RECORD OF ACHIEVEMENT

Name: Damian Summersall   **POINTS: 250**

AWARD LEVEL: BRONZE   **PASSED: 23/12/2020**

iDEA
INSPIRING DIGITAL
ENTERPRISE AWARD

CITIZEN BADGES
Digital awareness, safety and ethics

Brain Hack	Learning, Understanding, Listening, Staying Positive	**JAN 1970**
Cyber Security	Cybersecurity, Safety, Coding, Problem Solving, Creativity	**JAN 1970**
Cyber Spies	Safeguarding, Ethics, Cybersecurity, Safety, Problem Solving, Creativity	**JAN 1970**
Data Play	Data, Information, Cyber Security, Ethics, Problem Solving, Creativity, Leadership	**JAN 1970**
Digital Ethics	Citizenship, Ethics, Safeguarding, EHealth, Staying Positive	**JAN 1970**
Social Media Ethics	Ethics, ESafety, Fake News, Social Media, Safeguarding, Staying Positive, Problem Solving	**JAN 1970**
What is the Cloud?	Cloud Computing, Collaborating, Data, Problem Solving	**JAN 1970**

WORKER BADGES
Tools and techniques which are useful in the workplace

Crisis Management	Crisis Management, Problem Solving, Risk Assessment, Fact Checking, Innovation, Adaptability, Agility, Staying Positive, Critical Thinking, Creativity, Resilience	**JAN 1970**
Digital Careers	Raising Aspirations, Aiming High, Self-Knowledge, Careers, Career Exploration, Digital Skills, Industry Knowledge	**JAN 1970**
Digital Pathways	Raising Aspirations, Careers, Digital Skills, Apprenticeships, Aiming High, Career Pathways	**JAN 1970**
Problem solving with AI	AI, Digital Skills, Raising Aspiration, Problem Solving, Machine Learning, AI Solutions, Systems Mapping, Social Impact, SDGs	**JAN 1970**
Psychology in Web Design	Design, Web Design, UX, Marketing, Creativity	**JAN 1970**
User Experience	Design, User Experience, Creativity, Problem Solving	**JAN 1970**
User Interfaces	Design, User Interfaces, Creativity, Problem Solving	**JAN 1970**
What is AI?	AI, Digital Skills, Raising Aspiration, Problem Solving, Machine Learning, Ethics, Smart City, Smart Home, Future of Work, AI Careers, Employability Skills	**JAN 1970**

MAKER BADGES
Digital creativity and how to build and make in the digital world

Animation	Animation, User Experience, Visualisation, Creativity, Problem Solving	**JAN 1970**
Automation	Coding, Algorithms, Internet Of Things, Problem Solving	**JAN 1970**
Colours	Graphic Design, Colours, Images, Digital Skills, Creativity	**JAN 1970**

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MAKER BADGES
Digital creativity and how to build and make in the digital world

Graphic Design	Design, Image, Creativity, Problem Solving	**JAN 1970**

ENTREPRENEUR BADGES
Learn how to originate ideas and bring them to life

Advertising	Promoting, Marketing, Advertising, Selling, Business, Creativity, Problem Solving	**JAN 1970**
Blockchain	Technology, Commerce, Business, Data, Cryptography, Validation, Problem Solving	**JAN 1970**
Growth Mindset	Learning, Understanding, Staying Positive, Stress Management, Coping Skills, Psychology, Brain Plasticity, Brain Hacking, Employability Skills, Life Skills	**JAN 1970**
Innovation	Innovation, Creativity	**JAN 1970**
Money Management	Innovation, Fintech, Budgeting, Business Administration, Problem Solving, Creativity	**JAN 1970**
Problem Solving	Critical Thinking, Reasoning, Resilience, Problem Solving, Creativity	**JAN 1970**
Social Media in Business	Social Media, Communication, Marketing, Advertising, Strategy, Creativity, Teamwork, Leadership	**JAN 1970**

GAMER BADGES
Learn gamification techniques and how to make games

BAFTA Game Concept	Design, Gameplay, Marketing, Innovation, Making, Listening, Creativity	**JAN 1970**
Game Designer	Gameplay, Marketing, Apps, Creativity	**JAN 1970**
Intro to Gaming	Gaming, Creativity, Listening	**JAN 1970**

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CITIZEN BADGES
Digital awareness, safety and ethics

Citizen Activation	Cyber, Security, Safety, Ethics, Responsibility, Problem Solving, Aiming High	**JAN 1970**
Citizen Foundation	Etiquette, Ethics, Editing, Communication, Citizenship, Problem Solving, Aiming High	**JAN 1970**
Citizen Resolution	ESafety, EHealth, Ethics, Cybersecurity, Branding, Problem Solving, Aiming High	**JAN 1970**

WORKER BADGES
Tools and techniques which are useful in the workplace

Worker Activation	Planning, Strategy, Evaluation, Research, Data, Presentation, Problem Solving, Lateral Thinking, Aiming High, Staying Positive, Teamwork	**JAN 1970**
Worker Foundation	Communication, Employability, Prioritisation, Attitude, Aiming High, Staying Positive, Teamwork	**JAN 1970**
Worker Resolution	Creativity, Resilience, Problem Solving, Lateral Thinking, Communication, Prioritisation, Aiming High, Staying Positive, Teamwork	**JAN 1970**

MAKER BADGES
Digital creativity and how to build and make in the digital world

Maker Activation	Coding, Engineering, Logic, AI, Robotics, Problem Solving, Aiming High, Creativity	**JAN 1970**
Maker Foundation	Technology, Graphics, Colours, Image, Design, Problem Solving, Aiming High, Creativity	**JAN 1970**
Maker Resolution	Coding, Technology, Data Science, Robotics, Web Development, Problem Solving, Aiming High, Creativity	**JAN 1970**

GAMER BADGES
Learn gamification techniques and how to make games

Gamer Activation	Design, Production, Coding, Gameplay, Problem Solving, Leadership, Creativity	**JAN 1970**

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GAMER BADGES
Learn gamification techniques and how to make games

Gamer Foundation	Research, Gameplay, Data, Problem Solving, Leadership, Creativity	**JAN 1970**
Gamer Resolution	Coding, Production, Design, ESafety, Problem Solving, Leadership, Creativity	**JAN 1970**