Welcome to #WIGSummerSummit2021!

Wednesday, June 23, 2021 @ 3:00 pm ET: **Dispelling the Myths of STEAM Careers: The Video Game Industry Is Powering Up**

**Introductions by:**

Connecticut State Representative Christie Carpino
Secretary, Women In Government Board of Directors
Women In Government
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June 23, 2021
General Housekeeping Items:

• Please take a moment to introduce yourself in the Chat Box!

• For optimized viewing of this program, click ‘speaker view’ or ‘side by side’.

• We will have a Q&A period at the end of the presentation, be sure to use the Chat Box feature in the Zoom Toolbar to ask questions!

Let’s Stay Connected!

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Setting The Stage

Anastasia Staten
Executive Director
ESA Foundation
Moderated by:

California Assemblywoman Autumn Burke
Wednesday, June 23, 2021 @ 3:00 pm ET: Dispelling the Myths of STEAM Careers: The Video Game Industry Is Powering Up

Featuring:

Kayla Belmore
Senior Producer
Gearbox Studios

Winslow Caliwag-Gomez
Producer
Walt Disney Games

Michael Lee
Senior Director
Next-Gen Talent at Electronic Arts
MYTH 1: Girls/women just aren’t interested in STEAM careers.

FACT: Rates of female participation in STEAM fields correlate not with “interest” but with inclusivity and the creation of positive cultural environments.
MYTH 2: Year after year, students of color increase their share of earned bachelor’s degrees in STEAM.

FACT: After rising for years, the share of bachelor's degrees in STEAM going to black students began to decrease in the mid-2000s, according to data from the National Science Foundation, despite an increase in federal funding to encourage pursuit of these degrees. If you apply a gender lens, the concerns are even more alarming.
MYTH 3: STEAM professionals are not creative.

FACT: Hard science, like mathematics, has its place in STEAM professions. But STEAM is as much about skills like problem-solving and critical thinking. If you’re not a math whiz, no worries! There are plenty of STEAM-related degrees in technology and engineering that need big-picture, mission-driven thinkers—which speaks to the video game industry.
MYTH 4: Girls do not test well in math and science.

FACT: Most tests fall far short of measuring true ability. Recent analyses of standardized and admission tests by education experts reveal that one of the reasons girls who excel at science and math score lower than boys on tests in these subjects is multiple-choice questions. These tests often are filled with multiple choice questions and girls are not as good at guessing answers as they are at answering open-ended questions. In other words, the tests fail, not the girls.
MYTH 5: Girls of color are not interested in and, therefore, do not perform well in math and science courses, which discourages them from pursuing STEAM careers.

FACT: Recent studies show that race- and class-based prejudices, not ability, help determine whether students of color pursue math and science studies and STEAM careers. In racially diverse affluent communities, for example, students in general are more likely to be provided with enrichment opportunities, like coding and robotics camps. But in poorer communities, girls of color, in particular, view themselves as outsiders when it comes to math and science and are often treated that way by teachers.
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Questions and Answers:

Kayla Belmore
Senior Producer
Gearbox Studios

Winslow Caliwag-Gomez
Producer
Walt Disney Games

Michael Lee
Senior Director
Next-Gen Talent at Electronic Arts
Check out WIG’s most recent toolkit:
Advancing Policies for Quality Malnutrition Care in Older Adults

This toolkit helps raise awareness of the growing issue of malnutrition and provides examples of policy actions to prevent and treat malnutrition among older adults

Check it out here:

#WIGSummerSummit2021 is taking place on 6/22, 6/23, 6/24, 6/29, & 7/1 @ 3:00 pm ET

(2:00pm CT / 1:00pm MT / 12:00pm PT / 11am Alaska / 9:00am Hawaii)

We look forward to seeing you tomorrow, June 24th to discuss:

3:00 pm – 3:45 pm ET: Post-Secondary Education to Inclusive and Equitable Workforce Readiness

at 3:45 pm – 4:00 pm ET: Trends and Opportunities for State-Level Resilience

And next week:

Tuesday, June 29, 2021 @ 3:00 pm - 3:30 pm ET: Advanced Recycling: Fact vs. Fiction
Tuesday, June 29, 2021 @ 3:30 pm - 4:00 pm ET: Beyond the Prep Act: Ensuring Pharmacists Can Continue to Support Community Health
Thursday, July 1, 2021 @ 3:00 pm - 3:30 pm ET: Empowering Customers and Small Businesses
Thursday, July 1, 2021 @ 3:30 pm - 4:00 pm ET: MAGIC - Make a Great Impression on Constituents, Customers, and Let's Not Forget Compliance

Visit https://www.womeningovernment.org/attend/event/2021-wig-summer-summit-series to register for this event!
Thank you for attending today’s #WIGSummerSummit session!

2021 Summer Summit Series

REGISTER NOW!
June 22  June 23  June 24
June 29  July 1

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