

Bridging the gap by connecting resources to support our future leaders.

January 16th – April 17th 2025

(We meet weekly on Thursdays)

*CECH Teacher-Dyer Room 160 (and various other rooms on campus)*

University of Cincinnati Theme:

**Owning Your Journey!**

*“Remember you have within you the strength, the patience and the passion to reach for the stars and change the world.”*

**Owning Your Journey**

ShareIT Spring 2025 is here! Thanks to the contributions of many in Digital Technology Solutions (DTS), Office of Equity and Inclusion, and CECH we will be offering a series of sessions focused on: **Owning Your Journey.**

Last session we focused on the power within each of us to create the future we envision. This year we take it a step further by immersing ourselves in the vast field of Information Technology and understanding what it will take to achieve your vision.

Each week we will:

* Experience different aspects of IT.
* Talk in depth about what it takes to be successful in each field.
* Delve into creating your own pathways to achieve your goals.

**As we share these stories through the lens of technology and you learn about the latest and greatest in various IT fields, we ask each participant to consider the following:**

* Where do you envision yourself in the broad field of Information Technology?
* What steps are required to be successful in that particular field?
* How will you **Own Your Journey** towards success?

As a final presentation, students will work in teams to create innovative ideas that explore the pathways they have chosen.



**Program Goals**

ShareIT is a UC program driven by strong partnerships between DTS and the Office of Equity, Inclusion & Community Impact. The 12+ Week Program covers the full stack of IT Development and includes other areas in IT such as infrastructure, system administration and cyber security as possible career opportunities.

* All students will receive the equipment required to successfully complete their project.
* Sessions will be held on UC’s Campus and can include participants virtually.
* Mentors will be available at each session.
* Food will be provided after each session with an opportunity to talk with IT professionals about various topics.
* Develop project management skills, create life goals for future success, demonstrate leadership and Team skills, gain an understanding of career possibilities broad the IT fields applied to all careers
* A better understanding of technologies introduced in each session

**Program Expectations & logistics**

ShareIT is a UC program driven by strong partnerships between DTS, Office of Equity, Inclusion & Community Impact, and industry mentors. We want students to be fully immersed in this experience. This program is designed, through a series of hands-on experiences, to introduce students to a wide variety of careers across the IT spectrum.

1. **Attendance:** Attendance is critical to ensuring a worthwhile experience. Sessions will be held on the following Mondays & Thursdays from 3:30– 6:30. Dinner will be provided at 5:30. Sessions are held on UC’s campus. Rooms will vary. **If the student misses more than 2 sessions, they will be removed from the program and will lose access to any equipment used in the program. Meeting dates are: 1/23, 1/30, 2/6, 2/13, 2/20, 2/27, 3/6, 3/13, 3/20 (3/27 Off for Spring Break) 4/3, 4/10, and final presentations on 4/17. *A total of 13 sessions.***
2. **Once students are in teams, the group will be required to meet a minimum of 1 hour a week outside of formal meeting times.** Students will use this time to plan & develop their projects. Teams will be responsible for logging their hours, which will count towards their Work-Based Learning hours. Beginning as early as grade 9, students should accumulate 250 hours of work-based learning aligned to their programs of study or their student success or graduation plans. Students may accumulate hours across multiple types of work-based learning experiences. This program will count towards those hours.
3. **Academic Standing:** You must maintain a good academic standing as defined by your instructor. **Students must have & maintain a “C” average in all core & career tech classes with no disciplinary actions.** A Hughes Teacher mentor will review grades on a regular basis and make recommendations for continued participation.
   * **Teacher Mentor Hughes –** Mr. Molloy
   * Teacher Mentor Clark – Susan Grasso
   * **Student Interns –** Baily Gross-Brown & Juel Robinson (1st Bell – Rm 3100)

1. **Participation in Evaluation:** You will participate in all necessary data collection activities necessary for the evaluation of the program’s impact, including but not limited to surveys, classroom observations, interviews, and evaluation form.
2. **Students who successfully complete their projects, meet attendance requirements, actively participate in every session and complete all required surveys will be able to keep the resources provided, including a laptop and backpack.**

**UC Staff & Administrators**

| First Name | Last Name | University Role / Title | | Email Address |
| --- | --- | --- | --- | --- |
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**Weekly Agendas**

**Kickoff Event w/ Leadership &**

**Planning for your Future & Finances!**

1/23/2025

CECH Rm 160

**Facilitators**: Mark Johnson

Owning your journey starts with a plan. Thinking about the future you want and manifesting it into existence is all within your control. Mark Johnson will lead you through a series of activities and planning guides to help you chart your future. Students will also *learn* about relevant *financial* skills like managing salary, buying a car and avoiding debt.

Now you have a goal! How do we start making financial decisions to achieve our goals? In tonight’s session students will learn about setting up a savings account, utilizing credit, understanding assets, & liabilities. Students will learn the importance of planning for their financial future.

How will you **Own Your Journey** towards success?

As a final presentation, students will work in teams to create innovative ideas that explore the pathways they have chosen and help solve a problem in their community.

**Agile Development – Project Management Intro &**

**Introduction to the Early College IT Program**

1/30/2025

CECH Rm 160  
**Facilitator**: Anisa Longe

A project is like a special job you do for a set period of time. It has a clear start and finish, and you use resources like time, people, and tools to complete it. Examples of projects include planning a birthday party, building a website, or creating a big art project.

Agile project management is a way to work on a project step by step. Instead of finishing everything at once, you regularly check your progress, make improvements, and get closer to your goal little by little. For the ShareIT project, we’ll use a method called "Task Management," which helps us break the project into smaller tasks and make sure everything is done just right.

Students will also have the chance to learn about the Early College IT program, offered by the University of Cincinnati. This program lets students complete their first year of college while still in high school, perfect for anyone interested in pursuing a career in IT.

**Database & Analytics**

2/6/2025

CECH Rm 160

**Facilitators:** Linda Leslie, Carlos Valerio

Did you know that **databases** are like secret helpers that keep everything running smoothly in your favorite apps and games? They store and organize all kinds of information, from the characters in your Xbox games to the selfies on your phone. Without databases, a lot of the cool stuff we use every day wouldn’t work!

In this session, we’ll talk about how databases are designed and built and why they’re so important for creating awesome apps. We’ll also learn about exciting careers in fields like **Analytics** and **Data Science**—two of the fastest-growing areas in technology.

Imagine you’re a detective, but instead of solving mysteries about missing jewels, you’re solving mysteries about data!

* **Analytics** is like looking for clues in data to find patterns or trends. For example, a store might use analytics to figure out what toys kids like the most so they can stock up on those.
* **Data Science** goes a step further. It uses math, coding, and special tools to not only find patterns but also predict the future. For example, it can help predict what games kids might love next year!

So, Analytics and Data Science are about understanding and using information to make smart decisions.

Linda and Carlos will show you what these fields are all about and how you can work with data to create, solve problems, and even help invent the future!

**Student Presentations: Using IT to Solve Real-World Problems**

2/13/2025

CECH Rm 160

**Facilitator**: Melissa Sherman

In this project, your group will brainstorm and create an innovative idea that uses technology to solve a problem in your school or community. The goal is to think creatively about how IT can improve something, make life easier, or fix a challenge that people face every day.

**What You’ll Do:**

1. **Identify a Problem**: Start by talking about issues or challenges in your school or community that could be improved with technology. This could be anything from improving communication, helping students organize their work, making the environment more sustainable, or finding ways to connect people better.
2. **Create Your Solution**: Once you’ve picked a problem, your team will come up with an idea for an IT solution. Consider how different types of IT tools can help solve the problem. Here are some ideas to get you started:
   1. **Apps and Software**: Maybe your problem can be solved with a new app or software.
   2. **Websites**: If there’s a need for information sharing, a website might be a great way to solve it.
   3. **Data and Analytics**: You can use IT to collect and analyze data to make decisions or improve processes.
   4. **Automation and Robotics**: If the problem involves repetitive tasks, you might want to investigate automating the process.
   5. **Virtual or Augmented Reality (VR/AR)**: For more advanced ideas, consider how VR or AR could help with learning or school activities.
   6. **Social Media and Communication Tools**: Maybe the problem is related to poor communication or lack of engagement.

\*\*\***While working on your solution, think about how technology can simplify, streamline, or improve the way people currently do things. How can IT make the process faster, more efficient, or more enjoyable? Don’t forget that technology isn’t just about computers – it’s about how tools, software, and devices can work together to solve problems and create opportunities.**

1. **Explain Your Idea**: Prepare a presentation to explain your solution clearly. Think about the following:
   1. What problem are you solving?
   2. How does your idea work?
   3. Who will benefit from it, and how?
   4. Why is your solution better than what we’re currently doing?
   5. What resources (time, people, tools) would be needed to make it happen?
2. **Present to Your Class**: You will present your idea to the class, explaining how it can help the school or community. Be sure to show how IT plays a key role in your solution.

**What We’re Looking For:**

* Creativity and originality: Does your idea bring something new or better to the table?
* Practicality: Can your idea actually work with the resources available?
* Clear explanation: Are you able to explain how the idea works and how it will help others?

This is your chance to think like a problem-solver and use technology to make a real impact. Work together, get creative, and think big! You might even come up with an idea that could be used in your school or community for real.

Good luck, and we can’t wait to see your amazing ideas!

**Game Development**

2/20/2025

E-Sports Lab – 1819 Innovation Hub

**Facilitators:** Grant Chapel

Almost 60% of Americans play video games. The gaming industry is a $100 billion dollar per year business. The popularity of gaming systems like Wii, Xbox and Play station spans all age groups and is equally enjoyed by men and women. Instead of just playing these games what if you were the designer and builder?

A game designeror developer is a creative and technical expert who brings video games to life. They imagine exciting worlds, create fun characters, and design challenges or puzzles for players to solve. Game designers focus on the story, rules, and how the game feels, making sure it's fun and engaging. Developers, on the other hand, write the code that makes everything work, from the way characters move to how players interact with the game. Together, they combine creativity and technology to turn ideas into playable games that entertain and inspire people all over the world. Whether it’s an epic adventure, a sports simulation, or a puzzle game, they make sure players have an amazing experience!

Tonight’s session will allow students to experience a game designed by Grant Chapel and learn about the code that makes the game work.

**Robotics/Machine Learning/AI**

2/27/2025 & 3/6/2025

CECH Rm 160

**Facilitator:** Patrick Burke, Maurice Dennis

Robotics is a fantastic way to get excited about science, technology, engineering, and math. Learning how the skills you learn everyday apply to real world careers in engineering and manufacturing.

**Robotics, AI, and Machine Learning** all work together to make super-smart machines that can help us in amazing ways!

* **Robotics** is about building cool robots that can move, sense the world, and do tasks, like delivering packages, exploring space, or cleaning your room (don’t you wish!)
* **AI (Artificial Intelligence)** is like giving robots a brain so they can think, make decisions, and solve problems, like figuring out the fastest way to deliver your pizza!
* **Machine Learning** is how these robots and computers get even smarter by learning from information. It’s like teaching a robot by showing it examples until it understands how to do something on its own, like recognizing your face or predicting the weather.

When robotics, AI, and machine learning work together, they can create incredible things. Imagine a robot dog that can walk, bark, and fetch a ball. The robot is built with sensors to see and move, so it’s like a real pet! Self-driving cars are in the near future. Have you talked to Alexa, Siri, or Google Assistant lately? That’s AI! What about robots that can help doctors save lives!

In tonight’s session students will assemble their own robot, learning how it works as you build. You can even add your own creative touches, like decorations, new programs, lights and sounds. Time to be creative!

**Step Into the World of AR/VR and Motion Capture!**

3/13/2025

UC Digital Futures Building

**Facilitator:** Chris Collins

Imagine exploring places that don’t exist yet, driving in a super-realistic simulator, or creating a virtual world where anything is possible! That’s what happens at the **Digital Futures AR/VR & Motion Capture Lab**, a high-tech space where students will learn about and experience the coolest new technologies in tonight’s session. Students will, get to:

* **Explore Virtual Reality (VR):** Step into a 20’ x 30’ VR play space where you can experience what it’s like to interact in a completely digital world—whether it’s solving a puzzle, playing a game, or driving in a realistic VR-based driving simulator!
* **Learn About Motion Capture:** Discover how motion capture technology tracks movements (like in video games or movies) to bring characters or robots to life.
* **See How It Solves Real Problems:** Find out how experts use immersive technologies to help solve big challenges, like training doctors in a safe virtual environment or creating new ways to explore space.
* You’ll also meet the lab’s tech-savvy experts and watch some amazing demos that show how **Augmented Reality (AR)** and **Virtual Reality (VR)** are changing the future. This session is perfect for anyone curious about how technology can make learning, creating, and problem-solving more exciting than ever!

AR brings fun to your real world. VR takes you into a completely new world. Both are exciting and give you the power to experience things in ways that were never possible before!

**What is Cybersecurity?**

3/20/2025

University Hall

**Facilitator:** Dion Stonom

Cybersecurity is all about keeping our devices and information safe from hackers and bad guys online. It’s super important because we use technology every day! Think about your laptop, smartphone, gaming system, or even smart home devices like Alexa or your smart fridge. They all need to stay protected so we can use them safely for school, work, and fun. For example, when you use the internet to research for school projects, cybersecurity tools block dangerous websites that could try to trick you into giving personal information. There are some cybersecurity tools that can help stop cyberbullying by monitoring harmful messages and protecting students online.

In tonight’s session students will get a chance to learn all about cybersecurity! The experts at DTS will show you what cybersecurity is and how it works. You’ll also learn about cool jobs, like being a person who stops hackers, protects websites, or even helps keep video games safe for players. Get ready to explore a world where technology and safety come together!

**User Interface Design**

4/3/2025

CECH Rm 160

**Facilitators**: Jermaine Fields

Tonight’s session is about understanding User interface design and CSS, which stands for Cascading Style Sheets, a coding language used to define the visual appearance and layout of a website. CSS directly impacts the user interface (UI) and therefore plays a key role in the overall user experience (UX) by controlling how elements look and interact on a page, making it a crucial component in UX design

Learning CSS, the language that makes websites look cool, can feel tricky at first. But don’t worry! There’s a super fun game called **Flexbox Froggy** that makes it easy and exciting to learn.

In **Flexbox Froggy**, you’ll help a cute little frog find its way to the right lily pad in a pond. You do this by using something called **Flexbox**, which is like a set of tools in CSS for arranging things on a webpage.

The game starts with simple challenges to teach you the basics, and as you play, the puzzles get trickier. You’ll need to think smart and learn new ways to use Flexbox to solve challenges. By the end, you’ll feel confident about using Flexbox to design and style your own web pages!

It’s like solving puzzles and learning magic tricks for websites at the same time! Once you master the different levels, you can compete and complete the Bonus Assignment.

**Presentation Practice & Feedback**

4/10/2025

CECH Rm 160

**Facilitators**: DTS Team Members

Get ready to sharpen your presentation skills in this fun and interactive session designed to help ShareIT participants prepare for their final presentations!

**What to Expect:**

1. **Practice Makes Perfect:**
   1. Each team will have the chance to divide up the roles and deliver their presentation pitch. Remember every team member has to participate!
2. **Build Confidence:**
   1. Learn tips and tricks to speak clearly, stay calm, and grab your audience’s attention.
3. **Friendly Feedback:**
   1. After each presentation, receive supportive feedback from peers and instructors. They’ll point out what you’re doing well and share ideas to make your presentation even better.
4. **Fun and Interactive Activities:**
   1. Participate in quick exercises to improve your body language, voice projection, and eye contact.

By the end of the session, you’ll feel more confident and ready to wow your “shark tank” audience with your presentation skills. May the best team win!

**Project Presentations -** Final Week

4/17/2025

University of Cincinnati 1819 Innovation Hub (Shuttle)

**Facilitators**: DTS Mentors

Students & Families will begin the evening with a tour of the cutting-edge makerspace housed within the 1819 Innovation Hub at the University of Cincinnati (UC). The tour will immerse students in a hands-on exploration of this 12,000-square-foot creative facility, showcasing the diverse range of tools and fabrication equipment available—from basic hand tools to advanced machinery.

The students will be invited to pitch their IT ideas (slide decks) to DTS Staff, Instructors, Industry Mentors, family, and their classmates, otherwise known as the “sharks”. Students should be prepared to answer questions from the audience and defend their ideas. Students should/can:

* Keep their presentations lively
* Use Props
* Explain the “Why”
* Make it interesting
* Make sure ***everyone*** has a role and is prepared for their role
* Not read from the screen – come in prepared and know your presentation
* Make sure your presentation includes everything from the outline provided in the presentation overview