

Thank you for your interest in Next Level Collaboration and including us as a part of your social capacity building therapy team. Below is a summary of our program, and we look forward to meeting you and your child.

What is the Next Level Collaboration program?

Next Level Collaboration is a research-based social capacity building program for children aged between 8 to 15 years old that uses their interest in gaming to meaningfully develop collaborative skills, confidence, and friendships.

Combining video feedback with collaborative play, this new digital games-based program is the first of its kind in the world. Building from the work of Dr Matthew Harrison's PhD research, this structured program is designed specifically to support and celebrate children with social-emotional differences, including the autistic community and children with ADHD.

What makes Next Level Collaboration different from other social capacity building programs?

We are more than games-based learning. As an organisation, we are underpinned by our social mission to celebrate differences. Rather than attempting to 'fix' our participants, we focus on a positive message of developing the collaborative social capabilities that every child and young adult requires to be safe, happy, and learning. Our program facilitators are not only specifically trained professionals, but we endeavour to have at least one staff member with a lived experience of neurodivergence in every session that we run.

How does Next Level Collaboration work?

Next Level Collaboration carefully selects cooperative video games to become the basis for teaching specific social skills. Children learn the meaning of the social skill, what they look like, why they are important and when they should be used.

Participants attend weekly in-person sessions at our location in Melbourne, Australia over 8 weeks and are provided with clear instruction designed to help students achieve success through a three-stage process:

Stage A - Skill instruction focusing on targeted skills using explicit teaching and video modelling.

Stage B - Students play a weekly cooperative video game, with teaching staff identifying and supporting the performance of targeted skills during play.

Stage C - Guided group reflection on the performance of the targeted skills by students during the cooperative play.



Our program runs weekly on Tuesday nights at the Melbourne Graduate School of Education (100 Leicester Street, Carlton), and we offer multiple Everyone Groups along with a Girls+ Group. Our Everyone Groups are open to anyone and everyone, while our Girls+ Group is inclusive by definition and is also open to non-binary and gender diverse individuals. Our groups are limited to 6 children per group so places are very limited.

Our introductory price is \$99 per session (\$792 for the full 8 weeks) and due to high demand, we will require a deposit to secure your child's place. We ask that families commit to the full 8 weeks of the program to ensure that there are always others for our participants to play with. Self-managed or plan-managed NDIS funds can be used, and we offer flexible payment options. Please get in touch if you would like more information and we will assist you.

We look forward to speaking with you further soon. Our organisation is neurodivergent-led and we value work-life balance for our staff, but we endeavour to reach out to you within 3 business days of your enquiry.

Kind regards,

Jess and Matt

Co-founders

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