

Bridging the gap by connecting resources to support our future leaders.

February – April 2024

*CECH Teacher-Dyer Room 160*

University of Cincinnati Theme:

**Owning Your Journey!**

*“Remember you have within you the strength, the patience and the passion to reach for the stars and change the world.”*

**Owning Your Journey**

ShareIT 2024 is here! Thanks to the contributions of many in Digital Technology Solutions (DTS) and the Office of Equity and Inclusion, we will be offering a series of sessions focused on: **Owning Your Journey.**

Last session we focused on the power within each of us to create the future we envision. This year we take it a step further by immersing ourselves in the vast field of Information Technology and understanding what it will take to achieve your vision.

Each week we will:

* Experience different aspects of IT
* Talk in depth about what it takes to be successful in each field.
* Delve into creating your own pathways to achieve your goals.

**As we share these stories through the lens of technology and you learn about the latest and greatest in various IT fields, we ask each participant to consider the following:**

* Where do you envision yourself in the broad fields of Information Technology?
* What steps are required to be successful in that particular field?
* How will you **Own Your Journey** towards success?

As a final presentation, students will work in teams to create innovative ideas that explore the pathways they have chosen.



**Program Goals**

ShareIT is a UC program driven by strong partnerships between DTS and the Office of Equity, Inclusion & Community Impact. The 12 Week Program covers the full stack of IT Development and includes other areas in IT such as infrastructure, system administration and cyber security.

* All students will receive the equipment required to successfully complete their project.
* Sessions will be held on UC’s Campus and can include participants virtually.
* Mentors will be available at each session.
* Food will be provided after each session with an opportunity to talk with IT professionals about various topics.
* Hughes students who successfully complete their projects will be able to keep the resources provided including a laptop and backpack.

**UC Staff & Administrators**

| First Name | Last Name | University Role / Title | | Email Address |
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**Weekly Agendas**

**Kickoff Event w/ Leadership & Planning for your Future!**

2/1/2024

**Facilitators**: Mark Johnson

Owning your journey starts with a plan. Thinking about the future you want and manifesting it into existence is all within your control. Mark Johnson will lead you through a series of activities and planning guides to help you chart your future.

How will you **Own Your Journey** towards success?

As a final presentation, students will work in teams to create innovative ideas that explore the pathways they have chosen.

**Agile Development – Project Management Intro**

2/8/2024 **Facilitators**: Anisa Longe

A temporary effort using resources- time, people, equipment etc., to create a valued result. A project is a temporary effort with a start and end date.

Agile project management is an iterative approach to delivering a project throughout its life cycle. We will be introducing Task Management as the iterative approach to delivering the ShareIT project.

**User Interface Design**

2/15/2024

**Facilitators**: Jermaine Fields

User interface (UI) design is the process of building interfaces for software or computerized devices. UI design focuses on the look and feel of a digital product, including its appearance, interactivity, usability, and feel.

**Database & Analytics**

2/22/2024

**Facilitators:** Linda Leslie, Carlos Valerio

Databases are often overlooked but provide the foundation for almost anything we touch today from your favorite Xbox game to the selfies stored on your cell phone. This session will provide a high-level overview of database design and development and its importance in the application development stack. Analytics and Data Science are some of the fast-growing fields in IT. Linda and Carlos will provide an overview of what it is and careers you can pursue.

**Application Development & Robotics**

2/29/2024 & 3/7/2024

**Facilitator:** Patrick Burke, Maurice Dennis

Robotics is a great way to get excited about science, technology, engineering, and math. Learning how the skills you learn everyday apply to real world careers in engineering and manufacturing.

**Cybersecurity**

3/14/2024

**Facilitator:** Dion Stonom

Cybersecurity is a part of our everyday lives. From laptops, smart phones and watches to home appliances, gaming systems and other devices, we are impacted by the need for secure and safe communications daily for work, school, and entertainment. This year you will have an opportunity to learn many aspects of cybersecurity. DTS Cybersecurity experts will provide an interactive session that not only reviews what cybersecurity is but also what types of careers you can explore.

**Game Development**

3/21/2024

**Facilitators:** Grant Chapel

Almost 60% of Americans play video games. The gaming industry is 100 billion dollar per year business. The popularity of gaming systems like Wii, Xbox and Play station spans all age groups and is equally enjoyed by men and women. Instead of just playing these games what if you were the designer and builder?

**AR/VR**

4/4/2024

**Facilitator:** Chris Collins

The **Digital Futures AR/VR & Motion Capture Lab** is a premier, state-of-the-art immersive technology research facility with 3,424 sq. ft. of laboratory space, including a large volume 20’ x 30’ virtual reality (VR) play space that can accommodate up to 4 simultaneous individual or multi-player users, a VR-based driving simulator, biometric data capture stations, and a large volume 20’ x 30’ motion capture facility. Students will meet the lab’s expert technical staff to discover how a career in immersive technologies can help solve urgent real-world problems in safe virtual spaces and experience a series of tech demos that showcase the cutting edge of augmented and virtual reality technology.

**Project Work**

4/11/2024 - 4/18/2024

Most of the time will be devoted to small group development and planning that integrates lessons learned in previous weeks. Students will have an opportunity to design new features, brainstorm on ideas for new development and review the process for architecting and share their concepts in a team environment.

Final Week

4/25/2024

**Project Presentations**

Students will have an opportunity to present their work to DTS Staff, Instructors, family, and their classmates.