

# Digital Inclusion Grant 2021/22

## 2021/22 Final report

Application No. DI000332021\_22 From Ms Nikolasa Biasiny-Tule

Form Submitted 21 Sep 2023, 4:58PM NZST

## Instructions

InternetNZ is proud to have supported your initiative. The questions below help us understand the triumphs and challenges you have faced.

We want to celebrate your successes and understand the obstacles you have encountered. This will help us all to learn what we could do better in the future.

This report form will be placed on our website for transparency.

Please complete and submit this form no later than the date stipulated in your funding agreement. Email us at [funding@internetnz.net.nz](mailto:funding@internetnz.net.nz) if you have any issues or need to arrange an alternative due date. You may not be eligible to apply for further grants from InternetNZ if this is not submitted. The completion of this form should be overseen by someone with an intimate knowledge of the funded initiative.

## Final project report

**\* indicates a required field**

### Initiative title \*

Haututu Laboratories (Tutu Labs)

### Provide a short summary of the work that was completed as part of this initiative.

\*

In 2022, DNA successfully implemented a diverse range of educational programmes, engaging over 720 students across four terms (these numbers only relate directly to our Tutu Labs programme, we have connected with well over 15,000 across all programmes/activities and events). Programmes covered cutting-edge fields like Virtual Reality, 3D asset development, Animation and Illustration principles, Esports Essentials, and Livestream Production & Casting.

Two Kura Kaupapa Māori schools participated, with all courses being offered entirely in Te Reo Māori by native speakers. Students from low-decile schools and alternative education providers also took part, attending classes during regular school hours, after school, and on weekends.

The initiative aimed to not only teach technical skills but also to instil cultural values, leadership, and resilience. Students became proficient in industry-standard software like Blender, Python, and Premiere Pro, and they gained practical experience through engagement with kaumatua for cultural and knowledge exchange. The focus on Te Ao Māori and Te Reo Māori within digital spaces was especially effective in strengthening community ties and celebrating our unique identity.

Through these programmes, students developed a range of skills, from 3D modelling to esports fundamentals, but more importantly, they gained a deeper understanding of their culture, the digital world, and how the two intersect. Opportunities for real-world application, such as running livestreams for national events, were also provided. All programmes were offered free of charge, increasing accessibility and inclusion across the community.

The initiative successfully achieved its goal of empowering young people, whānau, and schools through technology, while also serving as a model for culturally-sensitive STEAM

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education.

### Is this initiative complete? \*

Yes  No

If your initiative is still in progress, select "no."

### Start Date

01/04/2022

Must be a date.

### Finish Date

28/03/2023

Must be a date.

### Are there any areas where you need further support to complete this initiative?

No

### What are the outcomes of this initiative? \*

The outcomes of DNA's initiative have been multi-dimensional, touching on educational, cultural, social, and personal growth aspects.

#### Educational Outcomes:

Technical Skill Development: Students gained proficiency in software like Blender, Photoshop, Python, and Premiere Pro, acquiring skills relevant to future employment in the tech industry.

Increased Academic Performance: The initiative fostered 3D and spatial thinking, which has been shown to increase test scores and attentiveness.

Understanding of Production Pipelines: Students developed a concrete understanding of how things move from concept to execution in animation and livestream production.

#### Cultural Outcomes:

Cultural Identity: Through the Indigital: VR Asset Development programme, rangatahi were able to connect with kaumatua to preserve and disseminate cultural knowledge, history, and language.

Promotion of Te Reo Māori: Offering courses in Te Reo Māori enabled cultural preservation and celebration of Te Reo.

Understanding Tikanga within Digital Spaces: Students learned about the appropriate cultural protocols (tikanga) for interacting in digital spaces, including virtual reality.

#### Social Outcomes:

Community Building: Offering the programmes for free enabled a broader range of participants, including those from low-decile schools and alternative education providers, thereby fostering a more inclusive community and getting to ākonga most in need.

Networking: Students had the chance to interact with professionals and peers in the industry, providing them valuable networking opportunities.

#### Personal Development Outcomes:

Leadership and Resilience: Through the Esports Essentials course, students learned about hi

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gh-performance "growth" mindsets, leadership, and resilience.

**Creativity and Expression:** The Animation/Illustration Principles course allowed students to strengthen their creative skills and express themselves through art.

**Career Opportunities:** Courses like Livestream Production & Casting opened avenues for students to secure paid work, offering a practical pathway to employment and experience they could include on their CVs.

**Overall Impact:**

**Model for Future Programmes:** The success of the initiative serves as a blueprint for other educational organisations aiming to integrate technology, culture, and community outreach.

**Greater Accessibility:** The demand from young people, whānau, and schools, particularly Kura Kaupapa Māori, demonstrates the programme's reach and the necessity for such initiatives.

Through these outcomes, the DNA initiative substantially impacted participants by offering a holistic education experience that blended technical skills, cultural identity, and personal development.

Consider the impact of your initiative or major achievements.

#### **Who did you work with to make this initiative happen? \***

We worked with Te Kura Kaupapa Māori o Hurungaterangi, Te Rangihakahaka, Awhina and Te Hiringa alternative education providers. We also worked with Victory Up, the only official secondary school esports TO in Aotearoa. Other groups are detailed in our Year in Review report.

For example, staff, volunteers, other organisations or support that has helped make this happen.

#### **What did you and your team learn as a result of doing this initiative? \***

**Cultural Representation is Key:** Incorporating elements of Te Ao Māori and Reo Māori not only enriched the courses but also made them more relatable and engaging for our ākonga.

**Holistic Learning Works:** The initiative showed that blending technical skills with cultural, social, and personal development creates a more enriching educational experience.

**Demand for Inclusivity:** The high interest from low-decile schools and alternative education sectors underscored the need for more inclusive educational opportunities in tech.

**Practical Application Matters:** The opportunities for students to engage in real-world applications, like running livestreams for national events, were highly motivating and increased student engagement.

**Flexibility in Scheduling:** Offering programmes during school hours, weekends, and holidays maximized participation but also taught us the logistical challenges of accommodating different schedules.

**Quality of Instruction:** Native speakers teaching in Te Reo Māori added authenticity and depth to our programme, highlighting the importance of culturally competent educators.

**Software Limitations:** While using industry-standard software was beneficial, it also taught us about limitations and the need for ongoing updates or alternatives to better suit the students' needs and barriers.

**Community Engagement:** Working closely with kaumatua and local communities yielded richer content and increased the programme's cultural and social impact.

**Scalability Challenges:** The significant interest in the programme showed the potential for scaling up, but also the need for additional resources and planning to meet this demand.

**Impact Measurement:** The necessity for more rigorous tracking and metrics to better

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quantify the impact of the programme on both educational and cultural fronts. Having access to our evaluation matrix was particularly beneficial.

**Interdisciplinary Approach:** The success of the programme highlighted the importance of an interdisciplinary approach, integrating elements from arts, coding, gaming, and traditional cultural knowledge.

By undertaking this initiative, we gained valuable insights into the complex interplay between education, technology, and culture. These lessons will be instrumental in refining our future initiatives to be even more impactful and inclusive and allow us to scale accordingly.

Describe any insights that may be useful to others working towards digital equity.

#### **How will you share the outcomes and lessons from this initiative? \***

**Internal Channels:**

**Post-Project Reports:** Comprehensive reports detailing the objectives, execution, and outcomes of the project can be circulated within DNA.

**Internal Meetings and Workshops:** Sharing key learnings with team members and other partners during internal meetings, training sessions, and workshops.

**Academic Channels:**

**Research Papers & Journals:** Work with researchers to provide data and insights which can be used to help measure the impact of our programmes which summarise the methodology, results, and implications of DNA's programmes in peer-reviewed journals, especially those focusing on indigenous education and technology.

**Conferences & Seminars:** Present the outcomes and lessons learned at educational, technological, and cultural conferences, both nationally and internationally.

**Public Channels:**

**Website & Blog Posts:** Create a dedicated section on DNA's website.

**Social Media:** Utilise platforms like Twitter, LinkedIn, Instagram, and Facebook to disseminate bite-sized information, updates, and success stories related to our work.

**Press Releases & Media Outreach:** Partner with media organisations to share the success of our initiatives (especially local newspapers/radio), targeting those specialising in education, technology, and cultural stories.

**Newsletters:** Regular email updates related to what we are doing to our network to help keep the community informed and engaged.

**Collaborative Channels:**

**Partnership Debriefs:** Conduct meetings with partners and stakeholders to review DNA's project success and areas for improvement.

**Government & Policy Briefs:** Create policy briefs summarising key takeaways and recommendations for government agencies involved in education and technology.

**Case Studies:** Develop detailed case studies that other organisations and educational institutions can use as a blueprint for similar initiatives.

What channels/mediums will be used so that this initiative can inform future projects for yourself and others.

#### **Which population group/s were affected by this project or program? \***

Age groups > Children and youth (age 0-17) > Preteens (people aged 10-12)

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Age groups > Children and youth (age 0-17) > Adolescents (people aged 13-17)

Education status > Intermediate school students

Education status > Secondary school students

Ethnic and racial groups > Indigenous peoples > Māori

Please choose only the group/s that were at the very core of this project/program.

### **Share your evaluation plan and any supporting documents you feel appropriate, that will help us to better understand your initiative.**

For example survey results or feedback, annual report, summary to the board or any visual or audio representations of your work.

Remember this report will be placed on our website for transparency.

#### **Upload files:**

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Filename: DNA - Year in Review - July 2023 (1).pdf

File size: 6.2 MB

#### **Upload files:**

*No files have been uploaded*

#### **Upload files:**

*No files have been uploaded*

#### **Provide additional details:**

Please don't share year in review, as this contains photos which we are allowed to share for internal use only.

Let us know if anything you have shared is confidential or can be used to promote this work.

Remember this report will be placed on our website for transparency unless otherwise requested.

### **What (if anything) have you changed in your approach and practices? Explain why this was necessary?**

We now are working closely with our partner org Te Papatipu Matihiko, this allows us to build greater capacity, create more leaders and scale what we do to regions in most need.

This information may help inform others undertaking similar work.

## Financial report

**\* indicates a required field**

### **Project income and expenditure**

Please provide details of any project income (funds received) and project expenditure (funds spent) to date.

Use the 'Notes' column to provide any additional information you think we should be aware of.

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Income Description	Income type	Confirmed funding?	Income amount (\$)	Notes
Funding from services (Alan Turing Inst)	Other income	Confirmed *	\$17,000.00	
DNA/Spark Funding	Donations	Confirmed	\$14,000.00	2022 funding)
InternetNZ	Donations	Confirmed	\$50,000.00	
BayTrust	Philanthropic grants	Confirmed	\$20,000.00	
Spark Funding	Philanthropic grants	Confirmed	\$46,400.00	(2023 funding)

Expenditure description	Expenditure type	Expenditure amount (\$)	Notes
Staff	Salaries and wages	\$89,760.00	
Indigital Licences, Training, Activation	Project and production	\$14,208.00	
Software (Adobe Photoshop, Premier Pro, Animate, Blender, Maya)	Other expenditure	\$2,436.72	
Overheads (Internet, Power, Accountant, Insurance, Printer, Water, Rates, Gas)	Project and production	\$40,700.00	

## Income and Expenditure Totals

<b>Total income amount</b>	<b>Total expenditure amount</b>	<b>Income - expenditure</b>
\$147,400.00	\$147,104.72	\$295.28
This number/amount is calculated.	This number/amount is calculated.	This number/amount is calculated.

### Have you experienced any issues with your intended project budget to date? If so, please explain reasons for any major variances or for providing incomplete information:

The funding received from INZ was not sufficient to run our full programme but we were able to pick up additional funding from other supporters.

## Feedback

You are almost at the end of your final report. Before submitting, please take a few moments to provide some feedback.

**Please indicate how you found the acquittal process:**

Very easy  Easy  Neutral  Difficult  Very Difficult

**How many minutes in total did it take you to complete this form?**

3

Estimate in minutes (i.e. 1 hour = 60 minutes)

**Provide us with any feedback you have from learning about evaluation.**

For example, feedback on the evaluation toolkit, or the impact evaluation planning had on this initiative or your organisation.

**InternetNZ is a membership organisation. Would you be interested in hearing more about becoming a member?**

Yes please  No thanks  I am already a member