Digital Inclusion Grant 2020 Grant Round Mid Year Report Application DI000022020 From Ms Nikolasa Biasiny-Tule

Form Submitted 16 Mar 2021, 3:46pm NZDT

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 <u>funding@internetnz.net.nz</u>. 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.

Mid-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)

Amount granted by InternetNZ? *

\$30,000.00 Must be a dollar amount.

Provide a short summary of the work that has been completed so far 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 Minganui. 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.

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DNA is working with Te Rūnanga o Ngāti Manawa to deliver content creation classes and illustration/graphic design and animation classes and we also continue to train Rūnanga staff to run our esports programmes (which we delivered in 2020). DNA teaches 6 classes in Murupara each week (72 students per week in total representing 3 schools). Describe the 'who, what, where, when and why' of your initiative.

When do you anticipate that your mahi will be completed? *

14/12/2021 Must be a date. If you are uncertain, please provide an estimate.

What are the outcomes of this project so far? *

Students are exploring technology and beginning to understand the connections between our classes and future education and career pathways. They are gaining confidence in the digital space and are motivated to engage and continue to learn. The reality is our children and their whānau aren't aware of the multitude of possibilities that exist and we use gaming as a gateway into this world.

Students are beginning to understand the importance of mana and manaaki when it comes to their online interactions, this helps create a less toxic more welcoming online space. Students are also starting 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).

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

What have you learnt so far? *

That we absolutely need a robust framework in which to evaluate our programmes. We've found that our questionnaires are OK for those aged 11+ but our 8-10 year olds have trouble reading so we need a better way to collect data from them.

We are really looking forward to learning more about Standard of Proof and how it might allow us to better collect data, evaluate and report back on the impact we are having. (For research) What findings have you made so far? (For projects) Describe areas for improvement, challenges or reasons for success.

What (if anything) have you changed in your approach and practices? Why was this necessary?

We have yet to change our approach, as we're waiting on more detail around Standard of Proof but are very aware of the need to change and look forward to this new journey. Describe any changes from the original proposal and the reason the change was required. We may use this information to help others doing similar work.

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 mahi.

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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 (\$)	
			Must be a dollar amount.	
Grant	Philanthropic grants	Confirmed *	\$30,000.00	InternetNZ
Grant	Philanthropic grants	Confirmed	\$12,000.00	Bay Trust
Grant	Philanthropic grants	Confirmed	\$14,200.00	Spark
Grant	Earned income	Confirmed	\$13,000.00	Received Feb 2020

Expenditure

Expenditure description	Expenditure type	Expenditure amount (\$)	Notes
9 x Hub licenses (Feb/Mar 2021)	Project and production	\$9,000.00	
10 x Hub licenses (Nov/Dec 2020)	Project and production	\$10,000.00	

Income and expenditure totals

Total income amount

This number/amount is calculat-

Total expenditure amount Income - expenditure

\$69,200.00

ed.

\$19,000.00 This number/amount is calculat- This number/amount is calculated.

\$50,200.00 ed.

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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 project budget.

Feedback

You are almost at the end of our mid-year reporting process. Before submitting your midyear report, 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? 60 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 you think we need to consider: Always love your forms :)

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