

Thanks for being a part of 23 Things!

[23 Things](#) is an online program designed to help you develop the digital capabilities you need for successful study, work and life. The program is activity-based, and we want you have fun learning new things while trying out different tools and technology. You can join anytime, and do as much as you like, whenever you like.

The 23 Things program is [Curtin Extra](#) recognised, which means that completing a minimum number of requirements will entitle you to a Curtin Extra Certificate when you graduate. See below for details about the minimum participation requirements.



[Register to our Certitude blog website and subscribe to our email list](#) to get started!

About 23 Things

We built the program to be flexible to fit around busy student schedules, so there are a range of different ways to participate. These include completing online modules, attending workshops, doing creative challenges, and tracking your progress [on our blog](#).

Online modules

There are [23 topics](#) to choose from, all available for you to go through at any time. You don't need to wait until it comes up on the schedule. Created by students, for students, the modules involve videos, interactive activities, and free, open software programs that you can try out.

Workshops

[Workshops](#) are offered both face-to-face and online, and are created and delivered by our student facilitators. Each workshop is very hands-on, so expect to be doing activities and digital making. The workshops happen throughout the semester or study period, so while they may cover similar topics as the online modules, they are not always aligned to the schedule of online modules.

Creative challenges

[The creative challenges](#) are where you put your new skills into practice. Each week we'll challenge you to create something using a new tool or technology. Making things is the best way to learn! You can share your digital creation on the [Curtin Makers Facebook Group](#).

Exchange, share, communicate

It's more fun to learn with other people, and we want you to engage with fellow students. Demonstrate your participation by sharing your reflections on the modules, workshops and creative challenges you complete as part of Curtin Extra, on the [Certitude blog](#).

Earn a Curtin Extra Certificate

If you would like to earn a [Curtin Extra Certificate](#) and receive official acknowledgement of your participation in 23 Things on your academic transcript, you are expected to spend at least 20 hours participating in a minimum number of modules, workshops and activities. Over the course of the program, this involves :

- ☐ [Registering to our Certitude blog website and subscribing to the 23 Things weekly update](#)
- ☐ Completing the [Getting started](#) module, including the 'develop your digital profile' activity
- ☐ Completing at least 7 [online modules](#) and/or [workshops](#) (including accompanying reflections).
- ☐ Completing at least 3 [Creative Challenges](#) (including accompanying reflections).
- ☐ At the end of the program repeat the 'develop your digital profile activity'
- ☐ At the end of the program complete an overall reflection including a summary of your activities.

Timeframe for completing requirements

To qualify for a Curtin Extra Certificate, you'll need to complete the requirements within a year. If you register in Semester 1, 2021 you need to complete the above requirements by 30 November 2021. If you register in Semester 2, 2021, you need to complete by 30 June, 2022.

Submitting reflections

Your reflections after completing each module, workshop or creative challenge are an important element of the program, as it demonstrates your participation. The reflections need to show us that you have engaged meaningfully with the topic, and is not just descriptive. Reflections are completed on the [Certitude blog](#) at the 'My Activity' tab. We review the reflections twice per semester, and will email you with feedback if we think your reflections do not meet our requirements.

Program for 2021

The 'order' of progression through the Things for 2021 is below, with descriptions of the online modules. Save it or print it as a useful checklist to note which topics you are interested in exploring. Remember, you can do any online topic or creative challenge at any time. Workshops are scheduled throughout the semester – you can register at this [link](#).

2021 program (March – June)

Wk	Begin Date	Online Modules (Can be done at any time)	Description
1.	1 March	<input type="checkbox"/> Getting Started	Getting underway with the program; qualities required for adaptability; digital self-assessment
2.	8 March	<input type="checkbox"/> Fake News	Looks at prevalence of fake news and misinformation, how to identify fake news and verify your information sources.
3.	15 March	<input type="checkbox"/> Video Editing	Covers essential video editing techniques using Shotcut: trimming and splitting, incorporating and manipulate transitions, filters and special effects
4.	22 March	<input type="checkbox"/> Data Makeover	Covers fundamentals of data visualisation and introduction to some tools to create data visualisations.
5.	29 March	<input type="checkbox"/> 3D modelling	Introduction to basic 3D modelling knowledge, tools, and 3D printing.
6.	5 April	Tuition free week	
7.	12 April	<input type="checkbox"/> Digital Security	Focuses on the importance of keeping data private and how to secure your computer and data from online hackers.
8.	19 April	<input type="checkbox"/> Digital storytelling	Covers basics of storytelling, how to expand this into the digital world, and use digital tools to tell your story
9.	26 April	<input type="checkbox"/> Remixing	Understand how to copy, download, mashup remix and republish content without breaching copyright rules and how to receive and give credit
10.	3 May	<input type="checkbox"/> Virtual Worlds	Looks at virtual reality and augmented reality: what they are, how they differ and where they are used.
11.	10 May	<input type="checkbox"/> Basic Coding	Create a basic calculator and learn the concepts of control structures, data types, variables and analysing user input in the Java programming language.
12.	17 May	<input type="checkbox"/> Internet of Things	Explain what Internet of Things is, how it's changing our daily life, and the benefits and drawbacks that come with it.
13.	24 May	<input type="checkbox"/> Computer Anatomy	Understand the hardware components of computers.

2021 program (August – October)

Wk	Begin Date	Online Modules	Workshops
1.	26 July	<input type="checkbox"/> Getting Started	Getting underway with the program; qualities required for adaptability; digital self-assessment
2.	2 Aug	<input type="checkbox"/> Visual Communication	Explores some of the features of infographics and introduction to Canva, a useful tool for communicating messages visually.
3.	9 Aug	<input type="checkbox"/> Digital Creativity	Introduction to some ideas, examples and tools to develop creativity. Covers the fundamentals of editing images using GIMP.
4.	16 Aug	<input type="checkbox"/> Video compression	Introduction to terminology surrounding video formats including using a video transcoder to work through problems and how to convert/compress your video files
5.	23 Aug	<input type="checkbox"/> Digital Declutter	Tips to simplify your digital life to be better organised and less stressed from digital clutter
6.	30 Aug	<input type="checkbox"/> The Cloud	Understand how cloud tools can assist with collaborating and communicating with your peers.



7.	6 Sept	Tuition free week	
8.	13 Sept	<input type="checkbox"/> Accessibility	Introduction to the concepts of digital accessibility; identify ways to build a more accessible digital world
9.	20 Sept	<input type="checkbox"/> Digital Defence	Covers how to make a strong password, how to use a password manager and how two-factor authentication (2FA) can protect you.
10.	27 Sept	<input type="checkbox"/> Online identity	Learn about digital footprints, mapping your online identity and uncovering ways to build a positive online presence.
11.	4 oct	<input type="checkbox"/> Internet Basics	Learn how the Internet started, how it connects millions of people worldwide and how it affects us.
12.	11 Oct	<input type="checkbox"/> Game Making	Learn how to create a basic game in Scratch.
13.	18 Oct	<input type="checkbox"/> Demystifying data	Understanding what data is, the main types and uses of data, and how to interpret it.