

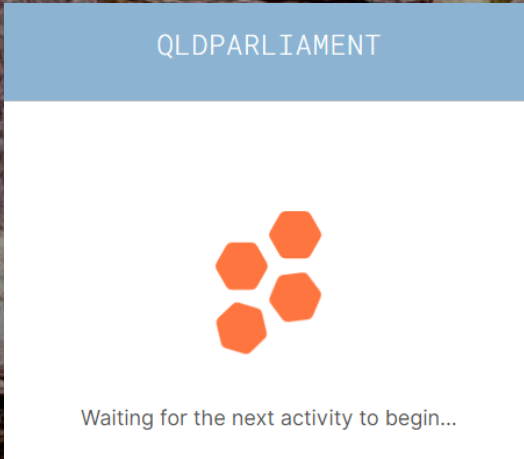


Managing Innovation

Peaks and Pitfalls
of a Digital
Adventure



What innovations can you imagine for parliamentary education?



Scan the QR code on your smartphone or laptop
You will see this screen until the presenter starts the session

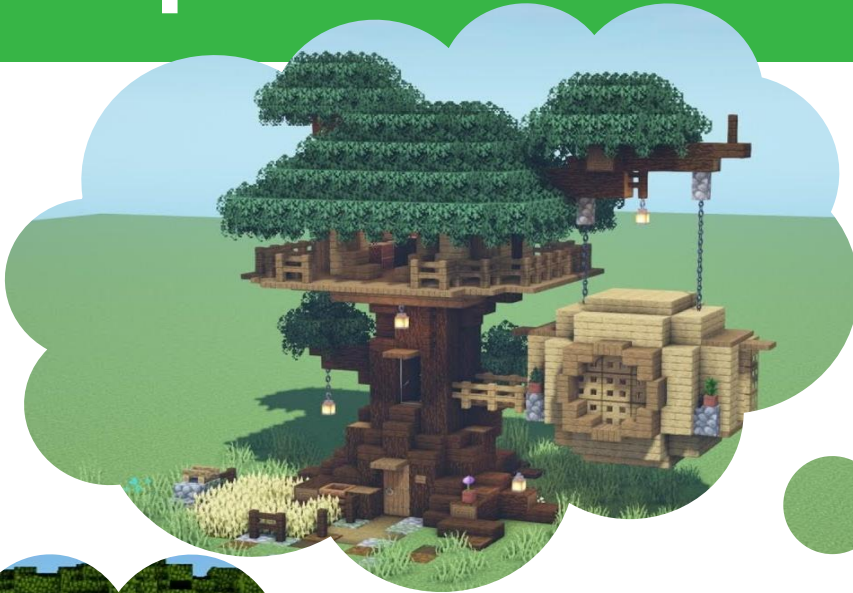
Enter your response when asked and tap **Submit Answer**
You can enter unlimited responses

Session Outline



- Brainstorm: Innovations
- Digital innovation story
- Next steps...
- Group discussion
- Sharing

Once Upon a Time...



Once Upon a Time...



Once Upon a Time...



Once Upon a Time...

NOT APPROVED

Curt Pitt

Hon Curtis Pitt MP
Speaker of the Legislative Assembly

30/03/2022

Speaker's comments

GREAT INITIATIVE!

IN-CONFIDENCE

Last updated: 24/03/2022 10:17 AM

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**Learn
ABOUT PARLIAMENT**

Project Title: Queensland Parliament in Minecraft Educati

Background:

The Queensland Parliament provides parliamentary educ designed to promote an increased knowledge and under students include a tour of Parliament House and a visit to see Parliament in action.

The Parliament also conducts half-day youth parliam Queensland areas throughout the year. Youth parliam participating school students taking on the roles of M experience democracy in action.

Project Objective:

To create a representation of the Queensland Parli Edition.

The Minecraft world will eventually include a full s including the colonnade and port cohere. The inf Legislative Assembly (including a seating plan) an

Target Audience:

The Minecraft model will support Queensland s HASS, Civics and Citizenship and Legal Studies. assist in their planning and instruction.

Key Educational Benefit:

For teachers and students in many regional a are not viable. A Minecraft world which all Parliamentary precinct would facilitate a gr functions, proceedings and history of Quee teachers and students as they prepare for

Parliament's Minecraft world could also b boards: Teachers could use boards to add add text at key points to demonstrate th and features of the chambers.

Distribution:

The Queensland Parliament Minecraft Queensland Parliament website > Edu be promoted via Parliament's social r

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**Learn
ABOUT PARLIAMENT**

Initial Strategy:

The build will begin in a flat world with the construction of the Chamber of the Legislative Assembly, to a scale of 1 brick to each 50cm.

The Legislative Council Chamber façades of the George Street and Alice Street wings can be added as part of subsequent project stages. After consultation with the foundation group at Brisbane South State Secondary College, the scale may be adjusted and a sequence determined for future additions.

Participating Students will be invited to visit the Parliamentary precinct to observe the building first hand, at which time they may take photographs and measurements and make sketches.

Moving Forward:

Considering the scope of this project and the number of hours required by similar builds, it is anticipated that this project will be an ongoing concern for some time. Different classes, cohorts or schools could be involved at each stage.

Useful Resources:

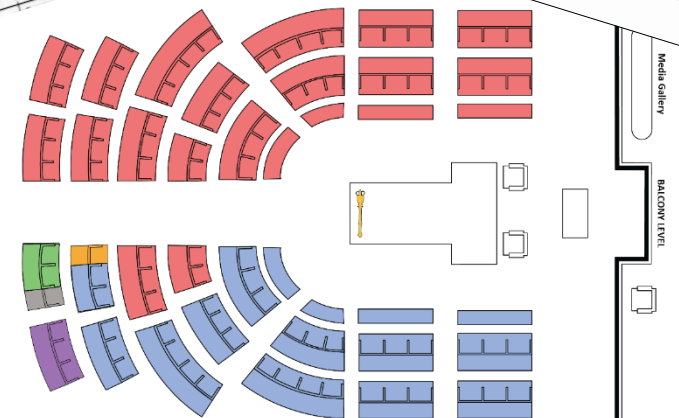
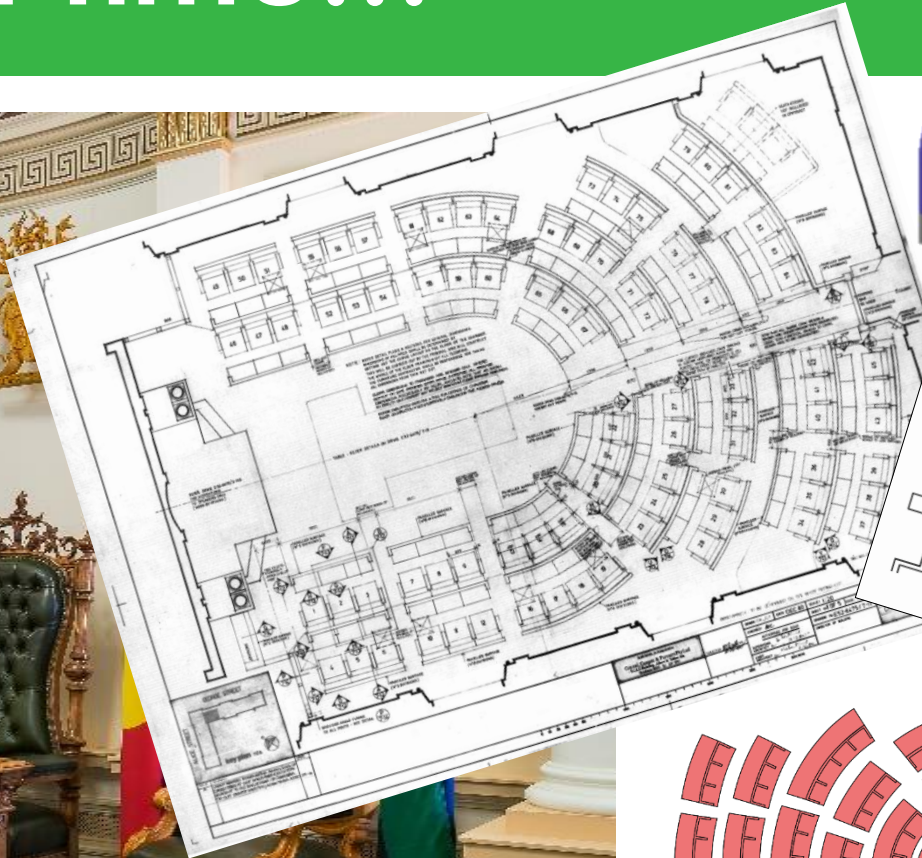
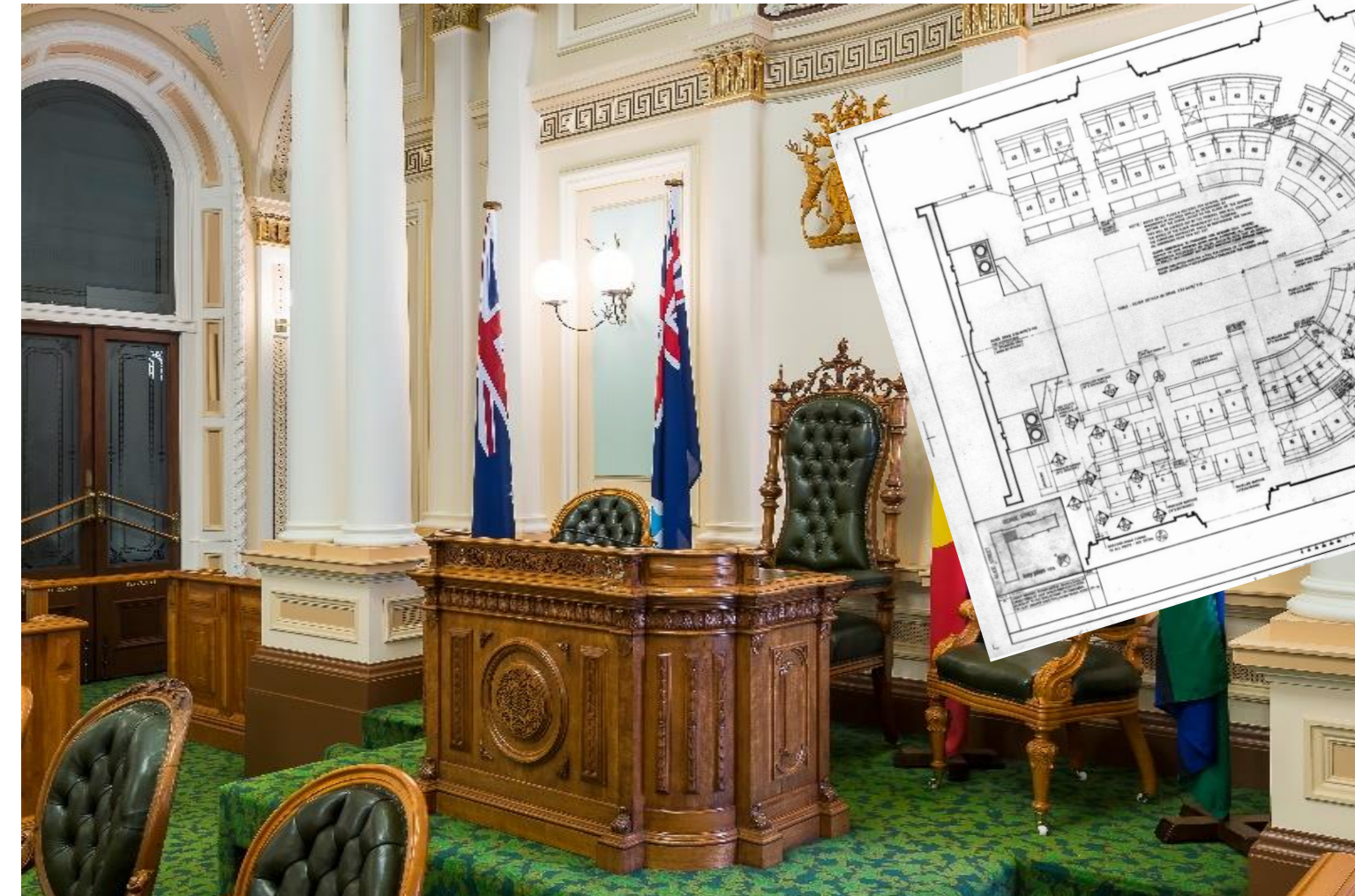
International Parliaments in Minecraft: <https://www.planetminecraft.com/projects/tag/parliament/>

Australian Federal Parliament in Minecraft: <https://the-riotact.com/gamers-build-life-size-model-of-parliament-house-in-virtual-world-of-minecraft/461635>

Government House Northern Territory: <https://govhouse.nt.gov.au/minecraft>

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Once Upon a Time...



Once Upon a Time...



Once Upon a Time...





Once Upon a Time...





CERTIFICATE OF PARTICIPATION

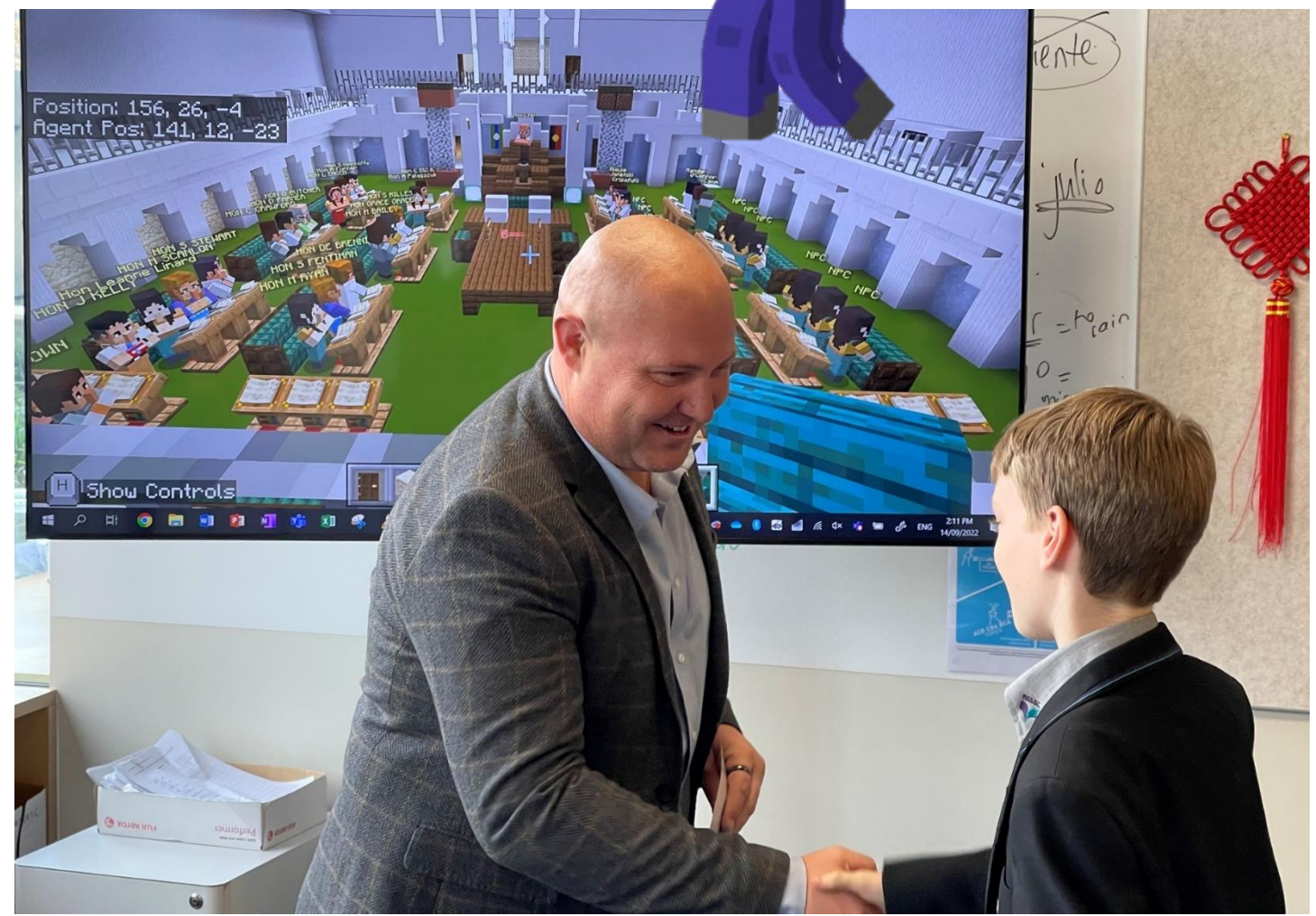



Presented to
B  **S**

for your contribution to the
Queensland Parliament in Minecraft EE Project

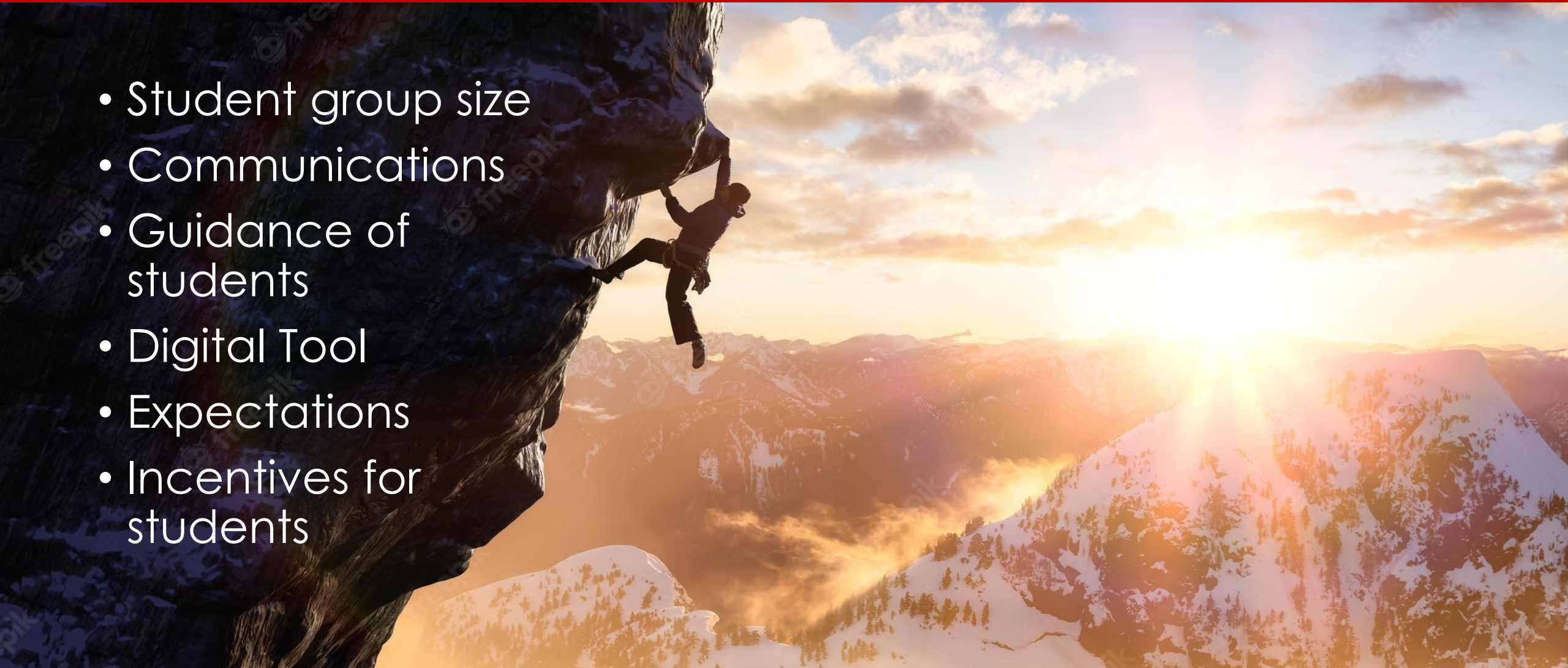
September 14, 2022
With sincere thanks

Hon. Curtis Pitt MP
Speaker of the Legislative Assembly



Pitfalls

- Student group size
- Communications
- Guidance of students
- Digital Tool
- Expectations
- Incentives for students



Pitstop – Next steps...

What's around the corner...



Pitstop – Table Discussion

1. What innovations have you introduced or witnessed in your role?
2. What worked well?
3. What didn't?
4. What advice would you share for successful innovations?



Destination: Peak



Each table shares
their

top 3 tips

for successful
innovation

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*Thank you for your
participation*