Coding4Girls

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CONTEXT

According to the National Center for Education Statistics in the US, women just represent 18% of the university graduates in computer science.
The disparity between male and female participation in computer science continues at the professional level.
In Europe the situation is even worst as reported by the European Commission: "Of 1,000 women with a Bachelors or other first degree, only 29 hold a degree in Information and Communication Technologies (ICTs) (as compared to 95 men), and only 4 in 1000 women will eventually work in the ICT sector".

OBJECTIVES

The project addresses:

1. Overcoming **the gap between male and female** participation in computer science education and careers by introducing innovative methodological learning interventions.

2. **Attracting young people** by raising awareness on the computer science careers.

3. **Introducing** a **design thinking** pedagogical approach linked to human-centered solutions.

CODING4GIRLS will validate the proposed **learning framework** through the **design** and **development** of awareness raising **serious games** in Slovenia, Greece, Turkey, Italy, Croatia, Bulgaria and Portugal.

TARGET GROUP

The direct participants are teachers from primary and secondary school with 10-16 years old students.
Learners will be encouraged to design and code

PARTNERSHIP

University *of Ljubljana*

UNIVERZA V LJUBLJANI
(Slovenia)

SOUTH-WEST UNIVERSITY NEOFIT RILSKI
(Bulgaria)

SVEUCILISTE U RIJECI
(Croatia)

UNIVERSITY OF THESSALY
PANEPISTIMIO THESSALIAS
(Greece)

eu-track
EU-Track
(Italy)

virtualcampus
VIRTUAL CAMPUS LDA
(Portugal)

T.C. İSTANBUL VALİLİĞİ
ISTANBUL VALILIGI
(Turkey)