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CULT.

CULTURE & TECHNOLOGY

Brief description of the project

The project hybridises technological and artistic-cultural knowledge by introducing a STEAM approach in the EU HEIs of technical-technological extraction, in response to the increasing pervasiveness of digital in the ways in which cultural assets are valorised and used, to foster the access of women from humanistic educational backgrounds to STEM study fields, increasing their employment chances in the labour market, that suffers from strong gender imbalances

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Results

An HE STEAM Curriculum implemented in the HE offering of IT, ES, FR, HR and AL

Microlearning pills and gamified scenarios to adapt students' skills to digital culture

An ART-INSPIRED TEACHING HANDBOOK to develop the creative potential of female students in designing game-based communication solutions for cultural assets

A Curriculum Pilot with 60 female students in 5 countries

A hybrid mobility for 22 lecturers/trainers for in-vitro testing of the Handbook

