

Developing and Studying a 3-Hour Documentary Series and Live Game Streaming Showing the Relationship of Engineering to the Everyday Built World| AWARD # 2215269

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Project Description

This integrated multimedia and research project includes a documentary series on the engineering process, a Twitch channel which will culminate in a live streamed engineering escape room game, and research on how ISL happens on a live stream platform like Twitch. It also explores how to build safe, inclusive online spaces.

Key Achievements

- What have you **accomplished** to date?

We are in production on the film and in pre-production on the Twitch channel and escape room game. Preliminary research has also begun.

Audience & Settings

Audience: general STEM audience + younger Twitch users

Disciplinary area: engineering, multiplatform broadcast, digital, & social STEM media

Learning environment: online digital, broadcast, live streaming

Access and Inclusion

Our project features stories of diverse, creative teams of engineers working to solve real world problems. Our research also focuses on how to create and maintain safe, inclusive spaces in online learning communities and live streaming platforms.

