

CHANUA

A serious game for engaging young girls from a low-resource setting of Kenya in STEM education

The problem

The Lamu island is a rural and remote area where locals, including children, are barely exposed to technology. In response, the IOMe005 Innovation Hub, a Kenya Red Cross branch, aims to bring innovation to the schools of Lamu using STEM toolkits. However, stigmas and stereotypes convey ideas that STEM is not for girls which tend to push them away from this type of education. The CHANUA project was therefore scoped to focus on the young girls of Lamu and ensure they are not marginalised by the IOMe005's initiatives.

The solution

The proposed solution is a serious board game which mirrors the context of Lamu. Girls play in teams by moving their pawn on the board and answer questions which encourage them to critically and scientifically look at their surroundings. The game also aims to inspire the players and trigger serious discussions about girls in STEM. This design intervention ultimately contributes to enhancing the local female community resilience.



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