

Instructions

Kia ora. The questions below are to help InternetNZ understand the triumphs and challenges you have faced to date in your mahi we have supported.

We want to celebrate your successes and understand the obstacles you have encountered so far. This will help us all to learn what we could do differently next time.

This 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. Should you be unable to meet the deadline, contact us to arrange an alternative date, by emailing funding@internetnz.net.nz. 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 mahi.

Final project report

*** indicates a required field**

For your convenience, you will find some information for this section has prepopulated from previous forms you have completed.

Please amend any details as needed to ensure we have the most accurate information.

Project title *

Haututu Laboratories (Tutu Labs)

Provide a short summary of the work that was completed as part of this project / research. *

DNA spent the last term of 2020 teaching 20 classes of 12 students (240 students each week) a mix of classes including game design, esports and animation - this culminated in an our inaugural, Te Wero esports competition that was attended by 7 schools from Rotorua, Murupara, Galatea and Manganui. Schools included Rotorua Intermediate, Te Rangihakahaka, Murupara Area School, Galatea School, Kaingaroa Forest School, Te Kura Toitu o Te Whaiti-nui-a-Toi and Te Kura Kaupapa Motuhake O Tawhiuau. The games were streamed live on Twitch and professional shoutcasters from Auckland and Christchurch commentated the event. Whānau and Rūnanga trustees began to see the connections between gaming and digital tech pathways. Murupara Area School took out 1st place and Rotorua's Te Rangihakahaka Science and Tech kura took out 2nd.

DNA has spent the first term of 2021 connecting with schools and booking classes. We are currently working with Sunset Primary a decile 1 school teaching 36 of their students each week (3 classes). Key classes include esports and animation. DNA has also delivered our Te Iwi Matihiko programme to all students in the school ages 8-10 (4 classes). Our Sunset Primary students are amazing, they don't come from families of much means and the school and the community do as much as possible to enrich their lives with activities and extracurricular support.

DNA worked with Te Rūnanga o Ngāti Manawa to deliver content creation classes and illustration/graphic design and animation classes and trained Rūnanga staff to run our esports programmes (which we delivered in 2020). DNA taught 6 classes in Murupara each week (72 students per week in total representing 3 schools).

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Form Submitted 13 Jun 2022, 6:56pm NZST

Describe the "who, what, where and when" of your initiative.

Is your mahi for this project complete? *

Yes No

If your initiative is still in progress, pick "no"

Start Date

23/10/2020

Must be a date.

Finish Date

30/06/2021

Must be a date.

When do you anticipate that your project / research will be completed?

30/06/2021

Must be a date.

Leave blank if this is an ongoing initiative or if finish date is unknown.

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

No

What are the outcomes of this project? *

Students have explored technology, in particular animation (most popular), illustration, content creation, esports and digital wellbeing. They have begun to understand the connections between our classes and what they are learning and their future education and career pathways. Importantly, their parents are also beginning to make these connections. We even had a van load of children come from Tauranga driven over each week to attend as there are no opportunities for them in their own town.

They have gained confidence in these new creative digital spaces and are motivated to engage and continue to learn. Parents and teachers are slowly becoming aware of the many opportunities that exist and are beginning to understand their children's love of gaming and how they can funnel that into skilled pathways.

Our digital wellbeing programme is helping our students understand the importance of mana and manaaki when it comes to their online interactions, and helps create a less toxic more welcoming online space.

Students are beginning to better understand how to reflect on their own wellbeing and what to do to enhance each of the four dimensions (as per Sir Mason Durie's Te Whare Tapa Whā model). While our current programme is short (only two workshops) we're looking at how it might be developed into a schools' curriculum.

Describe major achievements or outcomes of the project in terms of benefits for participants and/or others.

Who have you worked with to make this project happen?

Rotorua Intermediate, Te Rangihakahaka, Murupara Area School, Galatea School, Kaingaroa Forest School, Te Kura Toitu o Te Whaiti-nui-a-Toi and Te Kura Kaupapa Motuhake O Tawhiuau, Te Rūnanga o Ngāti Manawa.

For example, staff, volunteers, other organisations or support that has been instrumental in this mahi.

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Describe any changes from the original proposal and the reason the changes were required.

We have completely changed our business model and will look to form a PTE which will allow us to provide accredited programmes for young people wanting NCEA 2-4 in digital and creative tech.

We may use this information to help inform others undertaking similar work.

What did you or your team/organisation learn as a result of doing this project? *

We learned how having a strong and detailed evaluation framework can help us measure and understand the impact we have and want to have in our community. We learned about how Standard of Proof can help achieved this. We also learned to develop frameworks such as an Indicator Table and Theory of Change Model to help extrapolate our evaluation approach.

This is still very early for us, so we are keen on continuing on this journey and strengthening the skills we have in this space to allow us to create a strong foundation on which our programmes can grow.

Describe some areas for improvement and/or reasons for success and/or challenges. How will the things you learnt inform future projects?

How will you share the outcomes and lessons from this mahi? *

Through reports, video, pdfs and images.

What channels/mediums were used?

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

Age groups > Children and youth (age 0-17) > Children (people aged 3-9)

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

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

Ethnic and racial groups > Indigenous peoples > Māori

Gender groups > Females

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

Did you reach the audience you intended? *

Yes we are very clear who we see to support, those who sit on the peripheral of the mainstream education space. Those who feel comfortable working within a Te Ao Māori workspace.

Reflect on who you set out to help, and whether this changed at all through the course of the project.

What has the feedback been to date? *

Absolutely positive.

Consider whether you have permission before quoting any specific piece of feedback.

We'd love to see some visual and/or audio representations of your work. Please share it below.

Upload files:

Filename: 2022_05_09 TALT Letter to DNA.pdf

File size: 223.4 kB

Filename: 2022_05_12 Ltr of Support.pdf

File size: 536.3 kB

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and/or

Provide web link:

Must be a URL

and/or

Provide additional details:

Yearly Report > https://docs.google.com/document/d/1DqP9_AkZCOWfG9nNZIBjDMNrlCe8izVijxgqTpQ4uFE/edit?usp=sharing

Please include captions, if relevant

Can we use your media content in our communications? *

Yes No Please contact us first
 e.g. in our annual report

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.

Income Description	Income type	Confirmed funding?	Income amount (\$)	Notes
Spark Foundation	Donations	Confirmed *	\$14,200.00	
Bay Trust	Philanthropic grants	Confirmed	\$13,000.00	
InternetNZ	Philanthropic grants	Confirmed	\$30,000.00	

Expenditure description	Expenditure type	Expenditure amount (\$)	Notes
Staff	Salaries and wages	\$19,200.00	
Lease, Power, Net, Cleaner, SoftwareEtc	Overheads	\$34,381.25	
Te Iwi Matihiko packs /posters/flyers	Advertising and promotion	\$3,281.30	

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Income and Expenditure Totals

Total income amount	Total expenditure amount	Income - expenditure
\$57,200.00 This number/amount is calculated.	\$56,862.55 This number/amount is calculated.	\$337.45 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:

We have not experienced any issues with our intended budget.

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?

30

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

Please provide us with your suggestions about any improvements and/or additions to this form that we might consider:

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