

Delivering online engagements in the GLAM sector

#### Welcome

Let's start by acknowledging the Traditional Owners of land we are meeting on.



### We've learnt so much

What you might like to consider when you are thinking about putting on a workshop like this-

- 1. the technical aspects,
- 2. design and development of your activity and
- 3. the actual delivery.

#### **EXAMPLE – Fun Palace**

"anyone can be an artist, anyone can do science"

# Planning an online Fun Palace activity for your community.

- What would you want to know to make it a success?
- Is it even Possible?
- Do you really need to buy gear?
- These are the things we want to ask

# **Top Tech Considerations**

In the next 30 minutes we'll cover:

- Top Tech Considerations
- Exercise
- Discussion

# 0. No stable internet, no workshop!

- Slow or unreliable connection result in disconnects, stuttering audio and video
- Your upload speed is most important as it is used to share audio/video.
- Find alternative connection elsewhere



# Let's test your internet speed!

#### Go to speedtest.net

- Press GO
- Enter your results in the Google Form:
  - Ping (ms)
  - Download (Mbps)
  - Upload (Mbps)
  - Location

# 1. Can you hear me? (How about now?)

- Sound should always be your top priority Patchy, echoey or laggy sound is a deal breaker
- Mic
- Room acoustics
  - Feedback
  - Echo
  - Background noise (dogs, children, construction)
- Noise
- Test your audio

### 2. Video

- What do you want to show?
- Camera(s)
- Positioning, distance, focus
- Lighting!

### 3. Control

With all this software and hardware; how do we make things easier for ourselves and how can we make the most of this technology?

- Audio mix
- View control
- OBS

# Our setup



Phil about to take off

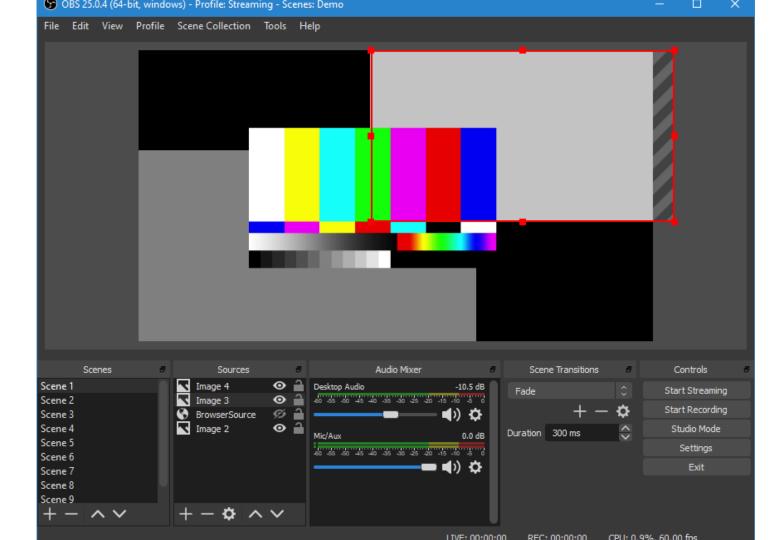
# **Audio mixer**



## **View control**



# **OBS**



# 4. Setting up and knowing your setup

- Experiment and learn the ins and -outs of your software and hardware.
- Minimise the chance of something going wrong during the workshop
- Helps you troubleshoot if something does happen
- Trial it!

The facilitator needs to know the setup and a helping hand is valuable

# 5. Use what you have (at least to start with)!

- Trial your setup before purchasing expensive equipment
- Gauge participant reactions and feedback of your setup.
- Adding audio mixers, view control and more advanced software is great but is it the right thing you?
- Is it a one off or are you running multiple workshops over the next months/year?
- Budget after your needs

#### 6. Software

- Pick software that suits your needs and is manageable
- What are the limitation of the software (is there a free and paid version)?
- If you're teaching software and the participants are required to use it during the workshop, account for cost and system requirements

## 7. What skills and skill sets are available to you

- What skill sets do you have in your team and which ones do you lack?
- Does anyone else in your team or organisation have any helpful skills that you can utilise?
- Consider that not everyone has the same digital literacy and experience.

# **Activity 1: Resource audit/map**

On a big piece of paper make a map of all the resources you would need and/or could access in organisation or local community to run an online Fun Palace activity.

- Resource
- Source: Who has them?
- How to get access?
- Pros and cons of each of these elements

# **Design and Development**

Design and Development Considerations when exploring running an online engagement in your public library



### 1. Audience and Content

How many people can you deal with?

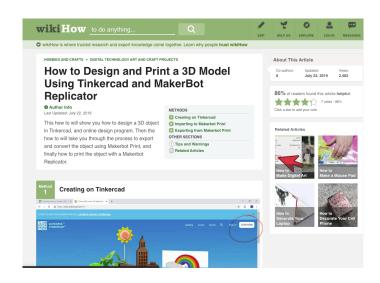
### 1. Audience and Content

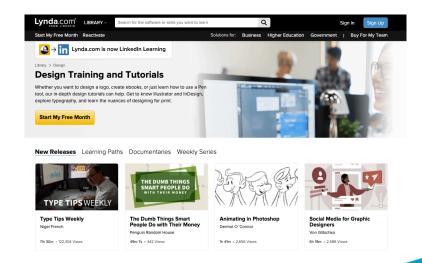
Who are you going to target?

- Kids
- Young adults
- Families
- Retirees
- People with a specific interest

### 1. Audience and Content

#### Why are we even doing this at all?





# 2. What kind of activity

Just cause we can't be together, doesn't mean we can't have fun, and we can't get things done.

#### Think about how you'd normally do it in a face 2 face workshop





Turn brainstorming on butchers paper into a word cloud

# 3. Keep an eye on the time



Time management

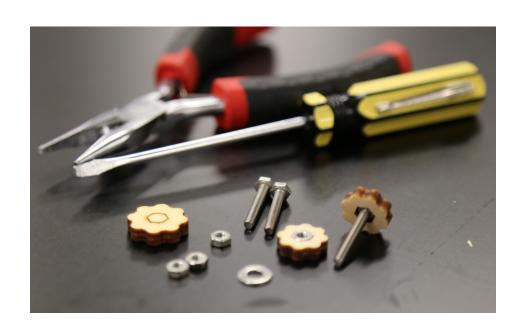
#### 4. Tools and Materials

Think about what you need to get people *doing* stuff.





### 4. Tools and Materials



### 5. Cost



What can your community afford?

### 6. Short-cuts to success

Here's one I prepared earlier and other successful workshops.





Examples from our online adaption of our DIY Action Figures earlier in the year

# **ACTIVITY 2 - Activity Plan**

#### Here's one I prepared earlier

#### Fun Palace Activity Plan

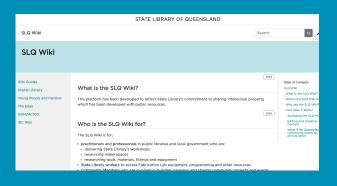
About your activity

What kind of community are you going to run this in? (big regional centre, tiny community etc)

Your answer

#### **Final Consideration**

Ask for help: ask your friends, ask your colleagues and of course ask us - its what we're here for







### **Questions and Feedback**

Did we miss anything?

Do you think there is anything else we could do to make this kind of workshop better?

What's the main thing you'll take away from today?

Is this the kind of workshop you'd like to see more of?

Are there any topics you think would be good?

#### Get in touch

AppliedCreativity@slq.qld.gov.au

wiki.slq.qld.gov.au





