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WWW.WOMENHACKTHEGAME.EU

DISCOVERY AND EXPERIMENTATION. MAKE EDUCATIONAL RESOURCES AVAILABLE TO TEACHERS AND SCHOOLS AND CARRY OUT AWARENESS-RAISING AND TRAINING INTERVENTIONS IN THE CLASSROOM.

RESEARCH AND WORK IN THE CLASSROOM. DISCOVERING AND RESEARCHING ILLUSTRIOUS AND SCIENTIFIC WOMEN WHO HAVE HAD A RELEVANT ROLE IN THE DEVELOPMENT OF SOCIETY.

CREATION AND RESOLUTION OF PROJECTS (HACK DAY). DEVELOP AN IDEA OR PRODUCT TO MAKE VISIBLE THE RELEVANT ROLE OF WOMEN AND PRESENT IT DURING HACK DAY.



Women hack the Game offers you the opportunity to participate in a project to disseminate and promote knowledge through the discovery of the work carried out by illustrious women in different areas and STEM disciplines (Science, Technology, Engineering and Mathematics).

GOAL: Promote research and scientific knowledge, in addition to sensitizing teachers and providing them with innovative tools to motivate students' interest in scientific-technical careers that are considered key to innovation.

The project will last 21 months, from November 1st, 2020 to July 31st, 2022.