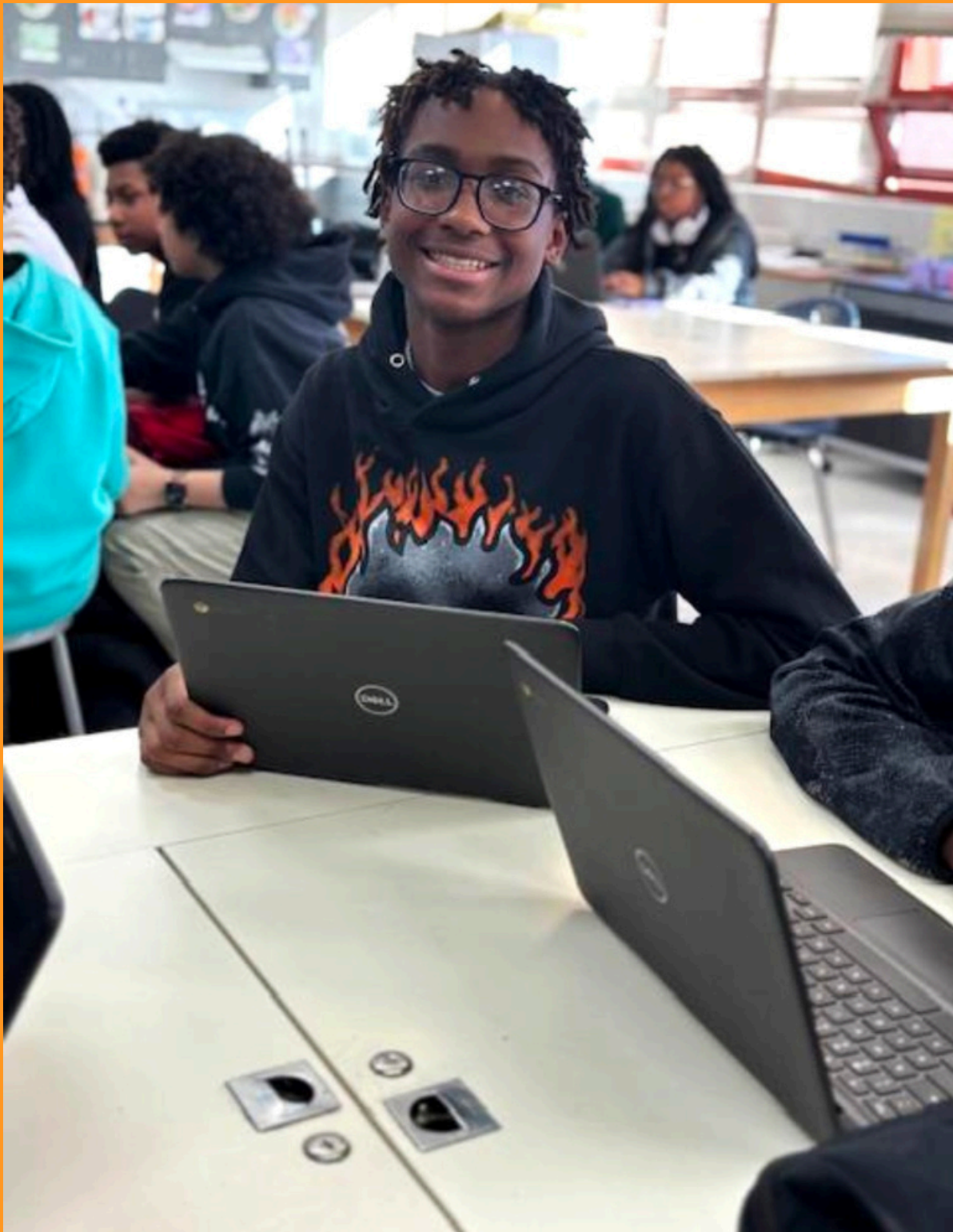


# BCAUSEICAN

BCAUSEICAN, YOU CAN, WE CAN



**BCAUSEICAN NEWSLETTER SPRING 2025**



## **AI Course Gives 8th-Graders Insight into Cutting-Edge, Billion-Dollar Industry**

In February, BCAUSEICAN (BCIC) led its first artificial intelligence (AI) class to help local middle school students gain valuable skills in a rapidly-growing, billion-dollar industry.

Eighth-graders at Greenbelt Middle School enjoyed an eight-week AI course that was offered as an after-school enrichment program. During this exciting new course, students learned about how AI originated, industry terminology, and how to use the latest AI tools. Additionally, the budding AI engineers learned about ethics and biases in AI, and participated in two, hands-on projects.

Over eight weeks, students advanced from having little knowledge of AI to training AI models. According to Ashely Merino, one of the course's teachers, students worked with AI Art programs, as well as new and older AI chatbots. They also participated in a few AI training projects, during which they trained models to recognize different types of Pokemon characters and distinguish nice comments from mean ones.

"The Artificial Intelligence coding class they teach has both academic and real-world applications," Carlos Pugh, a Parent Engagement Coordinator at Greenbelt Middle School, said about the course. "Their instructors are energetic and professional. They bonded with our students immediately, creating a productive learning atmosphere. I would recommend BCAUSEICAN to any school with aggressive, inquisitive students."

## **Press Release - BCAUSEICAN Teaches SCRATCH Coding to Anne Arundel County Students**

BCAUSEICAN helped 15 students expand their tech skills recently, through its eight-week long BCAUSEICAN Grow coding course. The interactive course exposed students to SCRATCH coding, a programming language that is used as an educational tool. This class, held at the Frank Hebron-Harman Elementary School in Hanover, was BCAUSEICAN's first class in the Anne Arundel County Public Schools (AACPS) district.

In addition to being educational, according to Phi Thatch-Seals, a community School Program Manager for AACPS, classes were enjoyable for students.

"We chose to partner with BCAUSEICAN Inc. to offer STEM and coding opportunities-and the students absolutely love it! I've thoroughly enjoyed

working with the team. They even joined us for our Cultural Arts Night, where they proudly displayed some of the students' work," she said.

Thatch-Seals said she truly appreciated the partnership and looks forward to "continued collaboration in the years to come."

We are grateful for the opportunity to reach new students and look forward to working with the AACPS district in the future!





***On the Spotlight!***

Brianne Do

In her free time, Brianne enjoys expressing her creativity through painting and sculpting, tending to her garden, and immersing herself in the world of video games. Professionally, she works as a Data Labeling Analyst at Meta, where she supports AI chatbot development in both Vietnamese and English. For the past four years, Brianne has also been an integral part of the marketing team at BCAUSEICAN. Her work there includes designing social media graphics, brochures, and email newsletters, as well as conducting research and writing to help constituents understand the organization's mission. One of her recent contributions was authoring a comprehensive document explaining BCIC's community school initiatives, now featured on the organization's website.

Her experience with BCAUSEICAN has had a profound impact on her. Before joining the organization, Brianne was apprehensive about pursuing a career in tech due to her background in the humanities and the arts. She feared that advocating for herself in such a competitive and ever-changing industry would be difficult. However, witnessing how BCIC empowers students with both technical and interpersonal skills helped her realize that as long as she remains committed to learning, she can thrive in any industry. It reinforced her belief that there will always be a need for people who blend empathy and communication with technical expertise.

Looking ahead, Brianne has applied to a Master's program in Human Factors and Ergonomics with a concentration in User Experience and is awaiting a response. Her goal is to work in player research within the video game industry, and ultimately, to create her own games. She knows the path will require learning a wide range of new skills, but she's committed to the journey, confident in the time and passion she has to grow.

***"BCAUSEICAN, You Can, We Can!"***





## Help Us Empower Futures!

At BCAUSEICAN, we're on a mission to bridge the gap in tech education in our communities. Your support makes it possible for us to offer coding classes for children, technology classes for adults, STEM training for educators, and so much more, helping people gain the skills they need to succeed in a tech-driven world.

**Donate today** to make a lasting impact. Every contribution brings us closer to a more inclusive future where everyone has the opportunity to thrive in technology.

***Together, we can create change. BCAUSEICAN, YOU can, WE can.***

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