

GENDER SENSITIVITY TRAINING FOR ENGINEERING AND SCIENCE FACULTY: A MULTIMEDIA GAME APPROACH

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The Positive Opportunities for Women Engineers' Retention (POWER) grant proposes to increase the recruitment and retention of women faculty and students, particularly transfers from community colleges, and to improve the classroom climate at the New Jersey Institute of Technology (NJIT). Several interventions have been utilized by the POWER project to achieve these goals. One of these projects is a multimedia game which has been designed for the purpose of giving engineering faculty members an idea of how it feels to be a woman at engineering school. Tentatively titled "Alice in Techieland," the game will be accessible through the POWER homepage on the Internet in late Spring 1997.

The game is designed as a gender role switch game where the engineering/science professor player has to take the role of "the other, i.e., the outsider, in the classrooms and faculty meetings in order to get promoted at the Inferno Institute of Technology (I.I.T.), an academic maze of publish or perish where Superstars, fat cats and an entrenched elite of Orwellian Big Brothers rule. The objects of the game are several: 1) to get out of I.I.T., to a better school called P.I.T. (Paradiso Institute of Technology) if you're materialistic; 2) to find justice if you're idealistic; or 3) to get tenure at I.I.T. and become one of the big brothers, if you're cynical. Each option is accompanied by a tutorial on how to improve each classroom encounter between student and faculty.

We would like to demonstrate the game and to discuss the design process. If your conference has an exhibition area, this might be an appropriate setting. If not, we would be happy to present in a conference session. We can bring our own hardware if necessary.

POWER GENDER GAME Internet Address: <http://www-ec.njit.edu/gendergame>

