

FemSTEAM Mysteries Newsletter II

FemSTEAM Mysteries:

A Role-Model Game-Based Approach to Gender Equality in STEAM

Project Number: 2020-1-CY01-KA201-06605



Consortium meetings in Germany (Cologne) were cancelled due to COVID-19 and moved to Online meetings

November 22nd, 2021 Time: 13.00-15.00 (CET)/14.00-16.00 (EET)

November 23rd, 2021 Time: 10.00-12.00 (CET)/ 11.00-13.00 (EET)

PARTNERS



FeMsteam Mysteries

Coordinator:



**European
University Cyprus**

Partners:



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GOALS ACHIEVED

GOALS ACHIEVED for “FemSTEAM Mysteries” project are:

O1- Methodological Guidelines for creating the framework of the “FemSTEAM Mysteries” project. Partner:

- A. Existing situation in Greece, concerning Female participation in STEAM studies and careers.
- B. Existing methods of promoting gender equality in STEAM
- C. National educational policies that address gender disparities in STEAM studies and careers
- D. Extent of adoption of STEAM pedagogical models by national school systems

O2- Instructional Guide on Role-model education for promoting gender equality in STEAM

- A. Questionnaires: A total of 39 members of the staff and 381 students have participated in the answering of the survey.
- B. Situation of women in STEAM in the participating countries, 2. Role model approaches, activities, educational tools, games that exist or are used in their countries, 3. Bios of Women and Men in STEAM from their countries 4. Bios of Women and Men in STEAM from groups with fewer opportunities. The AAN, LSBC and Doukas schools and Chaledu have provided activities based on Role-Model education promoting gender equality in STEAM.
- C. Contents on the quid on Role-Model.
- D. Usefulness of the quid.

O3- Instructional Guide on Game-based education for promoting gender equality in STEAM

- A. Literature review on Game-Based Education
- B. Perception on Game-Based education approaches
- C. Game-Based suggested tools
- D. Suggested activities on Game-Based Education
- E. How to choose a Game-Based tool



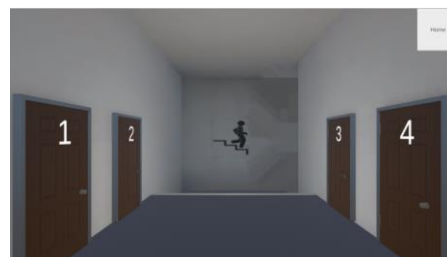
O4- “FemSTEAM Mysteries” DIGITAL MYSTERY GAME

- A. Development frame and the main mechanics of the digital game.
- B. Script design, process and setting up of the digital mystery game.

WORK IN PROGRESS

O4- “FemSTEAM Mysteries” DIGITAL MYSTERY GAME

- A. Programming of digital mystery game.
- B. Development of graphics and sound of the game.
- C. Development of a guide for the implementation of the game.
- D. Playtesting workshops of beta-version of the game.
- E. Finalization of the game.
- F. Translation of the game into the national languages of the consortium.



O5- “FemSTEAM Mysteries” Library

O6- “FemSTEAM Mysteries” Teacher Professional Development Program on promoting gender equality in STEAM.

Develop participant’s knowledge and skill in teaching and learning using the FEMSteam Mysteries methodological and digital approach.