



ONLINE

INNOVATION
MASTERCLASS
PROGRAMME

2025











TUESDAY, 6 MAY

Venue: Microsoft Teams

Time: 11:00 - 11:45





Algorithms and Generative AI on Social Media and the Internet: How Computer Scientists Use Evolutionary Neuropsychology to Control Your Feelings and Actions.

By John N. A. Brown, Lecturer, PhD, Robert Gordon University School of Computing

There are reasons why we all have a hard time putting down our phones. This masterclass will reveal some of the secrets used by social media and technology companies to make their products addictive, It will then provide some simple tricks to help you escape their clutches. The presenter has come to Aberdeen from Silicon Valley, where they solved problems for Google, Facebook, Amazon, YouTube and LinkedIn.



THURSDAY, 8 MAY

Venue: Microsoft Teams

Time: 11:00 - 11:45





Sustainable Super-Materials at NMIS

By Kirsty Pinnell, Composite Engineer - Design Lead

Hear first-hand from former F1 Composites Engineer, Kirsty Pinnell, how the National Manufacturing Institute Scotland (NMIS) is at the forefront of manufacturing innovation. Learn how NMIS is working with both academia and industry to develop next generation manufacturing technologies and, specifically, how the Lightweight Manufacturing Centre uses composites and 'super-materials', which are lighter and stronger than their predecessors, to advance the automotive, space and aerospace industries



WEDNESDAY, 14 MAY

Venue: Microsoft Teams

Time: 11:00 - 11:45



From Classroom to Boardroom: Your Path to Entrepreneurship

By Edward Pollock, Acceleration Manager for the award-winning TechX clean energy startup programme at the Net Zero Technology Centre

Ever wondered how you can start a business? Whether you want to invent a new product, or set up a side hustle, or sell products online - running your own business could be a great career option for you. Edward spends his days working with entrepreneurs by awarding funding and running training workshops to help new businesses grow. In this masterclass, he will share his top tips on how to start your own business from coming up with the idea, to developing your products and services, to practical tips for how you can get started. When Edward was 14, he launched his first startup while in school by launching an annual charity event to raise tens of thousands of pounds for clean water projects - this masterclass aims to help you consider whether you could launch your own venture.

LEARNING OUTCOMES

This programme has been aligned with Literacy, Maths and Science experiences, but mostly with technology Outcomes.

Learning in the technologies enables children and young people to be informed, skilled, thoughtful, adaptable and enterprising citizens, and to:

- · Develop understanding of the role and impact of technologies in changing and influencing societies
- Contribute to building a better world by taking responsible ethical actions to improve their lives, the lives of others and the environment
- Gain the skills and confidence to embrace and use technologies now and in the future, at home, at work and in the wider community
- Become informed consumers and producers who have an appreciation of the merits and impacts of products and services
- Be capable of making reasoned choices relating to the environment, to sustainable development and to ethical, economic and cultural issues
- Broaden their understanding of the role that information and communications technology (ICT) has in Scotland and in the global community
- Broaden their understanding of the applications and concepts behind technological thinking, including the nature of engineering and the links between the technologies and the sciences
- Experience work-related learning, establish firm foundations for lifelong learning and, for some, for specialised study and a diverse range of careers.

The framework develops knowledge, skills, attributes and capabilities around the following aspects of learning in the technologies:

- Awareness of technological developments (Past, Present and Future), including how they work.
- Impact, contribution, and relationship of technologies on business, the economy, politics, and the environment.
- Designing & constructing models/products
- Exploring uses of materials
- Representing ideas, concepts and products through a variety of graphic media
- Application of Engineering Within each of the key concepts/significant aspects of learning learners will develop and demonstrates
- Knowledge and understanding of the key concepts in the technologies
- · Curiosity, exploration and problem solving skills
- Planning and organisational skills in a range of contexts
- Creativity and innovation
- Skills in using tools, equipment, software, graphic media and materials
- Skills in collaborating, leading and interacting with others
- Critical thinking through exploration and discovery within a range of learning contexts
- · Discussion and debate
- Searching and retrieving information to inform thinking within diverse learning contexts
- Making connections between specialist skills developed within learning and skills for work
- Evaluating products, systems and services
- Presentation and communication skills.
- Awareness of sustainability

CANCELLATION PLAN

In the event of the masterclasses being cancelled or a delayed start TechFest will contact you on the contact details you provided. Please keep an eye on TechFest's social media for the most up to date information. Please note all masterclasses are subject to change.

WHAT YOU WILL NEED

TECHFEST

To ensure you are fully prepared for each masterclass please bring along:

- pens
- pencils
- paper

TECHFEST TEAM



Wendy Findlay



Gabija Blazyte



Martha Gavan



Jenny Taylor



Sarah Chew



Julia Chew



Yashka Smith



Eve Nebbiolo



Kirsty Cranna



Yvonne McLellan

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