





AGENDA

Advancing Gender-Inclusive Gaming Education: Insights and Best Practices

24th March 2024, 14:00 to 14:50 CET

14.00 - 14.05	Welcome and Introduction	15	minutes)	- ΔII	Digital
14.00 - 14.00	Welcome and introduction	ı	IIIIIIIutes	- Au	. Digitat

- Moderator's welcome remarks
- Brief overview of the NuGamers Project
- Objectives of the webinar

14:05 – 14:20 Challenges and Motivations (15 minutes) – Minna Porvari, Xamk

- Initial findings on gender biases in gaming education
- 14:20 14:40Interactive Session: Gender-Inclusive Practices (20 minutes) – Francesca Olivier, Futuregames
 - Introduction to the Handbook and Toolkit under development
 - Challenges encountered and how they were addressed
 - Live poll or Q&A with attendees

can be held responsible for them.

14:40 – 14:45 **Q&A** (5 minutes)

- Opportunity for attendees to ask questions
- Feedback collection from participants on the presented materials

14:45 – 14:50 **Closing Remarks** (5 minutes)

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