

## Dell Podcast Series

### Esports with Shaun Byrne – St. Clair College

Dell's Education Strategist for Canada, Katina Papulkas, interviews Shaun Byrne, Director of Esports at St. Clair College, who shares how esports has transformed St. Clair's campus. From recruitment and retention strategies, to global competencies and workplace readiness, esports is disrupting many of our traditional views around sports, equity, learning and careers. Learn more about the esports transformation and how your school or campus can be part of the excitement!



### Girls Who Game with Annie Slater and Sue Iwanow – Toronto District School Board

Katina Papulkas, Education Strategist for Dell Canada, interviews Toronto DSB Principal Annie Slater and classroom teacher, Sue Iwanow at Woburn Jr. P.S. They are the leaders and coaches of the pilot program, *Girls Who Game*, - a joint Dell and Microsoft initiative that promotes girls in STEM and improves global competencies such as communication, collaboration, critical thinking and creativity. Listen and learn how this program has impacted their school culture and provided opportunities for those who may not always be included. Game On!

**Bonus video:** See how student voices are highlighted and [listen to why these students love \*Girls Who Game!\*](#)



### Learning Spaces with Roxanne Hutte – CSC MonAvenir

Education Strategist for Dell Canada, Katina Papulkas, interviews Roxanne Hutte, Deputy Director of Learning in the Digital Age, PREAV (person in charge of the virtual learning environment) who has led various technopedagogical projects such as the digital and physical school transformations at CSC MonAvenir and in 32 other schools and counting (goal of 62 schools by 2021). According to the Ministry of Education's monograph, [The Third Teacher](#), "The layout of the learning environment promotes relationships, communication, collaboration, and exploration through play. Roxanne shares how this new learning space initiative has transformed CSC MonAvenir through Design Thinking protocols and research. The learning spaces re-design and materials have been thoughtfully added to the environment to promote creativity, thinking and problem-solving skills, questions, experimentation and open-ended play." Learn about how your school district or post-secondary institution might apply the same research to learning spaces to promote global competencies and a new approach to student achievement.



### Coming soon...

- Personalized Learning
- Privacy and Security
- Immersive Learning