CS + X in Careers with STEM

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Careers that require skills and knowledge in Digital Technologies are expected to account for 92% of jobs by 2030. Many of these careers will be new, and much of the skills will be utilised outside of traditional digital careers and in fields as diverse as architecture and agriculture. In 2014, Google and publishing company Refraction media launched a multi-platform communication strategy based on the narrative of Computer Science (CS) + X - where X is a student’s passion, skill or another field. This presentation looks at how CS + X is utilised in tertiary and secondary education, the application to career and study pathways and how digital technologies can be combined with cross curricular priorities to create an engaging tool for student learning.