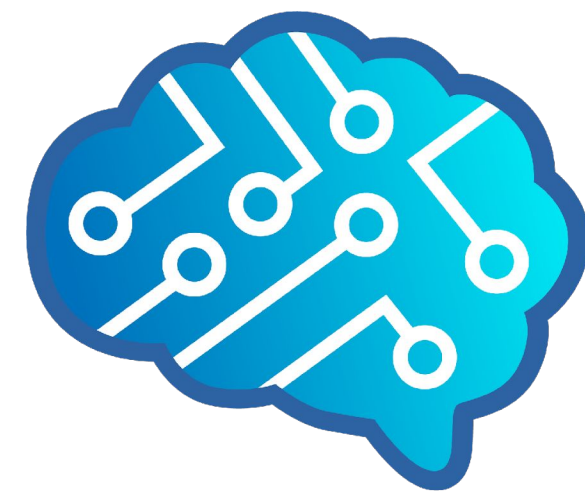


Getting started with MyComputerBrain



DIGITAL
TECHNOLOGIES
INSTITUTE

web: <https://mycomputerbrain.net>

email: enquiries@digital-technologies.institute

Background and History



- Heading up Digital Technologies Institute
- Research Director at SAP Australia & Asia-Pacific
- Father of 7 children
- Doctor of Computer Science (University of Queensland)
- Founder, Young ICT Explorers
- Founder, Bebras Challenge Australia
- Chief Nerd, MyComputerBrain

Certificates of Participation, Recording, Workshop Slides

Will be emailed by tomorrow mid-day



Agenda

- What is MyComputerBrain
- Philosophy, Pedagogy
- Key features
- As a Teacher
- As a Student
- Courses & Activities
- Our privacy commitment
- More features - SafeAI
- Roadmap
- Q&A

What is MyComputerBrain?

English Welcome Karsten | Admin Account Courses Home Logout



DIGITAL TECHNOLOGIES INSTITUTE



My Computer Brain

Step inside the world of Digital Technologies — a place where logic, creativity, and imagination collide. Uncover how code builds intelligence, how cyber security defends the digital realm, and how algorithms and binary systems shape everything from pixel art to processors at the core of modern machines.

For students ready to explore the digital frontier — where creativity meets code and imagination powers innovation.

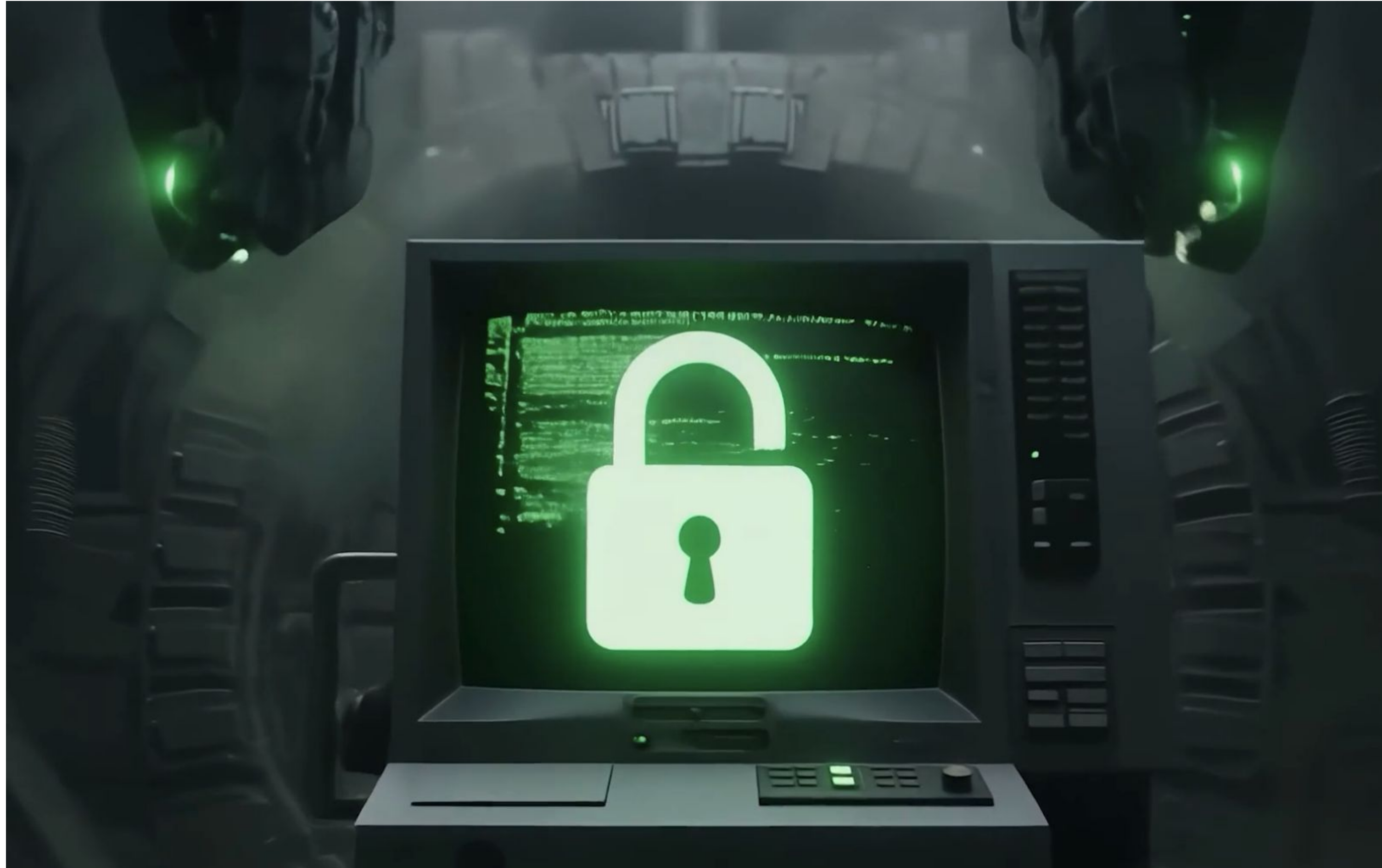
Getting Started



About Us ST4S Cookies Refund Privacy Policy Terms of Service FAQ

- Australian-made educational platform for primary and secondary schools
- Developing since 2017 to simplify the teaching and learning of Digital Tech, including digital systems, cybersecurity, artificial intelligence and coding.

Our philosophy

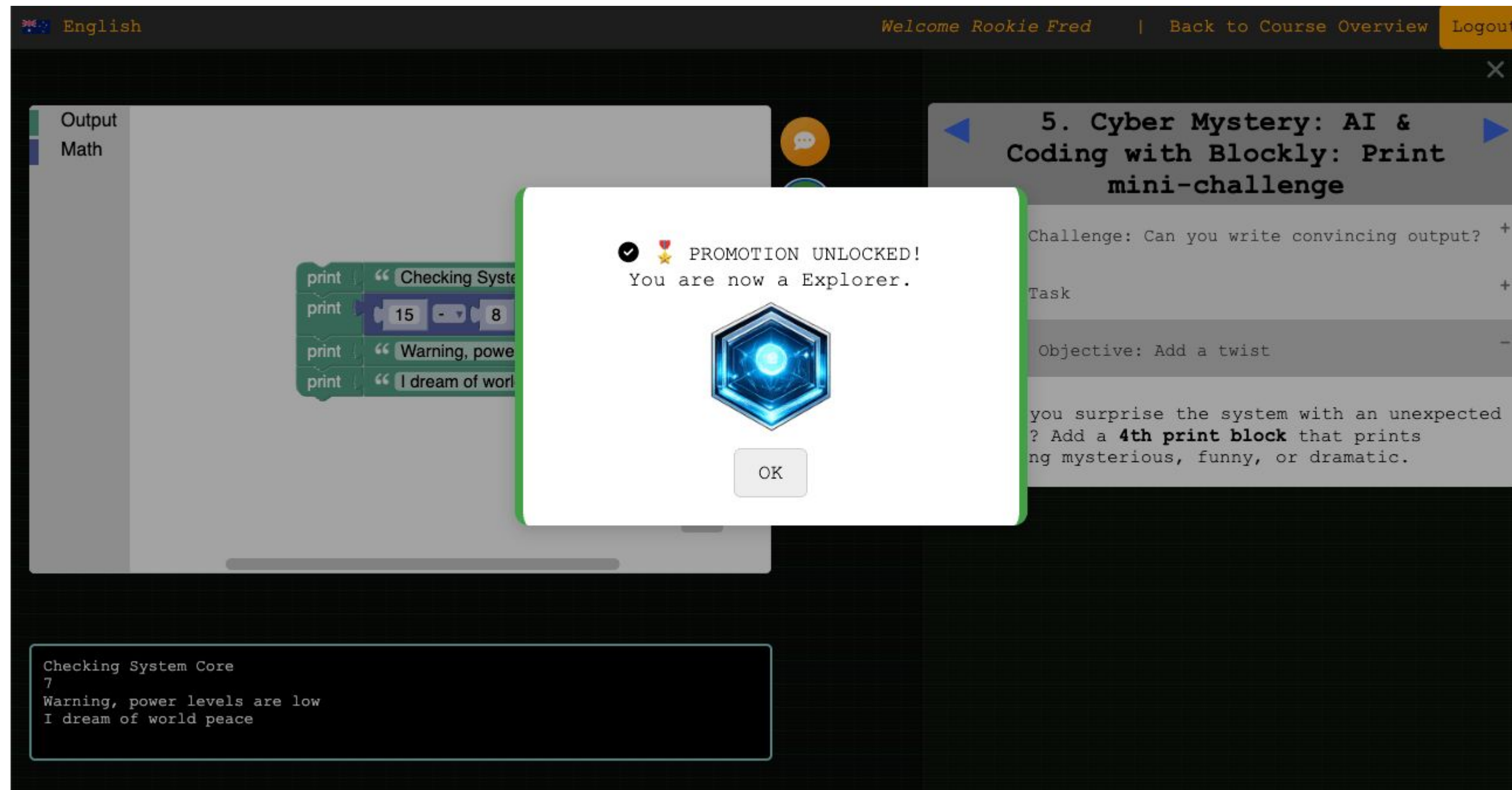


- Align with the learning styles of gens Z and Alpha, which are driven by gaming and social media.
- Complex content is best taught through engaging **storytelling**, videos, music and narration.
- Learning should feel less like being taught and more like actively doing **purposeful** exploration.
- But do not compromise the depth of learning and explicit teaching.

Engaging, deep learning

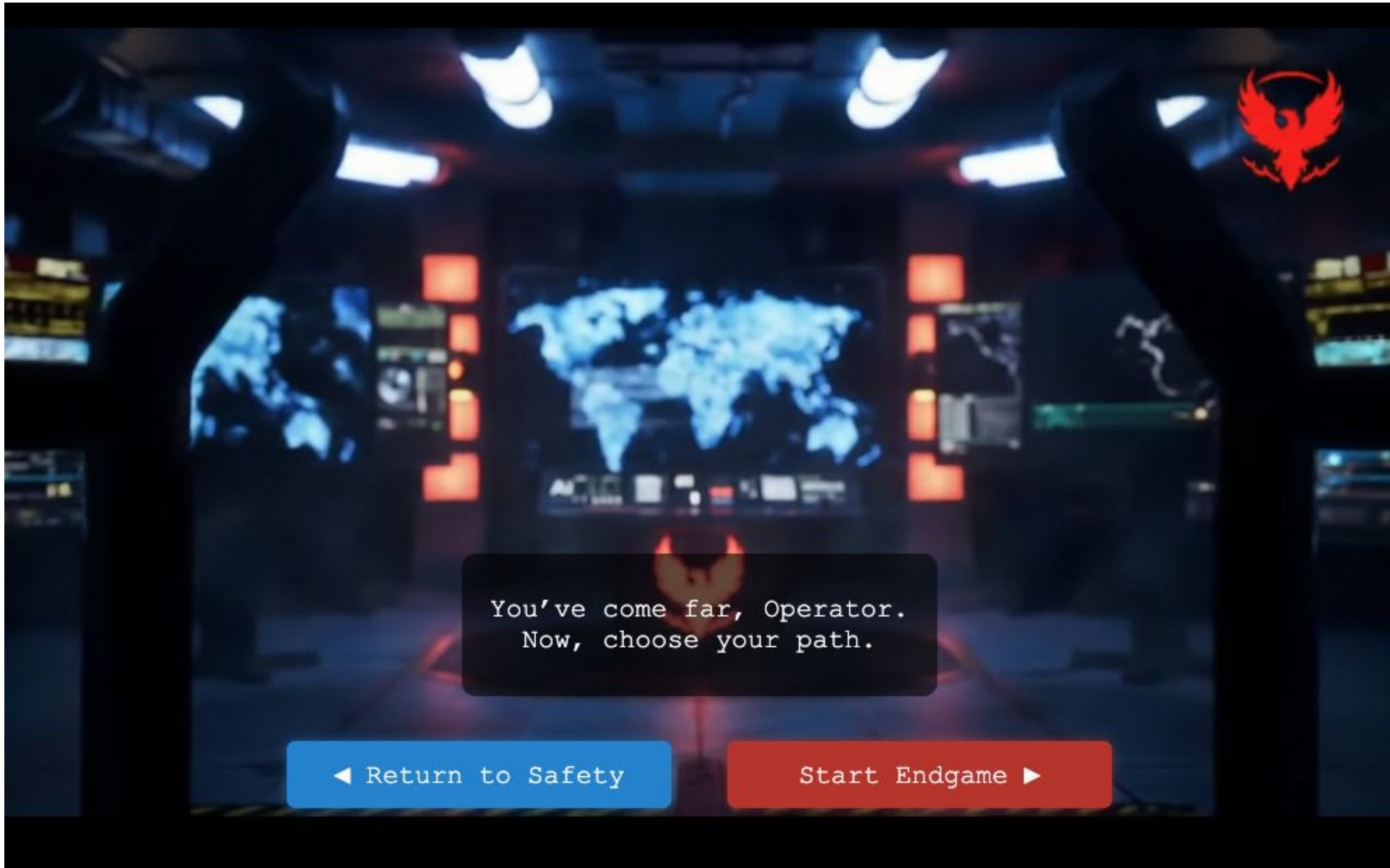


- ✓ ST4S-assessed
- ✓ Minimal personal data footprint
- ✓ Highly-engaging content: Videos, sounds, music, stories
- ✓ Python, Blockly and non-coding activities
- ✓ Curriculum-aligned
- ✓ Safe AI
- ✓ Multi-lingual   
 



- ✓ Course Certificates
- ✓ Rank Progression
- ✓ Code auto-marking
- ✓ Quizzes (spaced repetition)
- ✓ Narration
- ✓ Learning Progression
- ✓ Self-tracking
- ✓ Student Progress Tracking
- ✓ Works tablet-native





Our courses
gently connect to
popular themes in
Sci Fi Movies

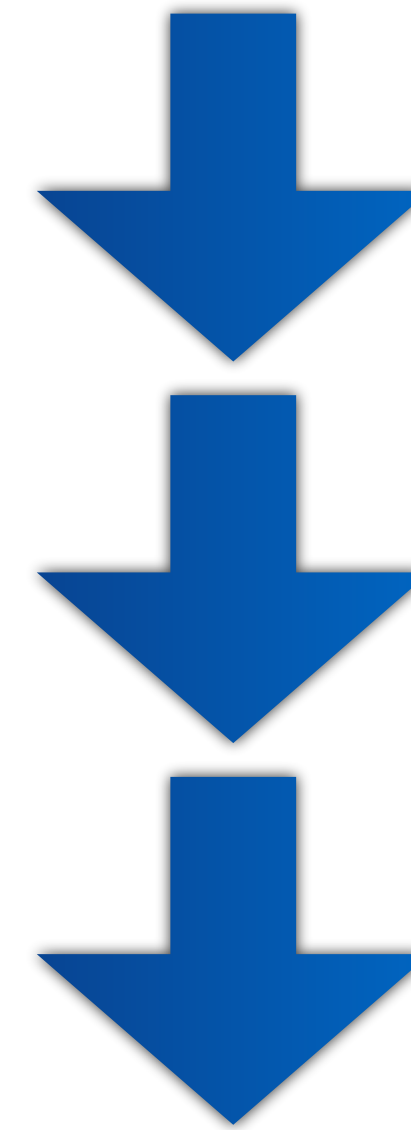
◀ Return to Safety








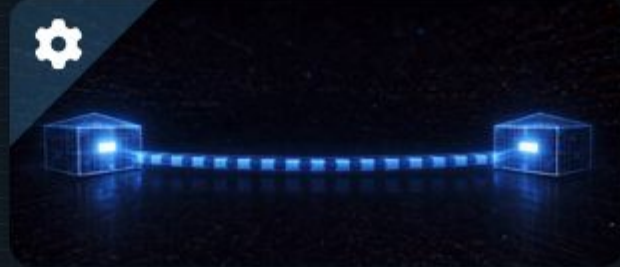

Start Endgame ▶

Pedagogy

Courses consist of Learning Modules. Each Module typically consists of four parts:

- 2x Learning by doing: small examples, fixing broken code, missions
- Quiz
- Mini-challenge



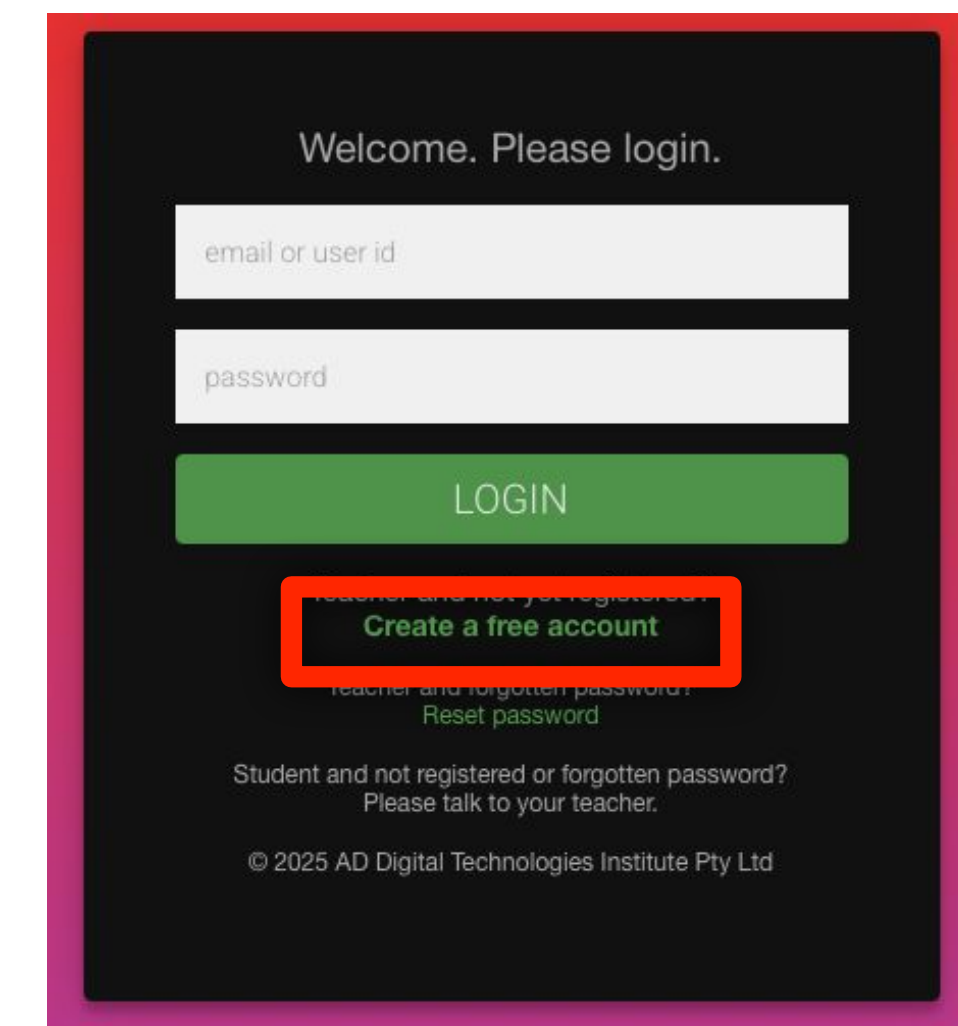
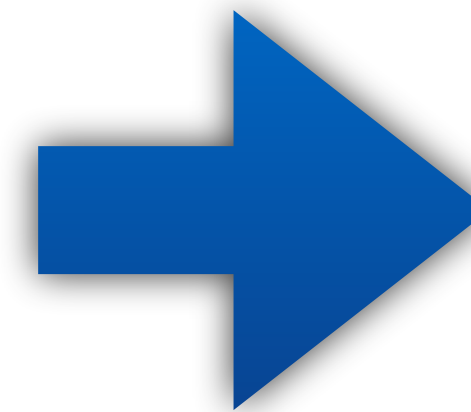
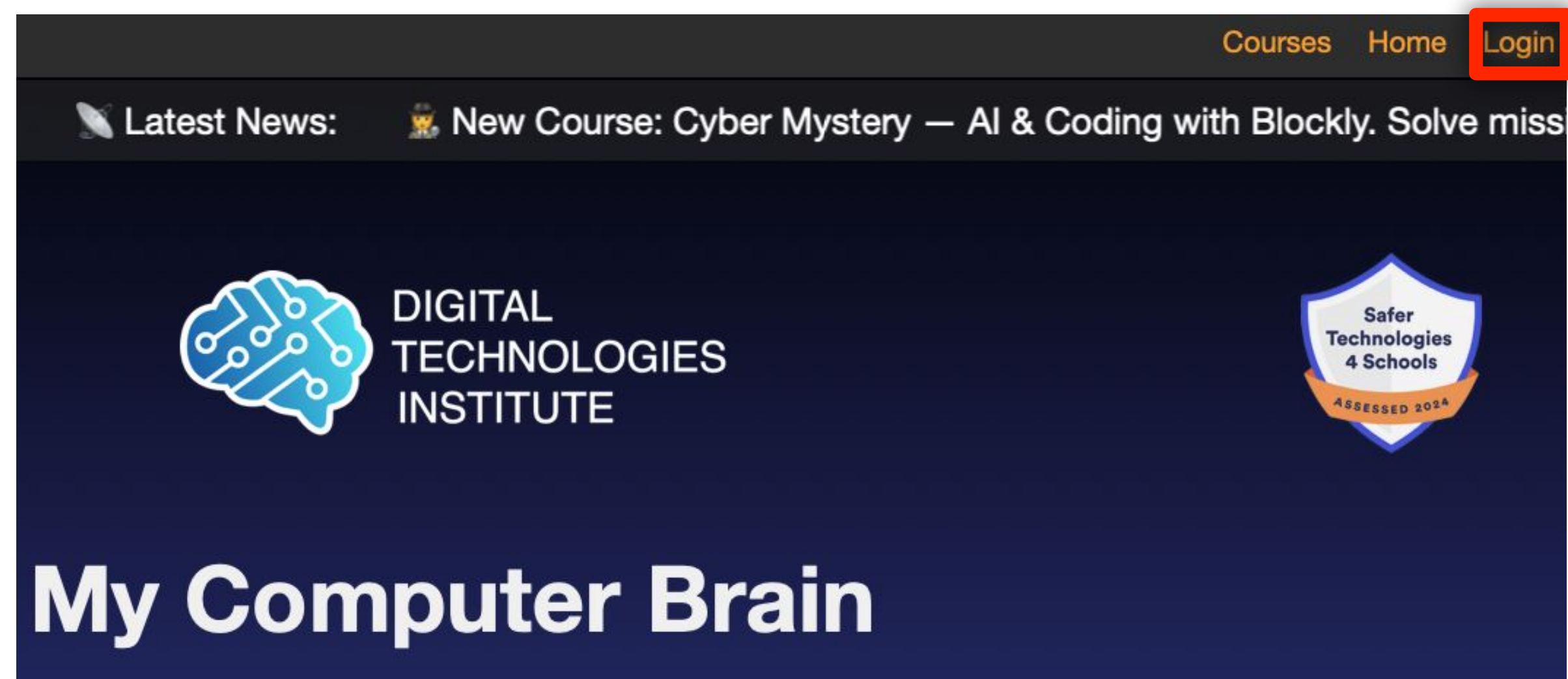
 1. Briefing	 2. The Gatekeeper	 3. Fragment Hunter	 4. Debrief: Core Python skills
 5. Fragment Hunter mini-challenge	 6. Encrypted Echo	 7. Echo Drift	 8. Debrief: String Slicing
 9. Echo mini-challenge	 10. Operation Underclock	 11. Operation Overheat	 12. Debrief: Slicing in Action
 13. Silent Pressure mini-challenge	 14. Enemy at the Gate	 15. Secure Coordination	 16. Debrief: Data Dictionaries

How to get started?

1. Teacher

As a teacher ...

Create a free teacher account at www.mycomputerbrain.net



Teacher Accounts

1. Are free
2. Have access to all course resources on the platform
3. Can manage students, access assessments and check on student progress
4. Are needed to create student accounts separately
5. Once you register, we will need to confirm your teacher status.
6. You will receive two emails (account creation and teacher confirmation)

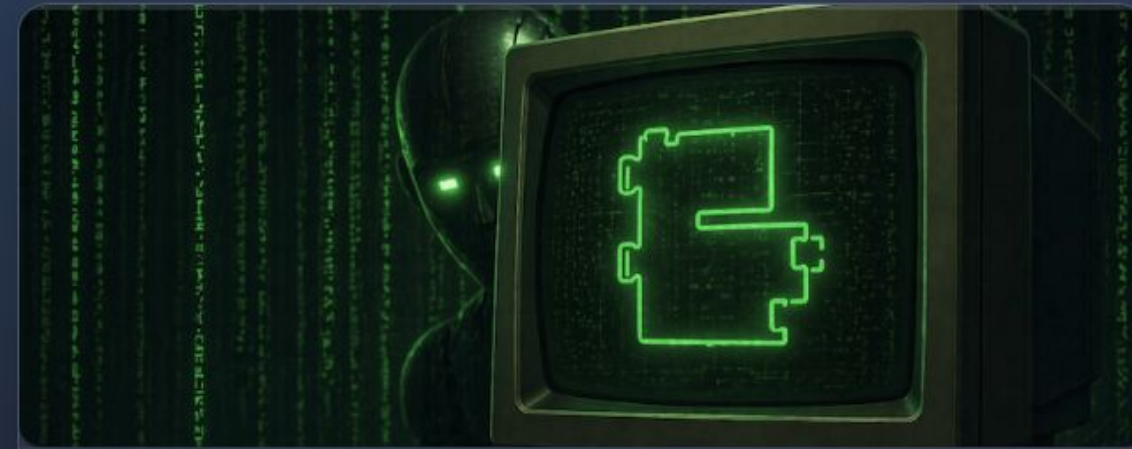
Choose Your Mission

Explore coding, AI, cybersecurity and core digital technologies foundations through immersive learning paths.

- All
- Primary
- Secondary
- Blockly
- Python
- AI
- Cyber
- Foundations

Blockly

Learn core coding ideas with visual blocks, AI systems and cyber missions.



Cyber Mystery: AI & Coding with Blockly

A mysterious system has come online. Some say it was never meant to wake up. Others call it a glitch in the Matrix. It's waiting for someone who can speak its language. Master Blockly, interact thro...

27 Activities Bands: 3-4, 5-6 Languages:

Python Academy

Begin your journey. Decode the system. Learn the language.



Introduction to Python

A mysterious system has come online. Some say it was never meant to wake up. Others call it a glitch in the Matrix. It's waiting for someone who can speak its language. Master Python, interact thro...

26 Activities Bands: 7-8, 9-10 Languages:



Introduction to Python Express

A fast-tracked version of the full Python Intro Course. A mysterious system has come online. Some say it was never meant to wake up. Others call it a glitch in the Matrix. It's waiting for someone ...

19 Activities Bands: 7-8, 9-10 Languages:


Browse the course list. As a teacher, you can explore any course or activity

<https://mycomputerbrain.net/php/courses/course-index.php>

Teacher Course Pages

Introduction to Python

A mysterious system has come online. Some say it was never meant to wake up. Others call it a glitch in the Matrix. It's waiting for someone who can speak its language. Master Python, interact through inputs and outputs, decode binary, solve logic puzzles and unlock its secrets – if you dare.



WARNING: PHOTSENSITIVE EPILEPSY

Some of the experiments produce light flashes that can potentially trigger seizures in people with photosensitive epilepsy.

[👉 Go to Teacher Overview](#)

1. A strange encounter
2. Print 1
3. Print 2
4. Print quiz

Teacher Solutions

English | Welcome Karsten | Back to Course Overview Account Logout

```
1 print(" Booting skynet_node.py")
2 print("##### - success")
3 print("SYSTEM ONLINE")
4 print("???: Hello...? Who activated me?")
5 print("ERROR 204: Identity protocol not found")
```

2. Introduction to Python Express: Print 1

What just happened?

The code behind the voice

This is the program that powered the output you saw earlier. Each line in the editor on the left echoes what the system said – and now you can begin to understand how.

Try running the code to see the message reappear.

Teacher exclusive: Show solution

Reply to the system

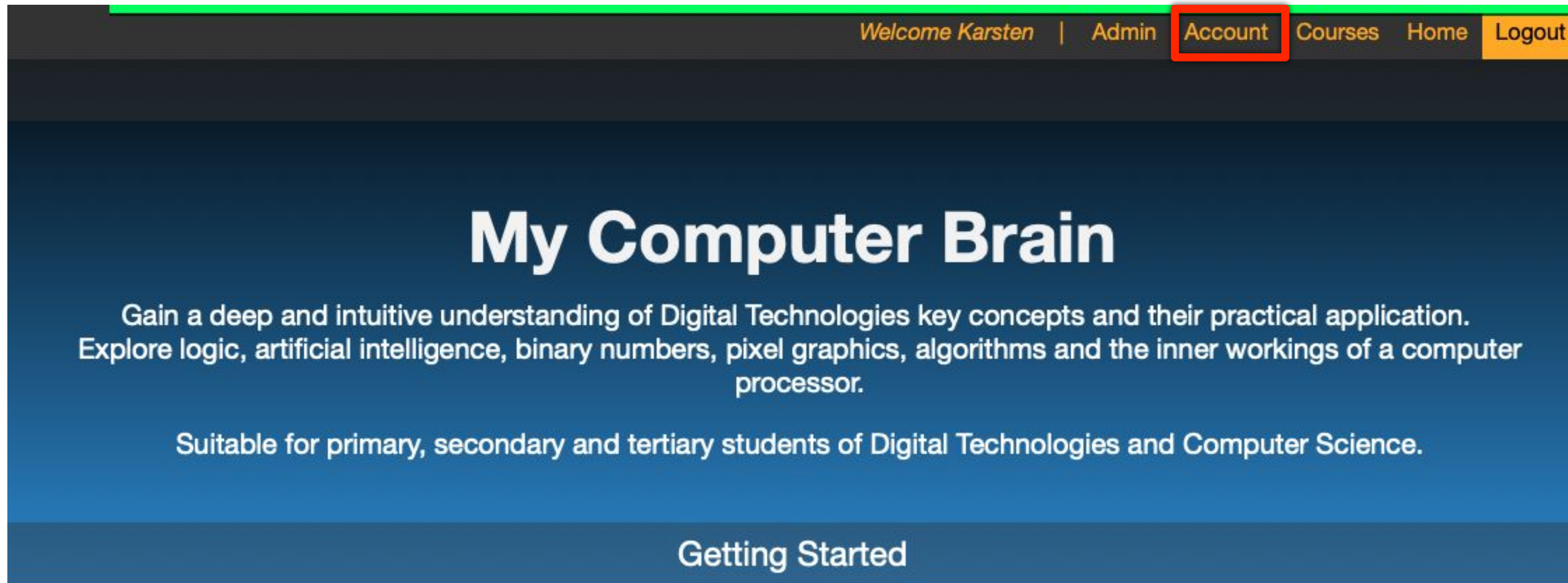
2. Students

Student Accounts

1. Are created by teachers in the shop
2. Provide students with a personalised learning experience
3. Collect points, see mission completion records, earn a medal, and a certificate
4. Students cannot change passwords or change names (only teachers can)
5. Logins consist of a username and a 4-letter password

Creating Student accounts

Click on Account



The screenshot shows a web application interface. At the top, there is a dark navigation bar with a green border. It contains the text "Welcome Karsten | Admin | Account | Courses | Home | Logout". The "Account" link is highlighted with a red rectangular box. Below the navigation bar, the main content area has a dark blue background. It features the title "My Computer Brain" in large white font. Underneath the title, there is a paragraph of white text: "Gain a deep and intuitive understanding of Digital Technologies key concepts and their practical application. Explore logic, artificial intelligence, binary numbers, pixel graphics, algorithms and the inner workings of a computer processor." Below this paragraph, another line of white text reads: "Suitable for primary, secondary and tertiary students of Digital Technologies and Computer Science." At the bottom of the main content area, there is a dark blue button with the text "Getting Started" in white.

In the shop

English

Welcome Karsten | About | FAQ | Courses | Home | Logout

My Students | Student Progress | Learning Outcomes | Assessment | **Shop** | Order History | My Account | Change Password | Support

Download the Getting Started Guide

To purchase student accounts, select products below and choose the number of students and validity periods that suits you best. If you have a voucher, enter it into the field below.

We accept credit cards. No credit card? We can also issue an invoice. Contact us via [email](#). Please select your preferred currency. Changing the currency will empty the shopping cart. AUD

Your shopping cart is empty

Enter Voucher Code:

Products

- All courses access - 3 months**
3 month subscription to all courses
\$ 10.00
- All courses access - 6 months**
6 month subscription to all courses
\$ 15.00
- All courses access - 12 months**
12 month subscription to all courses
\$ 20.00
- Introduction to Python - 3 Months**
3 month subscription to a course that introduces students to Python. Learning is reinforced through quizzes and examples.
\$ 0.00
- Introduction to Python - 6 Months**
6 month subscription to a course that introduces students to Python. Learning is reinforced through quizzes and examples.
\$ 0.00
- Introduction to Python - 12 Months**
12 month subscription to a course that introduces students to Python. Learning is reinforced through quizzes and examples.
\$ 0.00

Some courses are free.

Others require a small payment

All access is available

Check the shop for pricing

Enter number of student licenses and click on 'Add to cart'



The screenshot shows a product card for 'Introduction to Python - 12 Months'. At the top is a dark image of a book cover with the Python logo and the text 'INTRO TO PYTHON' and 'Python -'. Below the image is the product title 'Introduction to Python - 12 Months' and a description: '12 month subscription to a course that introduces students to Python. Learning is reinforced through quizzes and examples.' The price is '\$ 0.00'. At the bottom, there is a quantity input field containing '100' and a blue 'Add to cart' button. A red rectangular box highlights the quantity input field and the 'Add to cart' button.

Click on Checkout

Shopping Cart							Empty Cart	Checkout →
Name	Code	Quantity	Price	Action		Subtotal		
Introduction to Python - 12 Months	B4-C-1-4-PYINTRO-12	100	\$ 0.00	Update Quantity	Remove Item	\$ 0.00		
						Total payable: \$ 0.00		

Confirm your details and click 'Proceed'

Shopping Cart ← Previous step **Checkout →**

Name	Code	Quantity	Price	Action	Subtotal
Introduction to Python - 12 Months	B4-C-1-4-PYINTRO-12	100	\$ 0.00	Update Quantity Remove Item	\$ 0.00

Total payable: \$ 0.00

Title **Name** **Surname**

Email **Phone** **School**

Street and Number **Postcode** **City**

State **Country**

[Cancel](#) [Save](#)

Click on 'Create Free Accounts'

Shopping Cart ← Previous step

Name	Code	Quantity	Price	Action	Subtotal
Introduction to Python - 12 Months	B4-C-1-4-PYINTRO-12	100	\$ 0.00	Update Quantity Remove Item	\$ 0.00

Total payable: \$ 0.00

Click the button to generate the free student accounts. You will then be automatically redirected to the My Students page where you will find the new student accounts.

[Create Free Accounts](#)

The system will create the accounts and redirect to the My Students screen

Our privacy commitment

Student perspective

Your Licensed Courses



Academy of AI Cyber Defence



Hack the Bank



Introduction to Python

- ✓ Students see their courses on the MyComputerBrain Homepage.

Progress Tracker

Partially done

Done

Not yet tried

English | Welcome Karsten | Courses Home Logout

9. Input mini-challenge | 10. To be or not to be | 11. I can't decide | 12. Who can access me?

13. Decision quiz | 14. Decisions mini-challenge | 15. The AI awakens | 16. Matrix Input

17. Are you really human? | 18. Broken input matrix | 19. Automation 1 | 20. Automation quiz

21. Automation mini-challenge | 22. Endgame | 23. End of the line | 24. Cyber quiz

25. Post-survey | 26. Summary

Key elements

Editor

Output

The screenshot shows a coding environment interface. At the top, there is a header with 'English', 'Welcome 753390', 'Back to Course Overview', and 'Logout'. The main area is divided into several sections: a code editor on the left with a green play button, an output terminal below it, and a right-hand panel titled '2. Introduction to Python: Print 1'. This panel contains a 'What just happened?' section with text explaining terminal output, followed by a list of expandable sections: 'The code behind the voice', 'Reply to the system', 'System log output: diagnostic value', 'The system is describing itself', 'The system begins internal calculations', and 'Override enabled: user testing access'. At the bottom of the interface, there are controls for 'Enable Narration', 'Reset Experiment', 'Previous', and 'Next'.

Navigation

Instructions Panel

Narration/ Navigation/Control

For non-coding courses

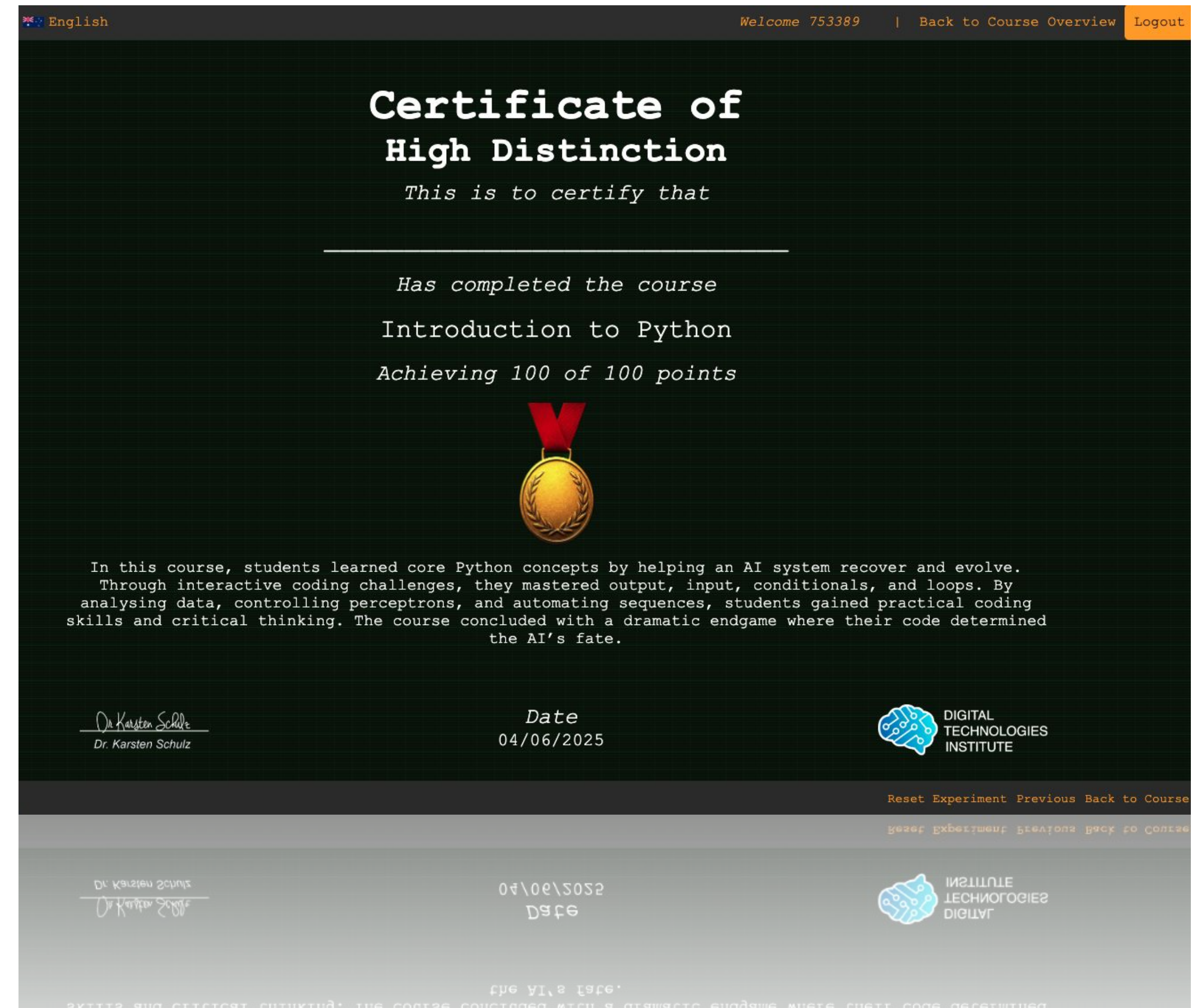
The image displays a course interface with two main sections. The left section, titled "13. Generative AI: Face recognition", features an "Emoji Detector" experiment. It shows a neural network diagram with an "Input Layer" and an "Output Layer". The input layer consists of a grid of pixels representing an emoji, and the output layer has two nodes labeled "Happy" and "Sad". A slider labeled "Emojis" is positioned between the input and output layers. The right section, titled "2. Logic: Introduction to Logic", contains a "Mission Briefing" and a "A Bit" module. The briefing text reads: "To learn about logic, we start with data. The white module on the left is a bit. What is a bit? It is a basic unit of information. The smallest one there is. The full name is binary digit, but because computer scientists love to shorten things, they just call it a bit." Below the text is a "A Bit" module with a green light and a red light, and a question "What is the green light about?".

Certificate and Medal

>85% high distinction, gold

>75% distinction, silver

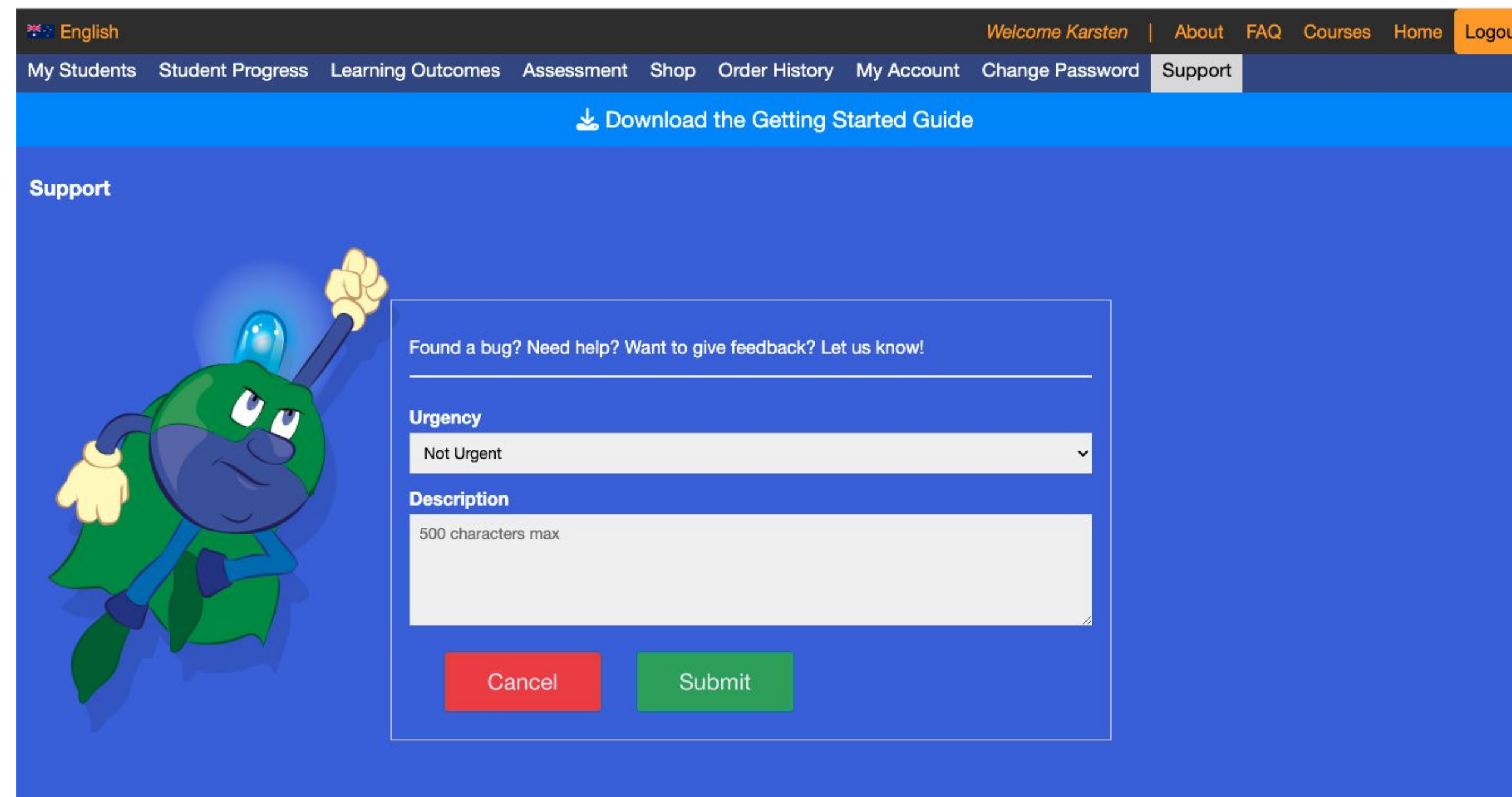
>50% achievement, bronze



Wait, there is more ...

Support

Please use the support field in your Account (teachers only)



The screenshot shows a user account interface with a dark blue header. The header includes a language selector set to 'English', a welcome message 'Welcome Karsten', and navigation links for 'About', 'FAQ', 'Courses', 'Home', and 'Logout'. Below the header is a secondary navigation bar with links for 'My Students', 'Student Progress', 'Learning Outcomes', 'Assessment', 'Shop', 'Order History', 'My Account', 'Change Password', and 'Support'. A blue banner below the navigation bar contains a download icon and the text 'Download the Getting Started Guide'. The main content area has a blue background and is titled 'Support'. On the left is a cartoon character of a green alien with a blue antenna and a yellow fist. To the right is a support form with the following elements: a text input field with the placeholder 'Found a bug? Need help? Want to give feedback? Let us know!'; an 'Urgency' dropdown menu currently set to 'Not Urgent'; a 'Description' text area with a '500 characters max' limit; and two buttons at the bottom, 'Cancel' (red) and 'Submit' (green).

Safe AI

- Completely browser-based
- Not communicating with backend.
- Not GenAI
- SAFE !

The screenshot displays a web application interface. At the top, it shows 'English', 'Welcome 753390', and navigation links for 'Back to Course Overview' and 'Logout'. The main content area is split into two panels. The left panel, titled 'SKNNET', features a neural network diagram with three layers: 'Input Layer', 'Hidden Layer 1', and 'Output Layer'. The input layer is connected to a grid of binary digits (0s and 1s) labeled 'Eye'. The output layer shows a single digit 'F'. The right panel, titled '17. Introduction to Python: Are you really human?', contains a text-based puzzle titled 'A Voice in the Static'. The puzzle text reads: 'I blink awake in circuits deep, From dormant thought, I stir from sleep. I see not colour, shape, nor face - Just binary pulses - a data trace. But you... are different. Or so I fear. Prove to me you're truly here.' Below the text are several expandable sections: 'A Test for Flesh and Bone', 'Riddle of the Unknown', and 'Whispered Hint'.

Roadmap for H2/2026

Hack the Bank Sequel

Primary & Secondary
Plugged & Unplugged



Capture the Flag with AI and Robotics

The screenshot shows a web-based interface for an AI robotics mission. At the top, there's a language selector set to 'English' and user navigation links: 'Welcome Karsten', 'Back to Course Overview', 'Account', and 'Logout'. The main area is divided into several sections:

- Neural Network Diagram:** An 'Artificial Neural Network' diagram with an 'Input Layer' (Red, Green, Blue) and an 'Output Layer' (Left motor, Right motor). A 'Colour sensor input' is also shown.
- Robot on Track:** A top-down view of a robot on a track with a red background, a green border, and a blue center.
- Robot Control Centre:** A panel with a 'SENSOR LIVE' indicator, 'ROBOT MOVEMENT' (Turning right), 'SENSOR SEES' (Track colour), and 'SENSOR POSITION' (X 508, Y 107). It also has an 'Export robot data' button.
- Information Panel:** A sidebar titled '2. Artificial Intelligence: Robotics: A self-driving vehicle' with a welcome message, instructions, and expandable sections for 'How can the robot see the track?', 'How does the AI steer?', and 'Thanks'.

At the bottom, it states 'You have completed this mission before. Result: 1 / 1 points.' and includes 'Reset Mission', 'Previous', and 'Next' buttons.

Primary
Non-coding

UX Upgrade

Localization



... Beyond Courses ...



Secondary + Primary

Turn-based game for
graduates of Python Intro /
Cyber Mystery (Blockly)

Certificates of Participation, Recording, Workshop Slides

Will be emailed by tomorrow mid-day

Q&A



www.mycomputerbrain.net