# 'Inspire, Programme, Develop'

## Digital Economy Summer School 2018

Hosted by Centre for Digital Entertainment, University of Bath and Bournemouth University and the Digital Economy Network.

**1st – 3rd July 2018**
**The Italian Villa, Poole**

#DENSS2018

# 'Inspire, Programme, Develop' 2018

## Key Contacts

Felicia Black: Digital Economy Network Manager
Felicia.black@nottingham.ac.uk
07598 881080

Zoe Leonard: Centre for Digital Entertainment Events Coordinator
Z.Leonard@bournemouth.ac.uk
07753 434728

Becca Knight: Centre for Digital Entertainment Events Coordinator
R.Knight@bath.ac.uk
01225 385931

## The Italian Villa, Poole



The 2018 Digital Economy Summer School **'Inspire, Programme, Develop'** will take place at The Italian Villa which is set within the gardens of Compton Acres in Poole, Dorset, just outside the seaside town of Bournemouth. The summer school will have exclusive use of all 3 floors of this unique events venue as well as the beautiful Italian Garden.

The Italian Villa is located at;
Compton Acres, 164 Canford Cliffs Road,
Poole, Dorset,
BH13 7ES

Tel: 01202 816074
Website: www.the-italian-villa.co.uk
Twitter: @theitalianvilla

There is free parking at the venue, but students who book the accommodation package will be provided with coach transport to and from the venue each day from the hotel in Bournemouth.

## Accommodation

For those who booked the accommodation package at the time of registration, single occupancy en-suite accommodation, including breakfast will be provided at the Ramada Encore Hotel, Bournemouth. The hotel is located close to Bournemouth train station and is a short walk to Bournemouth's stunning beach and pier.

Students who book the accommodation package will be provided with coach transport to and from the Italian Villa, which will be approximately a 15-20 minute journey.

Ramada Encore Hotel
22 Bath Road,
Bournemouth,
Dorset,
BH1 2NS
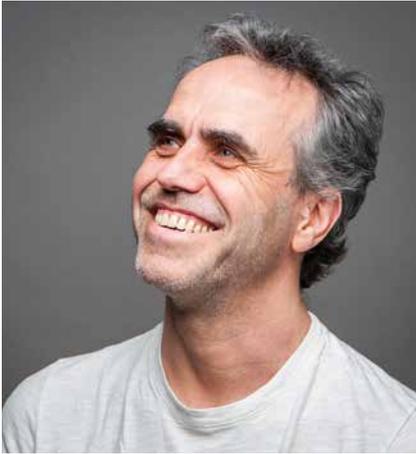
Tel: 01202 291266
https://ramadaencorebournemouth.co.uk

Check in at the hotel on Sunday 1st July will be from 14:00. You are required to check out by 11:00 on the day of departure. If you are not returning to the hotel after the final day of the event, please remember to take your luggage with you to the Italian Villa.



## Travel to Bournemouth

Bournemouth is easy to reach by car, bus or train. There is excellent travel information (including local taxi providers) on Bournemouth's official Tourism webpages but please contact any of the organisers (listed on page 2) if you need support or advice: www.bournemouth.co.uk/visitor-information/travel-information

'Inspire,
Programme,
Develop' 2018

# Welcome

The Centre for Digital Entertainment (CDE) would like to wish you a warm welcome to the 2018 Digital Economy Summer School, specifically for doctoral students of the EPSRC funded Digital Economy Network (DEN).

As one of the CDE's host Universities is based at one of the south coast's most beautiful beachside locations we couldn't resist bringing you to sunny (hopefully) Bournemouth, for a great summer get away and to provide a great seasonal location to *inspire, programme and develop*.

To do this we have prepared a full programme of talks and workshops to *inspire* you, to help you *programme* more effectively and to *develop* your skills with hands on experience and teaching.

The first evening offers you a chance to explore Bournemouth and get to know each other at our casual welcome drinks at a beachfront location.

Day 2 will *inspire* you with a keynote speech from Dr Sue Black and a Q and A with Kish Hirani. This is followed up with half-day workshops to help you *develop* your management and presentation skills to really get the most out of your research.

On our final day we hope you didn't have trouble choosing between the 3 great one-day workshops focused on *programming* and coding; from creating your own virtual world in Unity to helping to model real world data on Kaggle.

We hope you have a wonderful time and look forward to meeting you all in Bournemouth.

## Peter Hall

Centre Director – Centre for Digital Entertainment

'Inspire,
Programme,
Develop' 2018

## Sunday 1st July

For students who booked the accommodation package at the time of registration you can check into the Ramada Encore Hotel from 14:00.  See page 4 for more details.
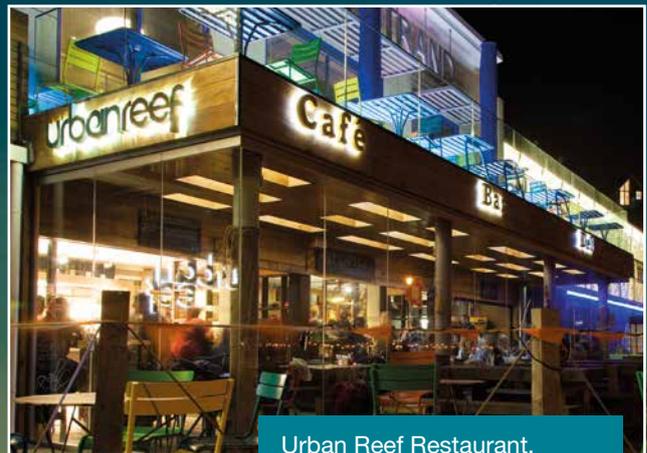
## Welcome drinks reception: Urban Reef

We will be hosting casual welcome drinks at Urban Reef, a seafront Beach bar located right next to the beach on Boscombe Promenade. This wonderful location offers stunning views of Bournemouth bay, a perfect place to meet your fellow summer school classmates and make the most of the our amazing host town.

Once you have checked in you can make your own way to Urban Reef for drinks and nibbles which will be served from **7pm**. See map on page 3. No meal is included for this initial evening but Urban Reef has a food menu which you can order from separately if you wish. Please visit **www.urbanreef.com** for further information on the venue.

If you want to make the most of your first day in Bournemouth you could always head to one of lots of great venues and activities before or after the welcome drinks.

There is plenty to see and do, so why not travel down a little earlier in the day to make the most of your time by the sea.  Explore Bournemouth Gardens, visit Bournemouth Pier or Boscombe Pier, have a game of Mini Golf and of course we have the famous pier to shore zip wire, the first of its kind in the world.  Or you could simply relax on the beach with an ice cream and soak up the wonderful views.

Find out more at: **www.bournemouth.co.uk**

Urban Reef Restaurant,
The Overstrand,
Undercliff Drive,
Boscombe,
BH5 1BN

'Inspire,
Programme,
Develop' 2018

## Monday 2nd July

| | | |
|---|---|---|
| 06:30 to 09:00<br>8:45<br>9:00 to 9:45 | Breakfast available at Ramada Encore Hotel<br>Coaches depart from Ramada Encore Hotel to Italian Villa<br>**Registration:** Foyer Italian Villa | |
| 10:10 to 10:30<br>10:30 to 11:30<br>11:30 to 12:30 | **Welcome Talk** – Professor Ian MacRury, Bournemouth University<br>**Keynote 1** "Did Twitter save Bletchley Park?" – Dr Sue Black<br>**Keynote 2** "VR/AR Blockchain AI open tech Q and A" – Kish Hirani | Ground Floor<br>Ground Floor<br>Ground Floor |
| 12:30 to 13:30 | Lunch | Ground Floor |
| 13:30 to 15:00 | **Parallel Workshops**<br>Comedy Workshop – Presenting with Humour<br>Project managing your PhD<br>Presenting your Research with impact | Basement<br>Ground Floor<br>1st Floor |
| 15:00 to 15:30 | Refreshment break | Ground Floor |
| 15:30 to 17:00 | **Parallel Workshops**<br>Comedy Workshop – Presenting with Humour<br>Project managing your PhD<br>Presenting your Research with impact | Basement<br>Ground Floor<br>1st Floor |
| 17:00 | Coaches from Italian Villa to Ramada Encore Hotel | |
| 18:30<br>19:00 to late<br>23:30 | Coaches from Ramada Encore to Italian Villa<br>Drinks reception, Dinner and after dinner entertainment/cash bar<br>Coaches from Italian Villa to Ramada Encore Hotel | |

## Keynote speakers

### Dr Sue Black OBE

Dr Sue Black is a technology evangelist, digital skills expert, social entrepreneur and consultant. Sue was awarded an OBE for 'services to technology' in 2016. She is an Honorary Professor in the Department of Computer Science, University College London and a Senior Research Associate at Lucy Cavendish College, Cambridge.

Sue founded BCSWomen, the UK's first online network for women in tech and #techmums, a social enterprise which empowers mums and their families through technology.

### Kish Hirani

Kish Hirani is the CTO of Terra Virtua, an entertainment-focussed VR world combining Netflix-style subscriptions for VR games with all assets and transactions secured on the blockchain. He started in the videogames industry in 1996 as a programmer after graduating with a Masters in Computer Science from Edinburgh University, moving to technical leadership roles at notable development studios and publisher houses (Acclaim, BBC, THQ) for the first half in the industry.

He then moved over to platform-holders starting with Microsoft and soon after to Sony as the Head of Developer Services, running the PlayStation developer technology services division.

He has also been the founding Chair of BAME in Games and a Board member of Women in Games, two advocacy groups that exists to encourage more diverse talent working in the games and the wider entertainment industry.

'Inspire,
Programme,
Develop' 2018

## Presenting Your Research With Impact – Hosted by Skillfluence

Excellent presentation skills can be a key to success in your work and career. Learn to articulate your research effectively at meeting and conference presentations. We look at how to present the right content (and amount) of information in an appropriate structure for the audience. Find out how to prepare well, even when short of time, deliver with confidence and manage nerves and of course, participants will have the chance to try out and practice their presentation skills.

## Research Communication, Public Speaking, Improvisation and Comedy Techniques – Hosted by Nikhil Mistry & Dave Christensen, Bright Club Southampton, University of Southampton, and Professor Les Carr, Web Science Institute, University of Southampton

Bright Club is the platform that transforms researchers into stand-up comedians and has been doing this for 10 years across the UK, since originating at University College London. The format is all about having fun and audience participation, and combines research and comedy to educate and entertain.

This half-day workshop will focus on performance technique and confidence when delivering stand-up material. Initially games are used to help the attendees build and find their voice; then an analytical session looks at the mechanics of jokes and famous stand-up performers; a final section explores the attendees' initial ideas and jokes, coupled with a writing session.

There will also be optional opportunities for some stand-up comedy routines to be performed after the Summer School evening meal on Monday 2 July at the Italian Villa.

## Project Managing your PhD – Hosted by Gefion Thuermer, Web Science CDT, University of Southampton

The aim of this session is to enable PhD/EngD students to manage their research project effectively, and help individuals identify the specific tasks that are necessary to successfully complete their doctoral programme. It will answer questions such as "How do I plan my data collection?" and "What do I need to complete and by when?", as well as providing students with the project management tools and techniques they can use to achieve this.

By the end of this workshop, attendees will be able to:

• Map out their PhD project in phases, including important milestones.
• Identify, describe and plan tasks related to their doctoral research project.
• Manage expectations, both external and their own, of the deliverables of a PhD/EngD.
• Use appropriate tools to manage their project and tasks.

## Dinner and Evening arrangements

After a quick change back at the hotel, you will return to the Italian Villa for dinner and drinks, with more opportunity for networking and enjoying the social environment.

'Inspire, Programme, Develop' 2018

## Tuesday 3rd July

| Time | Activity | Location |
|---|---|---|
| 06:30 to 09:00<br>8:45<br>9:00 to 9:45 | Breakfast available at Ramada Encore Hotel<br>Coaches depart from Ramada Encore Hotel to Italian Villa<br>**Registration:** Foyer Italian Villa | |
| 10:00 to 12:30 | **Parallel Workshops**<br>Introduction to creating VR/AR game content with Unity<br>Linking the Physical and the Virtual<br>Kaggle | Basement<br>Ground Floor<br>1st Floor |
| 12:30 to 13:30 | Lunch | Ground Floor |
| 13:30 to 15:00 | **Parallel Workshops**<br>Introduction to creating VR/AR game content with Unity<br>Linking the Physical and the Virtual<br>Kaggle | Basement<br>Ground Floor<br>1st Floor |
| 15:00 to 15:30 | Refreshment break | Ground Floor |
| 15:30 –to16:30 | **Parallel Workshops**<br>Introduction to creating VR/AR game content with Unity<br>Linking the Physical and the Virtual<br>Kaggle | Basement<br>Ground Floor<br>1st Floor |
| 16:30 to 17:00 | Summer school closing session | Ground Floor |
| 17:00 | Coaches from Italian Villa to Bournemouth | |

### Linking the Physical and the Virtual – Hosted by Dr Ian Stephenson of Bournemouth University and the University of Southampton

Using low cost single board computers, it's increasingly easy to collect data about the real world. However, displaying, and making sense of that data remains a challenge. Bournemouth and Southampton universities have been working to link live data from a high energy laser lab into a VR environment creating a novel way of monitoring the lab's status. In this workshop, we'll introduce you to the MQTT protocol used by many industrial sensor applications, and show how it can be used to easily bring the status of real world objects into your own software.

### Kaggle: Tackling real world data science and machine learning challenges within a global online community – Hosted by Marios Michaildis, Competitive Data Scientist, H20.ai

This workshop will introduce and provide an overview of Kaggle – the home of data science and machine learning, and the world's largest online community of data scientists. Attendees of this workshop will have the opportunity to compete in a short, introductory level Kaggle competition, as well as learning the basics of the platform in order to upgrade their data science, analytical and machine learning skills and enhance career prospects.

'Inspire,
Programme,
Develop' 2018

## Introduction to creating VR/AR game content with Unity – Hosted by Tara Collingwoode-Williams, Carlos Gonzalez Diaz, & Robert J. Homewood, Intelligent Games & Games Intelligence (IGGI) CDT, University of York & Goldsmiths, University of London

This full-day workshop is for individuals who want to get started in using Unity to create an immersive/VR experience or content, but are not sure where to begin. It will take attendees through the Unity interface, menu items, using assets, creating scenes, and publishing builds, and finally provide the opportunity to begin the steps of putting a basic game together.



At the end of the day, we will bring everyone back together for an overview of the sessions and prize giving, bringing the summer school to a close.  Coach transfers will be arranged to take you back to the centre of Bournemouth for easy access to the train station.

## Monday 2nd July

| | | |
|---|---|---|
| **8:45** | Coaches depart from Ramada Encore Hotel to Italian Villa | |
| **10:10 to 12:30** | Welcome and Keynote speeches | Ground Floor |
| **12:30 to 13:30** | Lunch | Ground Floor |
| **13:30 to 17:00** | **Parallel Workshops**<br>Comedy Workshop – Presenting with Humour<br>Project managing your PhD<br>Presenting your Research with impact | Basement<br>Ground Floor<br>1st Floor |
| **17:00 to 18:30** | Free time at hotel | |
| **19:00 to late** | Drinks reception, Dinner and after dinner entertainment | |

## Tuesday 3rd July

| | | |
|---|---|---|
| **8:45** | Coaches depart from Ramada Encore Hotel to Italian Villa | |
| **10:00 to 12:30** | **Parallel Workshops**<br>Introduction to creating VR/AR game content with Unity<br>Linking the Physical and the Virtual<br>Kaggle | Basement<br>Ground Floor<br>1st Floor |
| **12:30 to 13:30** | Lunch | Ground Floor |
| **13:30 to 17:00** | **Parallel Workshops**<br>Introduction to creating VR/AR game content with Unity<br>Linking the Physical and the Virtual<br>Kaggle | Basement<br>Ground Floor<br>1st Floor |
| **16:30 to 17:00** | Summer school closing session | Ground Floor |

The organising team reserves the right to apply changes to timings or activities due to unexpected circumstances.

'Inspire,
Programme,
Develop' 2018