



**BLOOMING**  
Inclusion and Diversity in STEAM

## Interview Questions

**STEAM Journey :** "Can you share your journey and what inspired you to pursue a career in STEAM? Were there any key moments or influential figures that directed you towards this path?"

I have always been drawn by visual arts, but I was also interested in sciences, so maybe naturally I wanted to find something to do that could include a bit of both. As a teenager in Greece, I thought that maybe architecture studies would solve my puzzle. That was also probably influenced by the fact that there wasn't any University course in Applied Arts, which was a sector that I was more interested in, rather than the more 'academic' Fine Arts Faculties.

**STEAM Achievement :** "What do you consider your most significant achievement or contribution to your field? How do you hope your work will impact the future of STEAM?"

After my studies and some years of working in architecture, I continued my studies in illustration, although at that moment, working in illustrating picture books looked like an impossible dream to me, but which I thought would still be worth pursuing. So the fact of now working with well-known writers and editors feels like an achievement, especially when looking back to how I was thinking before making this change in my career. I hope that I contribute with my work to the quality level of illustrating books and to the respectful work conditions we would like to establish for the artistic jobs.

**Challenges and Overcoming Them:** "Throughout your career in STEAM, what were some of the significant challenges you faced both in your personal and professional life? How did you overcome them? How did these challenges shape your professional journey?"



When I started working in architecture, I felt that there was a long way still to go for young architects to be dealt with respect and being rewarded accordingly, financially as well. I could say the same for my start in the illustration journey. The fight for respectful collaborations in jobs dealing with the arts will always have to continue, I think, but determination and gaining experience definitely help, during the way.

**Advice for Young Women:** "What advice would you give to young girls who are interested in STEAM but might be hesitant to pursue it due to stereotypes or the fear of failure?"

Do it! We need our dreams, we have to do something we like, otherwise life can look impossible! What others think is most of the time irrelevant and failing in some steps is usually included in the path. Failing in some steps, makes you turn your plan around and adjust it to what fits more to you.

**Future of Women in STEAM:** "Looking towards the future, how do you see the role of women evolving in STEAM fields? What changes do you think are necessary to create a more inclusive and supportive environment for women in STEAM?"

I think women will be evolving more and more in STEAM fields, it can only go forward from now on. I think conditions are getting better, there is still way to go in establishing respectful conditions for women in working environments, where is not at all rare experiencing bullying from colleagues or bosses about their choice of being mothers or not, about physical appearance, clothing choices, etc. I guess the answer to this is, once more, Education. I believe there is where all starts and ends.

