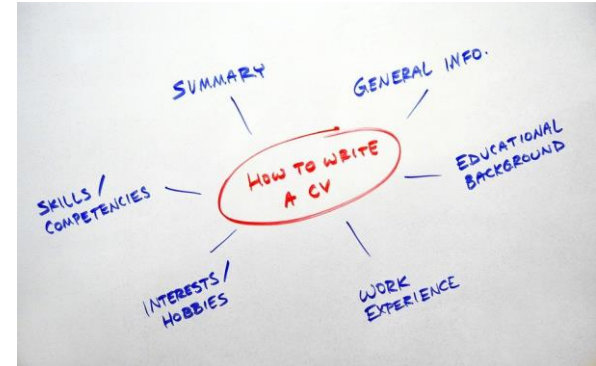
She/Her/Hers

#### 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.



# Career Readiness



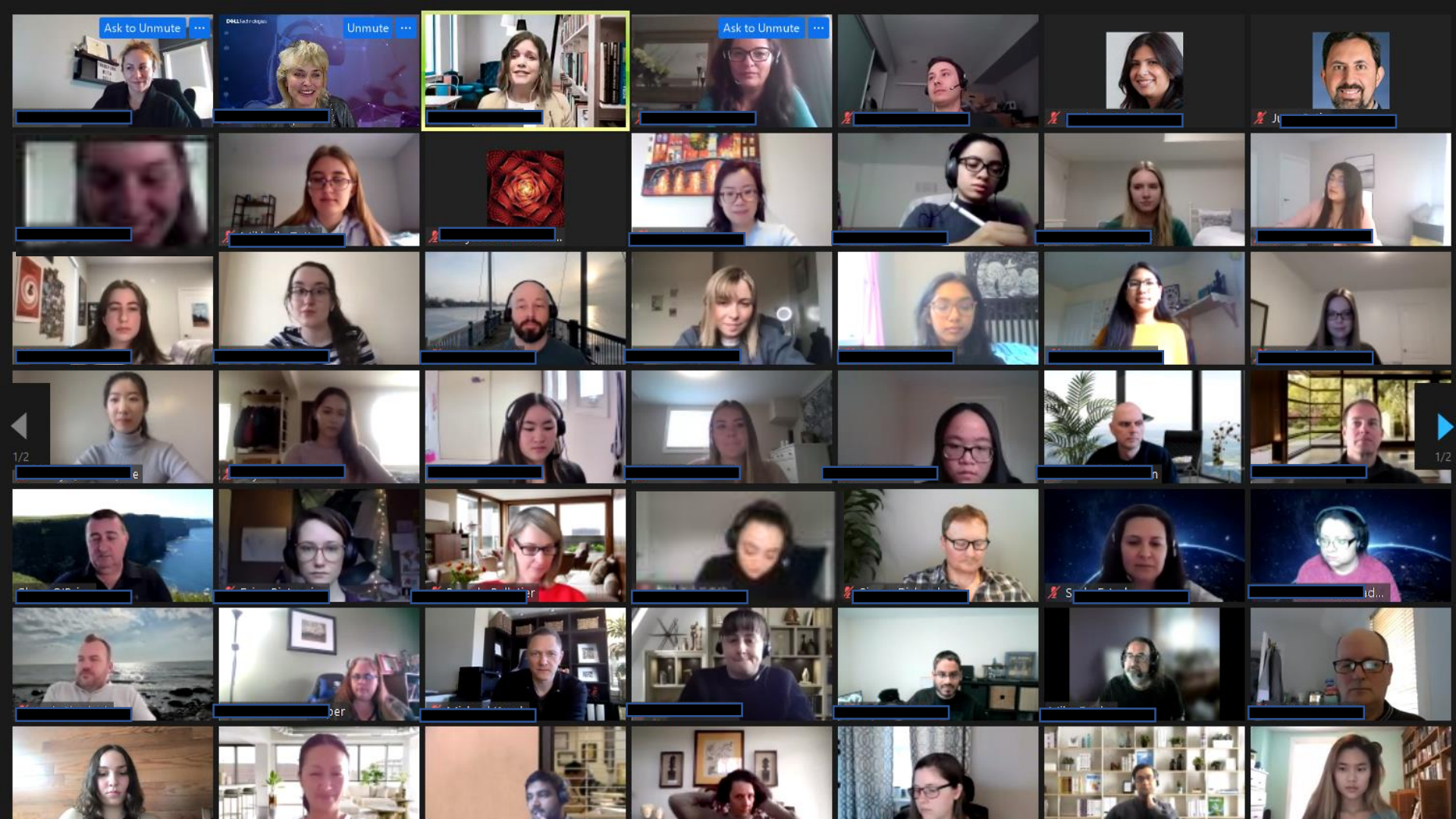
# New Technologies





# Mentorship Speed Networking







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



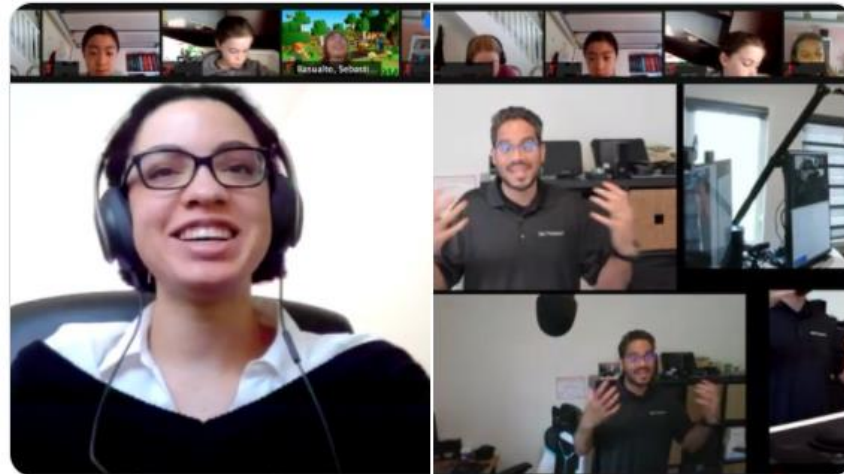
biases in AI



surround yourselves with a support system
























@Sebasualto @McM\_MsR

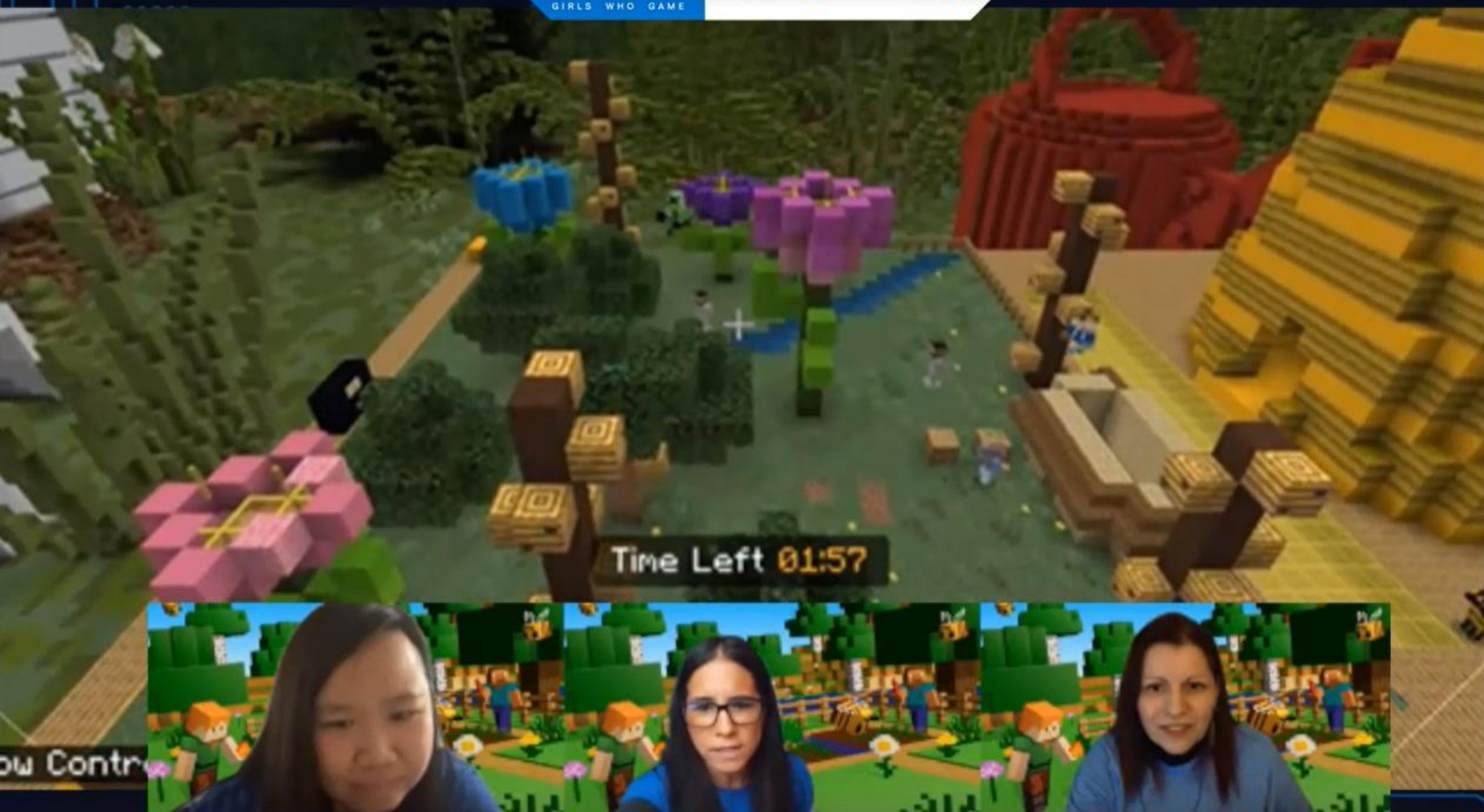
@Dell @KatPapulkas #TransformEDU



12:49 PM · May 6, 2021 · Twitter Web App

# GWG STEM Esports Event Judges

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







Toronto District School Board



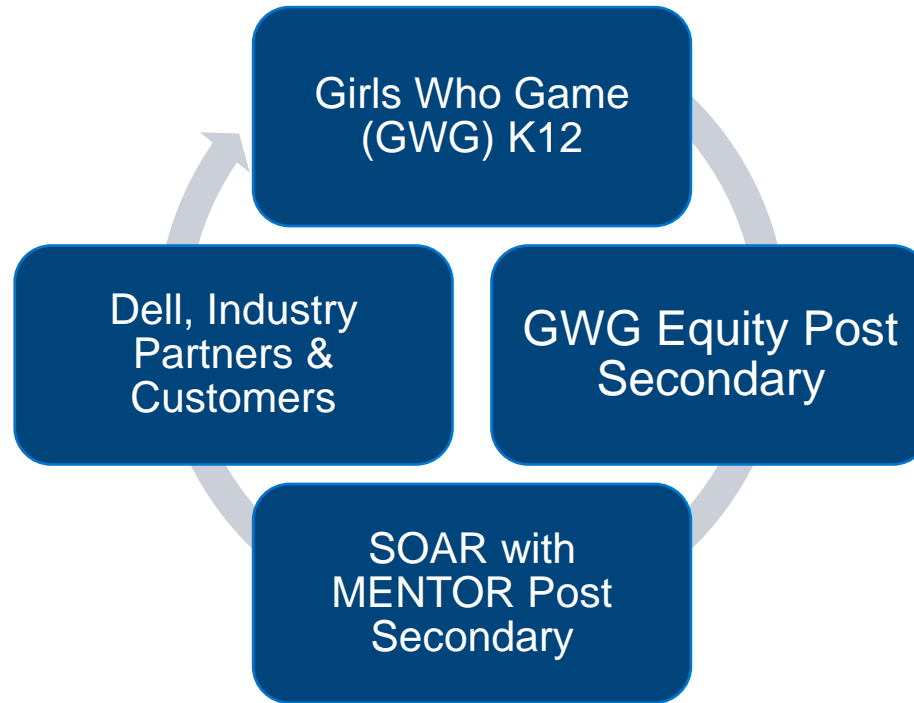
Lambton Kent  
District School Board  
*Student Achievement* ✓ *Community Success*



Waterloo Catholic  
District School Board  
Quality, Inclusive, Faith Based Education



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



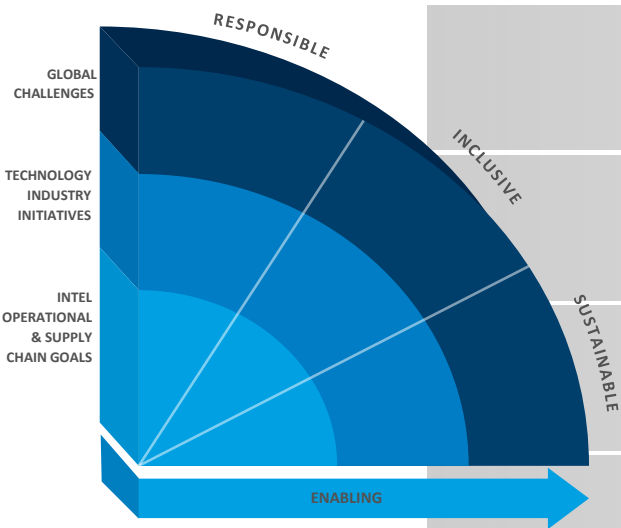
# Curriculum & Content Resources

## AI for Workforce



# Intel RISE Strategy

Making A Positive Impact On Society, Business, Planet



**RESPONSIBLE**  
**INCLUSIVE**  
**SUSTAINABLE**  
**ENABLING**

Revolutionize how technology will improve health and safety

Make technology fully inclusive and expand digital readiness

Achieve carbon neutral computing to address climate change

Accelerate the ways we enable progress through our technology and the expertise and passion of our employees



# With Emerging Socio-Economic Issues, Inequality

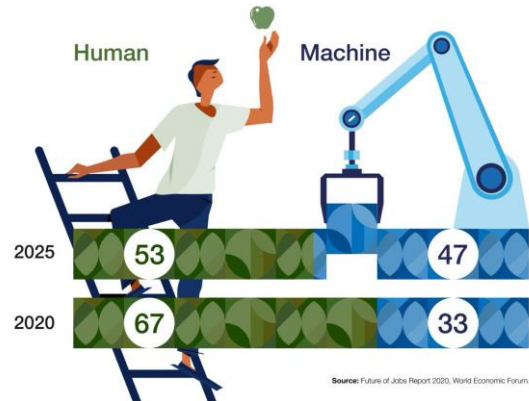
- Lack of Diversity : People, Model, Data
- Fairness, Ethics, Bias, Privacy, Explainability, Transparency
- Productivity paradox.
- National competitiveness at risk
- Natural Intelligence at risk



# Future of Work

- Changes in Work-task:
  - Shift in division of work between Human and Machine
  - 50 % world task can be automated
- Changes in Workforce:
  - 85 million jobs displaced but 97 million new roles will appear
  - Displaced workers: 50% workers need reskilling
  - Current workers: 40% need upskilling
  - New workers: will increasingly need to be AI ready
  - Organizations will have to train workforce for survival and competitiveness

## Rate of automation



Growing AI Skills Crisis with >35% demand supply gap  
How will the US close the skills gap?

[https://www.youtube.com/watch?v=eH1fFdjzJAw&feature=emb\\_title&ab\\_channel=WorldEconomicForum](https://www.youtube.com/watch?v=eH1fFdjzJAw&feature=emb_title&ab_channel=WorldEconomicForum)



# Intel® AI for Workforce Program

- **Target Audience :**

- Students from employability education institutions (e.g. Community Colleges, Technical schools, 2-year institutions).
- Adult learners from all backgrounds are encouraged to join.

- **Pre-requisite:** No coding experience required, only foundational math & statistics skills.

## Objective

Empower future & current workforce with necessary AI skills for employability in the digital economy



### Gain AI technical confidence

- **Demystify** AI and equip the future workforce with the technical confidence to learn and apply AI skills independently



### Enhance employability for AI-related jobs

- **Build** necessary technology, career growth and social skills on AI for jobs ahead



### Produce evidence for employment

- **Demonstrate** solutions through AI projects capturing industrial or social impact

# Program Principles

**AI domains on Statistical data, CV, NLP. Incorporating latest trends:**

*RL, Low / No code approach, Use cases, IOT, One API*

**Inclusiveness & diversity:**

*Program is suited for students from all backgrounds and not just tech developers. Can be integrated in any vocational schools*

**Experiential & flexible content:**

*Focus on providing fun, age-appropriate and hands-on content suited for vocational audience*

**Hybrid learning for hi tech – hi touch delivery:**

*Mixing online - remote & classroom-based teaching learning methods*

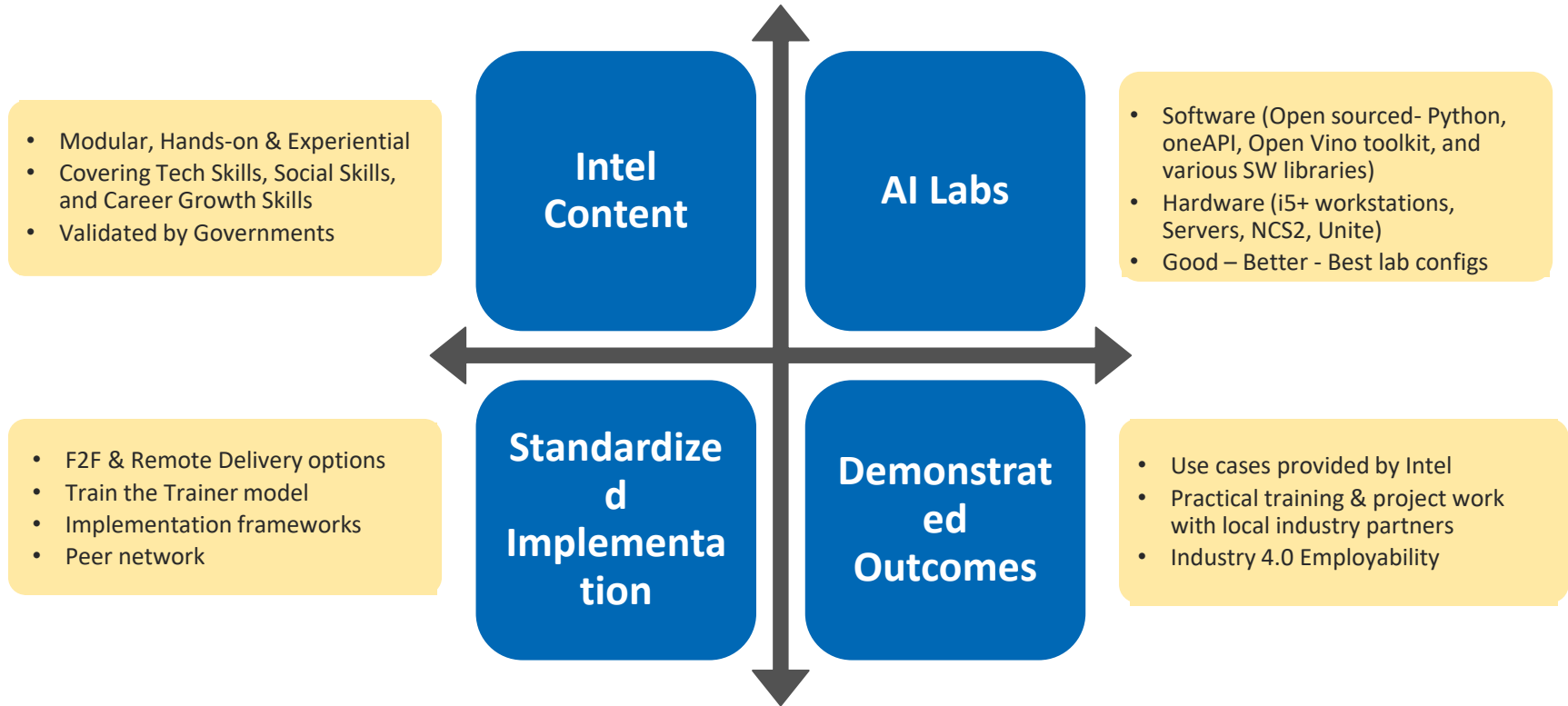
**Industry 4.0 power skills mix:**

*Technical Skills + Career Growth Skills + Social Skills*

**Show evidence of employability:**

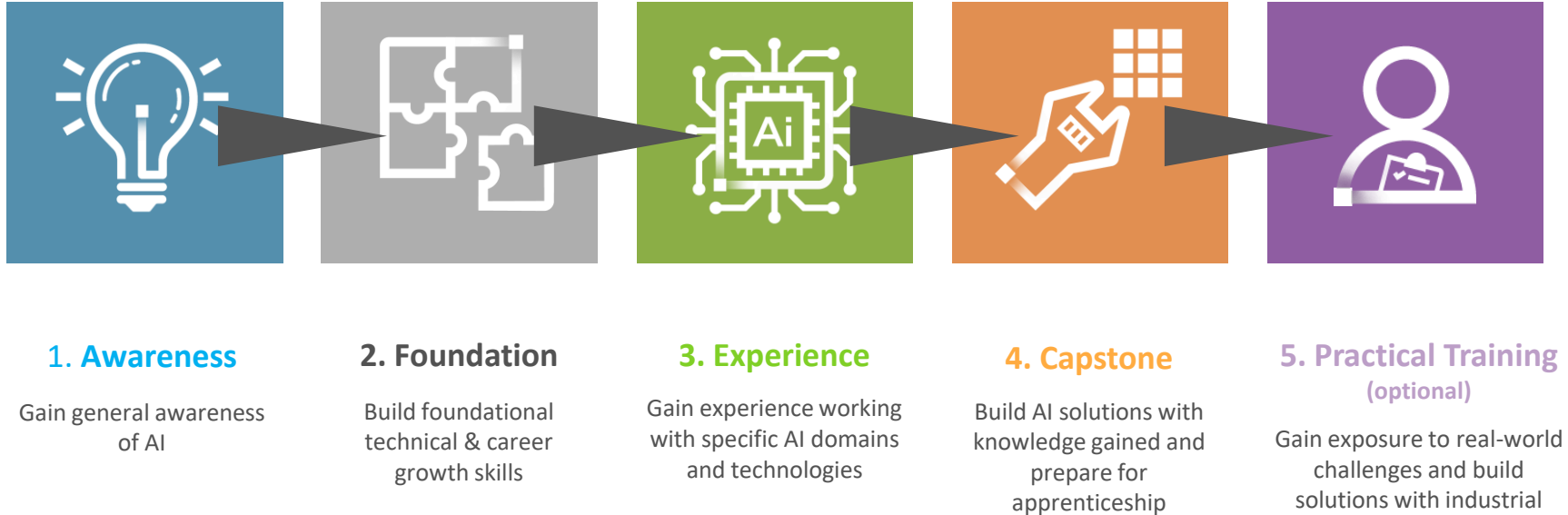
*Outcomes in Capstone and Practical Training*

# Program Design



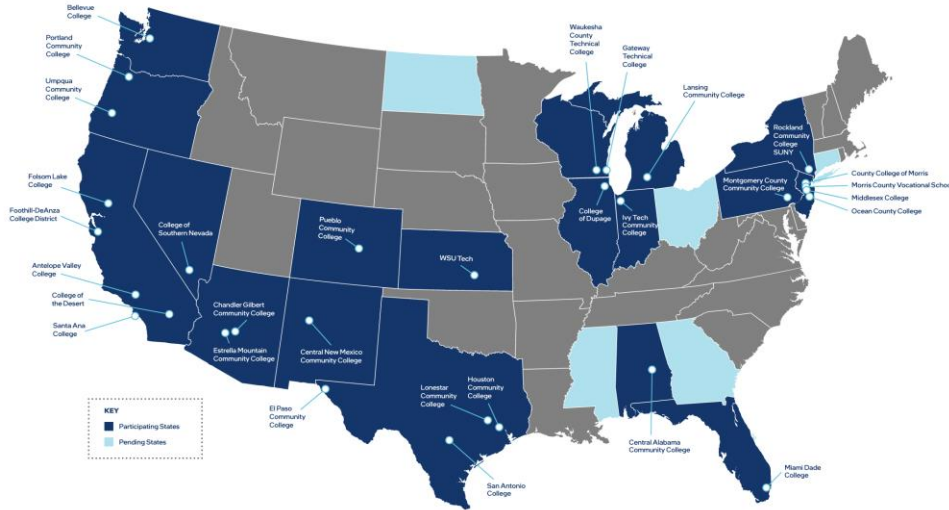


# Skilling Journey



5-stage skilling journey to equip future workforce.  
39 Modules. 4 courses. Over 220 hours

# AI for Workforce Colleges

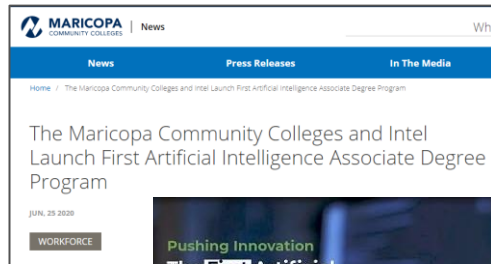


31 schools in 18 states

College	City	State
<a href="#">Chandler Gilbert Community College</a>	Chandler	AZ
<a href="#">Estrella Mountain Community College</a>	Avondale	AZ
Central Alabama CC	Alabama	AL
<a href="#">Folsom Lake Community College</a>	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
<a href="#">Ivy Tech Community College</a>	Lake County	IN
WSU Tech	Wichita	KS
Lansing Community College	Lansing	MI
<a href="#">Middlesex Community College</a>	Edison	NJ
<a href="#">County College of Morris</a>	Randolph	NJ
<a href="#">Morris County Vocational School</a>	Denville	NJ
<a href="#">Ocean County College</a>	Toms River	NJ
<a href="#">Central New Mexico Community College</a>	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
<a href="#">Houston Community College</a>	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
<a href="#">Gateway Technical College</a>	Kenosha	WI
Waukesha County Technical College	Pewaukee	WI

# Evidence of Impact: Maricopa Community Colleges, AZ

- 1st Intel® AI for Workforce implementation
- Launched at CGCC Fall 2020, virtual live
  - AAS in Artificial Intelligence and Machine Learning
  - CCL in Artificial Intelligence and Machine Learning
- On-campus AI lab
- Diverse mix of traditional & experienced/degreed students
- Funding- state workforce grant, applied for NSF
- Student internships in local industry
- Fall 21- expanding to 2nd college. Asynchronous online and hybrid formats added.



*“Access to talent with AI skills is key to Arizona’s economic success. We’re proud to partner with the Maricopa County Community College and Intel to launch this new program.”*

– Sandra Watson, President and CEO, Arizona Commerce Authority

# Student project example

During Intel's [AI Global Impact Festival](#) this year, students from Maricopa County Community College's [AI for Workforce Program](#) were tasked with conducting projects focused on artificial intelligence that apply to real world scenarios. The winning team of three students, Jeremy Pemberton, Wyatt Whitney, and Arnav Bawa developed an AI algorithm to detect seizures in epilepsy patients. This particular subject was important for Pemberton, whose daughter suffers from epilepsy.

To aid their project, the students leveraged a study from the Massachusetts Institute of Technology (MIT) to determine how much data is needed to process an accurate seizure reading. They found that more data resulted in a less accurate reading. Pemberton, Whitney, and Bawa had to pivot their project to account for this development and instead created an AI model to focus on managing one patient at a time. By doing so, they found that the model's accuracy increased to 83%. Furthermore, they found that as the AI monitored the patient long-term, it learned from the continuous monitoring and became more accurate in its predictions over time. The model could vastly improve care for people who suffer from epilepsy, enabling healthcare professionals and family members to better prepare the individual for the seizure and move them to a safer location or position.

Pemberton plans to continue his research, understanding the impact that it could have on the lives of individuals like his daughter.





# Implementation Models

Suggested models for implementing the AI for Workforce program into existing curricula

## Introductory

Across All Trades

### Target Audience:

Students from non-technical & technical trades

### Content:

- Awareness + Foundation (No-Code Industry Use of AI, Deployment: Visualization, Career Growth Skills)
- Modules = 1 – 8, 12-15

### Expected Usage Timeline:

**28h** total duration without coding

➔ 1 Semester (approx. 1.5h weekly sessions)

### Outcome:

Expose to AI-Readiness without technical prerequisites

## Integration

Implement Into existing  
Computer Science/ equivalent curriculum

### Target Audience:

Students in Computer Science courses (or similar)

### Content:

- Foundation (Coding, Deployment:) + Experience (excluding domain-specific modules) + Capstone
- **Modules** = 9-11, 16, 28 – 38

### Expected Usage Timeline:

**101h** total duration with focus on technical use cases

➔ 2 Semesters (2x2h weekly sessions)

### Outcome:

Provide electives for AI-Readiness & experience with technical use cases (based on Intel tech)

\* Educational institution can use parts of the program to offer as electives

## Core

Full new program  
(AI Associate Degree)

### Target Audience:

Students with keen desire to focus on AI for their future employment

### Content:

Awareness + Foundation + Experience + Capstone + Practical Training

Modules = 1 – 39

### Expected Usage Timeline:

**216h+** total duration (full program) +

additional modules from educational institution

➔ 4 Semesters (full time course)

### Outcome:

Specialized AI Associate Degree to equip future workforce

\* Educational institution add additional courses as necessary to fulfill associate degree accreditation criteria

# 2030 moonshot goals



## ADVANCING SUSTAINABILITY

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For every product a customer buys, we will reuse or recycle an equivalent product, and **100%** of packaging and **50%+** of our product content will be made from recycled or renewable material



## CULTIVATING INCLUSION

---

**50%** of our global workforce and **40%** of our global people leaders will be those who identify as women,



## TRANSFORMING LIVES

---

Advance health, education and economic opportunity initiatives to deliver enduring results for **1 billion people**



## UPHOLDING ETHICS & PRIVACY

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**Fully automate** our data control processes, making it easier for our customers to control their personal data

The logo features the word "DELL" in a bold, sans-serif font, where the "E" is replaced by a stylized, geometric icon consisting of three parallel, slanted lines. To the right of "DELL" is the word "Technologies" in a lighter, sans-serif font.