

Ambassador Guide

Welcome to the program!

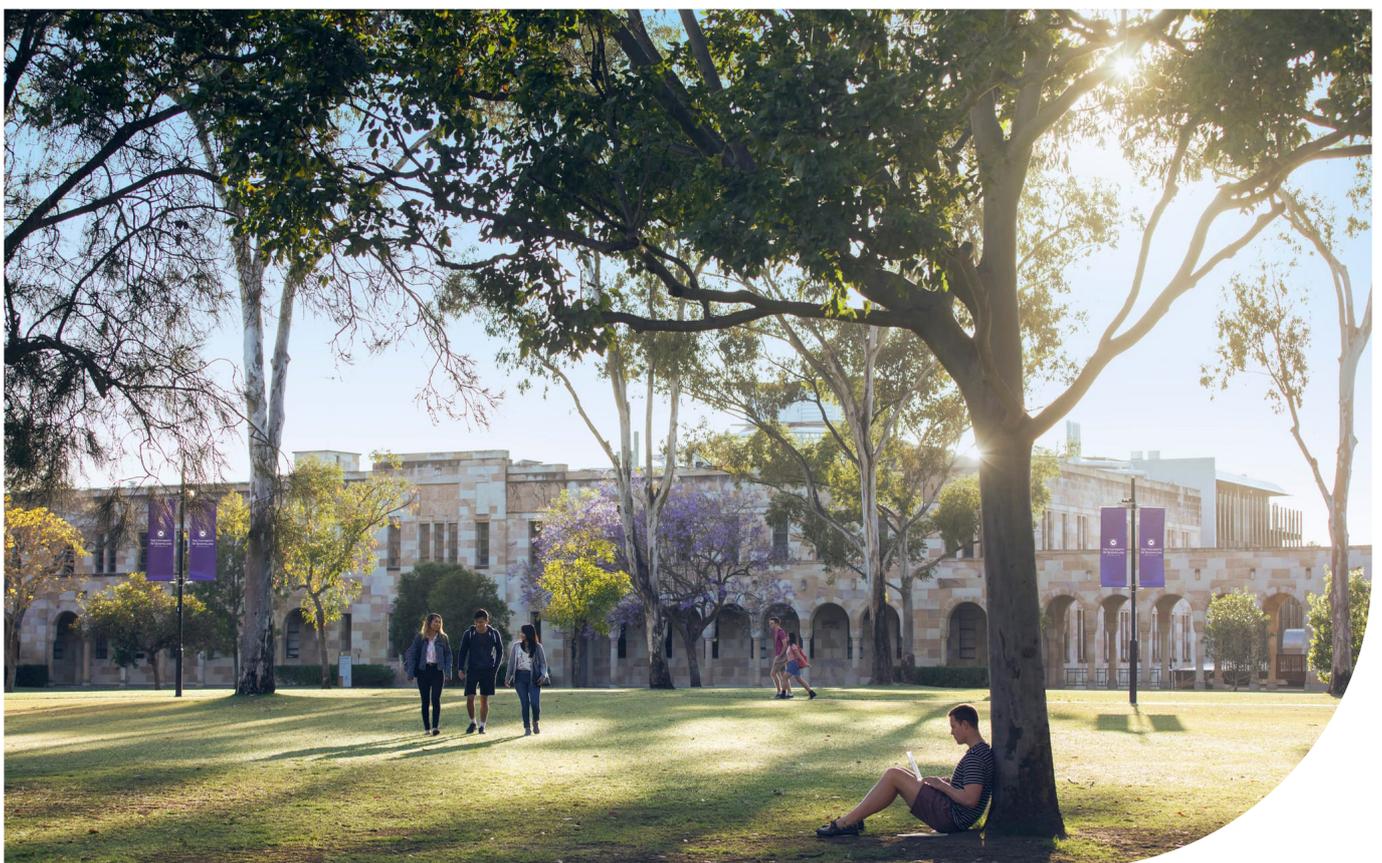
You have been selected because you are curious about engineering, design or computing and ready to explore where these fields can take you.

As a UQ Engineering, Design and Computing Ambassador, you will discover new ideas, build confidence, and help spark interest in these areas within your school community.

Throughout the program, you will learn more about study options, careers and innovation while developing leadership and communication skills.

You will share opportunities with your peers, represent your school, and play an active role in encouraging others to imagine their future in some of society's most important fields.

This guide will help you understand your role and make the most of the experience.



What's in it for you?

As an Ambassador you will:

- Receive recognition from UQ for your interest and achievement.
- Receive an Ambassador Badge to help start conversations with friends at your school.
- Grow your understanding of engineering, design and computing careers and pathways.
- Develop leadership, communication and professional skills.
- Receive opportunities for mentoring.
- Build your personal brand through a LinkedIn training course.
- Gain ideas and support for engineering, design, and computing activities from the Ambassador newsletter sent each Term.
- Students who later enrol at UQ in engineering, design, urban planning, architectural design, information technology or computer science will be invited to join the EAIT Student Ambassador Program.

Invitation to an exclusive Dinner with the Dean

As part of the program, Ambassadors will be invited to an exclusive dinner with the Executive Dean of UQ's Faculty of Engineering, Architecture and Information Technology. This is a unique opportunity to hear directly from senior leaders shaping the future of technology and innovation, ask questions, and connect with other students who share your interests.

We recognise that Ambassadors join the program from schools across Queensland. Students who are unable to attend in person will still have ways to be involved, including:

- Joining the live streamed Q and A session with the Executive Dean.
- Submitting questions in advance to be answered during the event.

Whether you attend in person or online, you will still be part of the experience and have opportunities to connect, learn and contribute.

Activate your school

Choose at least ONE activity to promote Engineering, Design, and Computing in your school.

1. Create up a 'Did you know?' wall in your classroom. Ask your teacher if you can have a space in the classroom to display interesting facts about Engineering, Design and Computing. E.g., *Did you know that engineers save more lives than doctors?*

2. Create a noticeboard. Ask your teachers for a public place in the school to put engineering, design and computing news updates and competitions.

3. Create a 'Engineer/ Designer/Technologist of the Week' PowerPoint slideshow for school digital noticeboards. Create 1-3 slides each week that describe the research.

4. Invite a UQ Researcher to talk to your class about your discipline of interest and what the future in the industry might look like. Email ambassador@eait.uq.edu.au to organise.

Getting started

Read your welcome email. This email contains all the details you need to be an amazing Engineering, Design or Computing Ambassador.

Complete the Who am I?

Questionnaire. You will receive the questionnaire in your welcome email.

Wear your Ambassador badge.

Proudly wear it on your school uniform!

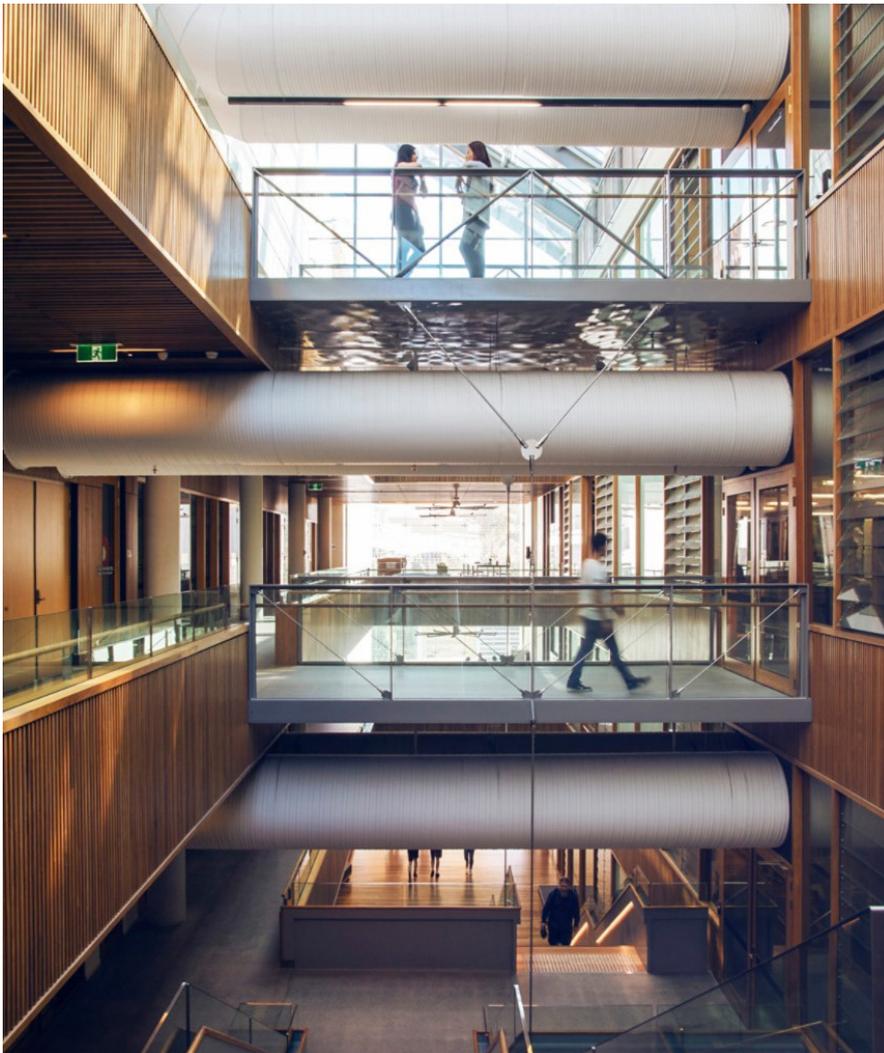
Organise a meeting with the teacher who nominated you and any other Ambassadors in your school. Talk about what you want to do during the program to get others interested in these subjects.

Set a regular meeting time with your teacher and other Ambassadors. This will help you stay focused and balance your responsibilities as an Ambassador with school work and other commitments. You could meet once a month or have a quick chat each week during your lunch break.

Ambassador activities. Complete at least ONE activity from the list on this page at your school throughout the program.

Introduce yourself to your school and let them know what you'll be doing as an Ambassador. This is a great opportunity to let others know how to reach you and if you have any events or competitions planned, or a special noticeboard they can check for updates.

Keep an eye out for the Ambassador newsletter each Term!



How UQ will support you

UQ will help you succeed by:

- Sharing information about events, careers and opportunities through an e-newsletter.
- Inviting and sponsoring Ambassadors to attend selected STEM events.
- Providing content you can share through your school newsletter, website or noticeboards.

Who am I? Reflection Activity

As part of the program, you will complete a short self reflection at the beginning and end of the program. This activity is designed to help you think about your strengths, interests, and future pathways, and to recognise how your ideas may grow or change during the program.

There are no right or wrong answers. Your responses will help you reflect on who you are now, what motivates you, and where you see yourself in the future.

At the end of the program, you will revisit your original responses and complete the questionnaire again.

This is your opportunity to reflect on how your thinking may have evolved through your experiences as an Ambassador.

Need help?

If you require any advice or support, you may reach out to:

Your school's STEM, Design or Geography teachers.

The UQ Engineering, Design and Computing Ambassador Program Coordinator, Helen Burdon, at ambassador@eait.uq.edu.au

Expectations

This program is designed to be flexible and supportive. Ambassadors are not expected to be experts or to commit large amounts of time each week. Instead, we encourage you to:

- Communicate respectfully and represent your school positively.
- Share accurate information provided by UQ.
- Work with your teachers when promoting activities or opportunities.
- Stay engaged by reading updates and responding when required.

How much time should I commit?

Most Ambassadors spend one to two hours per month engaging with the program.

Some months may include an event or additional opportunity, while others may simply involve sharing updates or ideas within your school.

You can choose how actively you participate based on your interests, study commitments and availability.

We hope you enjoy your journey as an Engineering, Design and Computing Ambassador!



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