





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 Digita	al
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- 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 - 15:00Interactive Session: Gender-Inclusive Practices (30 minutes) – Francesca Olivier, Futuregames

- Introduction to the Handbook and Toolkit under development
- Live poll or Q&A with attendees

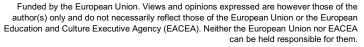
15:00 – 15:10 Next Steps in the Project (10 minutes) - Francesca Olivier, Futuregames

- 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)

