



ONLINE STEAM CAREERS FORUM SCHOOLS RISKS SUMMARY

ACTIVITY: ONLINE STEAM CAREERS FORUM AND TOUR OF MENTAL EXHIBITION FOR STUDENTS

This summary document is provided to teachers to familiarise themselves with the content and learning themes explored in the Science Gallery Melbourne Online STEAM Careers Forum and tour of the MENTAL exhibition, to inform their own risk assessment. This summary is based on a comprehensive risk assessment of the Online STEAM Careers Forum as well as the MENTAL exhibition conducted in collaboration with specialist educators, mental health experts and child safety specialists to ensure OHS risk management is considered and accounted for (where needed) before school aged visitors (Years 7-12) attend the Science Gallery Melbourne (SGM) venue and exhibition, MENTAL.

For more information regarding the exhibition, online forum, general OHS and other organisational policies, as well as our emergency management plan, please contact us.

BACKGROUND INFORMATION

ONLINE STEAM CAREERS FORUM

Students will hear not only about career journeys and industry connections, but how these professionals work across science, technology, engineering, arts and maths and use a range of transferable skills in the ways they work to make a difference in the world. The six panellists and emcee each hold a WWCC and will answer student questions about their career experiences. All questions will be monitored and censored throughout the event.

JT Production Management is a regularly used University of Melbourne live streaming provider that builds and owns the Online STEAM Careers Forum microsite for live streaming on behalf of Science Gallery Melbourne. The microsite is a secured web domain, and all information is privacy protected. A link to the microsite will be sent to the teacher's email address 3 days prior to the forum. The virtual event format will provide an interactive expert panel with whom teachers and students will be able to engage and ask questions. All interaction will be moderated by SGM staff member. This online event will be recorded and edited for future use of the Science Gallery Melbourne.

EXHIBITION OVERVIEW

MENTAL is the opening exhibition at the new purpose-built [Science Gallery Melbourne](#). Collaboratively co-curated with a group of young people aged 15–25 years, MENTAL includes over 20 artworks from local and international artists and research collaborators exploring the broad theme of mental health.

This welcoming and inclusive exhibition looks at mental health in many ways: medical as well as lots of different ways of being, surviving and connecting in 2021. The development of this exhibition and program season also centers on the lived experience and wholly adopts a 'nothing about us without us' approach and immerses audiences in research, art, science and technology.

Four installations will be exhibited during the online forum and tour.



Our Curators and Educators have assessed the exhibition's content as follows:

- recommended for Years 9-12, (15 yrs +); and
- an age-appropriate modified tour of the MENTAL exhibition is available for Years 7-8

The following content warning will be on display at the exhibition:

This exhibition contains some intense sensory experiences, confined spaces and lived experience of mental health.

Further information regarding the works which have specific content warnings are listed in the table below.

SGM consulted with a group of experts from psychology, psychiatry, lived experience academics, poets and technologists in the development of MENTAL, including Professor Sarah J Wilson, School of Psychological Sciences at The University of Melbourne and Professor Jayashri Kulkarni at Monash Alfred Psychiatry Research Centre, to help guide the exhibition themes and content.

SUPPORT

All young people visiting or engaging with the Science Gallery Melbourne and the STEM Centre of Excellence have a right to feel and be safe, respected, valued and protected from harm. We are strongly committed to the safety and wellbeing of all young people within our venue through engagement in our programs.

A number of artworks creatively explore personal experiences of mental health using technologies, science and design. Some exhibits cover topics of lived experience such as youth suicide, depression, anxiety, social isolation, resilience and survival. While unlikely, it is possible that some students may be uncomfortable viewing and interacting with some exhibits. Should they feel any distress as a result of the Program, they can terminate the completion of the Program at any time.

Our trained Educators and Science Gallery Melbourne Mediators are on hand to support visitors to have a positive experience. All learning and front of house staff employed to work at Science Gallery Melbourne have valid Working With Children Checks, and certain team members also have VIT registration. Our staff have also received specialist mental health first aid and cultural awareness training to ensure they can provide appropriate support to visitors.

If students require further support, you may wish to refer them to talk about their concerns with you or another teacher, school welfare officer, doctors or a counselling service such as:

- [Lifeline](#) on 13 11 14
- [Kids Helpline](#) on 1800 551 800
- [Suicide Call Back Service](#) on 1300 659 467
- [Beyond Blue](#) on 1300 22 46 36
- [Headspace](#) on 1800 650 890
- [QLife](#) on 1800 184 527

MENTAL EXHIBITION: STEAM CAREERS FORUM ONLINE TOUR

The following artworks / installations will be discussed in the online tour;

ARTWORK TITLE ARTIST(S)	AUDIENCE EXPERIENCE
Microbial Mood Sophia Charuhas	This speculative work features two petri dishes of microbial friends “listening” to different sounds projected as part of a video installation, and another one which has no music (the control). This work is speculating on recent research that suggests we may improve mental health by encouraging the growth of certain bacteria in our bodies combined with the gut-brain connection.
Mirror Ritual Nina Rajcic	Mirror Ritual is an interactive artwork activated by the visitor entering the space. AI in the mirror ‘assesses’ the participant’s emotional state from your facial expressions and generates a unique poem. Rather than prescribing your emotional state, Mirror Ritual allows you to reflect on your internal emotional state, drawing attention to its intentional or unintentional expression, highlighting the harmony or the conflict between the two.
Thoughtforms Project Artists: Kellyann Geurts (PhD candidate) & Dr In Dae Hwang	In this project, you will wear an EEG brain sensor device that measures tiny electrical changes in your brainwaves. Using specialised software, this data is translated into abstract 3D forms. You will concentrate on building your own personalised thought-form, which can be 3D printed and then contributed to the gallery.
Wheel Hiromi Tango & Dr Emma Burrows	Rainbow Human Wheel is a tactile living lab, where participants enrich their brains through their interactions with a human sized hamster wheel. This installation is linked to an odometer to collect data while participants are walking on the wheel. This work explores how we can encourage positive brain stimulation through arts engagement by creating an immersive, participatory installation work that provides rich sensory, cognitive and physical experiences.

MENTAL EXHIBITION: POTENTIAL RISKS SUMMARY

Artworks have been chosen for inclusion in the online tour of MENTAL for STEAM Careers forum so as to minimise risks associated with; data collection, specific content warnings, high sensory materials and mental health challenges. Potential risks associated with interaction with technologies are detailed below.

KEY CONCERN	ARTWORKS	SUMMARY OF ARTWORK THEMES	RISKS	CONTROLS	RESIDUAL RISK RATING
Interacting with Technologies	<p>1. Wheel (Hiromi Tango & Dr Emma Burrows)</p> <p>2. Mirror Ritual (Nina Rajcic)</p> <p>3. Thoughtforms (Project Artists: Kellyann Geurts (PhD candidate) & Dr In Dae Hwang PhD Supervisor: Dr Mark Guglielmetti)</p>	<p>1-3: Themes include exploration of technology to interpret mood, gain and influence new insights & knowledge, play, social media, relationships and future technologies in everyday life.</p> <p>2-3: Themes include your relationship to technologies and how they can their mirror or represent your thoughts, emotional state or ideas.</p> <p>4. Speculates on recent research that suggests we may improve mental health by encouraging the</p>	<p>1-2. There are no direct risks associated with the virtual gallery tour of this exhibit.</p> <p>2. The AI-generated poem that they may challenge the individual. Having emotions reflected back to the visitor bay be confronting or triggering.</p> <p>4. There are no risks associated with the virtual gallery tour of this exhibit.</p>	<p>1 Teachers should check-in with students after the online event if the themes, discussion or installations were triggering.</p> <p>3a. Our staff are prepared to respond if the poem features potentially triggering content.</p> <p>3b. Students won’t be participating through the virtual gallery tour, it will only be staff, so the poem won’t be personal to any student.</p>	D1

	<p>Specialised Support in 3D printing: Elliott Wilson)</p> <p>4. Microbial Mood Sophia Charuhas</p>	<p>growth of certain bacteria in our bodies combined with the gut-brain connection.</p>			
<p>Online format of forum and tour</p>			<p>1.Participants are able to post unfiltered content in the Q and A chat function. This could include inappropriate/explicit language or content, as well as links to external content.</p> <p>2. Presenters are not able to visually identify if any participant is in distress. Controls:</p>	<p>1.The Q and A function will be monitored by a dedicated staff member, all questions will need to be approved. The staff member is able to disable the chat function at any time to remove any inappropriate content.</p> <p>2. Presenters will make available, and highlight, links to support services on the 'microsite' at the start and end of the presentation. This cha Q and A is moderated.</p>	<p>D1</p>