

# Transforming lives: Girls Who Game

(2017). National Science Foundation

3. The Girl Scout Research Institute. (2012). Generation STEM: What girls say about science, technology, engineering, and math. New York, NY: Girl Scouts of the USA

## What is the Girls Who Game program?

Girls Who Game (GWG) is an extracurricular program created by Dell Technologies with partners Microsoft and Intel. It exposes young, undeserved girls to the world of gaming, teaching them new ways of applying STEM learning in the process.

This is an engaging, technology-based program designed to captivate female students in grades 4-8 in learner-driven experiences. The goal is to help students acquire skills like computational and critical thinking, communication, collaboration, creativity, problem solving, and innovation. The girls are then empowered to become leaders in STEM-related fields.

## Call to action

Computing skills are highly sought after in the job market, with demand growing at 3X the North American average. Less than a quarter of computing jobs are held by women, and that number is declining.

- Women constitute 50% of the overall workforce and only 28% of the Science & Engineering workforce<sup>1</sup>
- 11% of Science, Technology, Engineering, and Mathematics (STEM) jobs are held by women of color<sup>2</sup>
- Less than 50% of high school girls know a woman in a STEM career<sup>3</sup>

1. [Women in Computer Science: Getting Involved in STEM](#)

2. [Women, Minorities, and Persons with Disabilities in Science and Engineering](#)

## Girls can progress and grow in this program through three levels:



**Challenge Mode** focuses on building the GWG club community, including the introduction of female technology mentors. Using Minecraft: Education Edition, the aim is to develop game based skills, global competencies and leadership skills while working toward a final culminating task.



**Leadership Mode** concentrates on the development of leadership skills and teamwork expertise. Participants have the potential to develop into Junior Mentors during this stage. Esports are introduced and leads to a culminating event where the girls play against each other and/or their mentors.



**STEM Esports Mode** focuses on building an esports team. The Junior Mentors further continue their development into team leaders.

A strategy playbook is created by the club, and the culminating event involves multiple clubs participating in an esports event, finishing with a celebration and awards!

To learn more about the Girls Who Game Program, visit our [website](#).



of the Dell Technologies Girls Who Game Program. © 2023 Dell Inc. All rights reserved. Internal Use - Confidential

Girls Who Game resources and documents cannot be used or sold independently outside

## Transforming lives: Girls Who Game

### Strategically innovating the success of tomorrow

Our goals	Attained through these activities
<b>Authentic Application:</b> Engage female students in grades 4-8 in learner-driven experiences that broaden their knowledge, skills, and dispositions within STEM related fields.	<ul style="list-style-type: none"><li>• Leverage game-based learning resources across multiple disciplines.</li><li>• Increase awareness and improve global competencies by providing experiences for students to develop and practice their collaboration, communication, creativity, self-regulation, citizenship, and critical thinking and problem-solving skills.</li></ul>
<b>Develop mentorship:</b> Foster the pursuit of academic and career aspirations of young women through mentorship.	<ul style="list-style-type: none"><li>• Facilitate virtual mentors to inspire, educate, and equip girls from the program with authentic application of necessary knowledge, skills, and dispositions to be successful in STEM fields.</li></ul>

**Build a community of learners:**

Cultivate a community to support building relationships, amplifying success, and promoting reflection for continued growth and ongoing feedback.

- Develop a girl-centric ecosystem that empowers girls to learn from each other and build their confidence in a STEM-focused space.
- Provide professional development in order to build knowledge, confidence and advocacy in STEM disciplines.
- Develop materials and resources to highlight program offering and amplify outcomes.



Everyone is welcome in the Girls Who Game program.

[Learn more](#)  
about the program.

[Contact a](#)  
Dell

expert today.  
[View more](#)  
Girls Who Game  
resources.

[in](#) [twitter](#) [facebook](#) [email](#)  
Join the  
conversation  
with  
[#girlsgame](#)



of the Dell Technologies Girls Who Game Program. © 2023 Dell Inc. All rights reserved. Internal Use - Confidential

Girls Who Game resources and documents cannot be used or sold independently outside