Welcome to Professional Practice (Part 1)









House Keeping





Introductions





Ground Rules





Why?

Art and Humanity students face employment difficulties specific to their sector

Not enough entrepreneurship education dedicated to arts and humanities

AHEH WP1 (3.1, 3.1.3, 5.1).







Develop employability, enterprise and entrepreneurial skills for Arts and Humanities students





Goals

Develop **teamwork**, **collaboration and communication skills** to prepare you for the workplace

Provide an opportunity for cross disciplinary work

Learn through doing!

Experiential learning is more suited to the creative disciplines

Creating links between the **Arts and Industry**

AHEH WP1 (3.1, 3.1.3, 5.1).





Overview

Work in cross discipline teams to respond to an industry brief

You will be expected to determine roles, explore ideas, formulate and present your proposals

Potential proposals:

a product,
a community based project or campaign,
a gallery exhibition,
a funding request,
or other areas relevant to your future career pathway





TIMETABLE

DAY 1: Icebreakers, Video Challenges, Ideation.

DAY 2: How to Share your project: Communication, Marketing and Social Media.

DAY 3: How to Plan your project: Creative Canvas Tool for Project Planning.

DAY 4: How to Pay for your project: IP, Funding, Budgeting.

Day 5: Pitching your project.



Megan



YOUR PERCEPTION	THEIR IMPRESSION	NOTES
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- Use KEYWORDS to describe your personality, then collect first impressions from others Consider the ways in which you have CONTROL over the impression you leave on others

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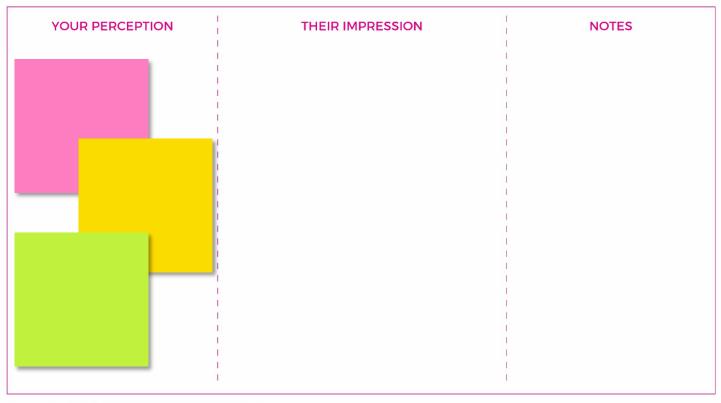






Megan







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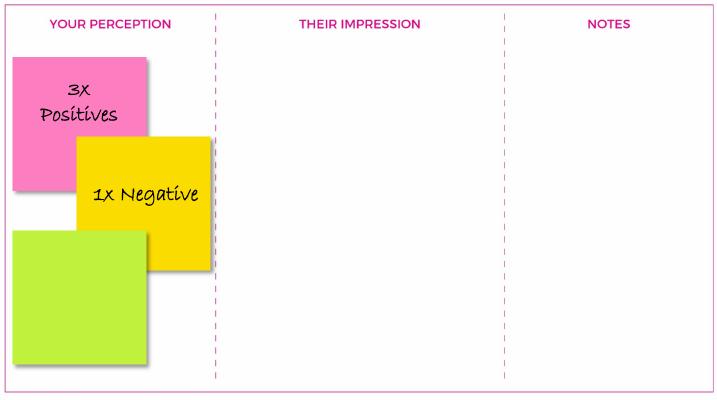






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Get ready to describe your motivations in 30 seconds





Workshop Activity: Speed Portrait 'Dating'

- Fold the piece of A4 paper in half, in half again and in half again
- Take the paper and a felt pen and form two lines either side of the tape on the floor.
 There needs to be one person opposite you.
- Open your paper there are 8 sections. You have 30 secs to draw a portrait of the person next to you and ask them questions about themselves.
- In the box underneath their portrait write 3 positive things about the person you have drawn
- Move to the right and repeat x 4









- · Organised
- · Friendly
- Tenm-worker
- · loves a custord cream

- · Creative
- · Sociable
- · Netwn tw

- · Practical
- · Creative
- · Team-work
 - · Optimishe

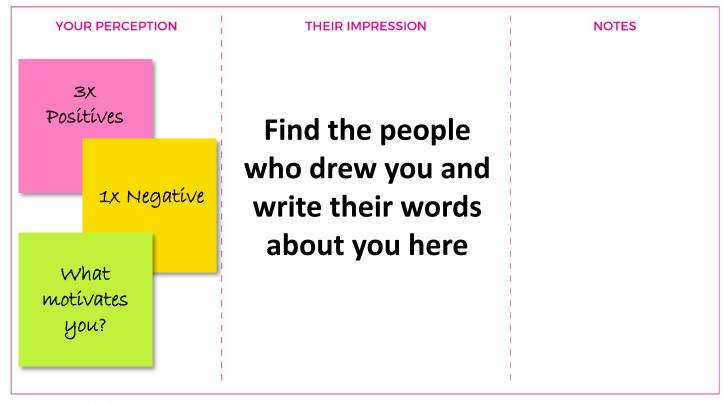
- · Flexible
- · Mustic
- · Prachient
- . Organised

Active	Witty	Influential	Logical
Thoughtful	Erratic	Motivated	Follower
Independent	Practical	Optimistic	Decisive
Sociable	Persuasive	Stubborn	Organised
Promoter	Flexible	Dedicated	Cynical
Consistent	Open-minded	Confident	Energetic
Methodical	Team-worker	Uncertain	Focused
Impulsive	Friendly	Self-starter	Steady
Indecisive	Shy	Persistent	Dependent
Competitive	Reflective	Creative	Instinctive
Pessimistic	Networker	Achiever	Leader
Lazy	Caring	Communicative	Abrasive



NAME







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DATE:	/ /













Appearance

clothes hair smile handshake



Appearance

clothes hair smile handshake



Body language

shoulders walk sitting eye contact

arms



Appearance

clothes hair smile handshake



Body language

shoulders walk sitting eye contact arms



Vocabulary

appropriate confident friendly courteous

Marshmallow Tower

In your allocated teams and using only these materials

You must build a tower with a marshmallow on top

Highest marshmallow wins

You have 20 mins



The Challenges





Picking a Challenge

On your postcard write:

Your name

Your course

Choice 1: Challenge film (number & presenter)

Choice 2: Challenge film (number & presenter)





Lunch Break





Welcome Back





You should now:

- Have chosen your challenge
- Be in your group for the next 4 days
- Decided how you would like to respond to your challenge

By end of today:

Your group name

A general idea for your solution

Your specific role in your group





Meet your team

- 1. Name
- 2. Hobby
- 3. Expectations for the 5 days

Be ready to present each other:)





Over to you





Consider

- 1) Ideas that are improvements on something that already exists
- 2) Ideas that expand or add something new to an existing concept
- 3) The creation of something completely new (i.e. a new context)
- 4) Your particular area of expertise and what it can contribute

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