

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** (5 minutes) - All Digital
- 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 – 14:40 **Interactive 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
- 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)