

AGENDA

Advancing Gender-Inclusive Gaming Education: Insights and Best Practices

24th March 2024, 13:00 to 14:30 CET

- 14:00 – 14:10 **Welcome and Introduction** (10 minutes) - All Digital
- Moderator's welcome remarks
 - Brief overview of the NuGamers Project
 - Objectives of the webinar
- 14:10 – 14:30 **Project Progress and Key Milestones** (20 minutes) – Minna Porvari, Xamk
- Main milestones:
 - NuGamers Framework development
 - Initial findings on gender biases in gaming education
 - Challenges encountered and how they were addressed
- 14:30 – 15:00 **Interactive Session: Gender-Inclusive Practices** (30 minutes) – Francesca Olivier, Futuregames
- Introduction to the Handbook and Toolkit under development
 - Live poll or Q&A with attendees
- 15:00 – 15:10 **Next Steps in the Project** (10 minutes) - Francesca Olivier, Futuregames
- Upcoming activities and expected outcomes
 - Timeline for Handbook and Toolkit finalization
- 15:10 – 15:25 **Q&A** (15 minutes)
- Opportunity for attendees to ask questions
 - Feedback collection from participants on the presented materials



15:25 – 15:30 **Closing Remarks** (5 minutes)

