



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

From the age of 3, I was deeply captivated by technology, especially gaming. I often found myself wondering why people enjoy interacting with multimodal problem-solving environments, how our identities are expressed through games and how our ideologies and practices about and with technology construct our views for the world. This curiosity drove me to experiment with computers and gaming consoles, and admittedly, some of them did not survive my experimental endeavours. Yes, I broke some of them, but each mishap taught me more about how technology systems worked.

Through the years, I was certainly influenced by some theorists/philosophers such as Butler, Goffman, Blommaert, Foucault, Bourdieu, though thinking about my journey, I did not have a specific key moment. But I always knew something very specific about myself. I was curious. I wanted to explore. I wanted to search. I wanted to analyse. I wanted to know. I wanted to give back to society. So, my personality at the end was and is my motivation in directing my learning and career progress.

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?"

As I previously said, my goal is always to offer back to society, to people and especially those one who might lack of socioeconomical privileges. No matter how many scientific papers, or books we write, if they remain in theory or in shelves then this is at some point a failure in my point of view. Thus, my scientific work has always been disseminated to the public. People should be able to have access to scientific knowledge in a more simple and practical way to help them in their lives. And I think through my speeches and my projects many people have experienced my work through playing the edutainment environments I designed and are more aware now about the significance and contributions of videogames on how to effectively use them or help their children in acquiring digital literacy, creativity, social, cognitive, problem-solving skills which are high of importance nowadays with the introduction of AI in societies. And as my career progressed, my focus has now shifted towards a more specific aspect of technology: humane technology, especially with AI. This interest developed from a desire to ensure that technological advancements benefit society ethically



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and sustainably. I am contributing to consulting organizations for technology solutions that prioritize human well-being and ethical use of technology, aiming to create digital-humane-centered societies.

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?"

There is no road to a specific "success". This is a societal construction. So, if we want to be realistic, then yes, it is more important to talk about challenges and ways of addressing them to raise a voice of positive change. Personally, any challenge that I might have, is every new project I start. A new project means, learning through the process of accomplishing it effectively. I overcome this challenge with a lot of studying, talking to other colleagues in order to exchange ideas, and thinking a lot...to generate innovative solutions. But the most difficult challenge a woman can have is that other people (both women and men) can be hesitated in accepting that she can be better than a man, because she might be a mother, and/or just because she is woman. Men are not treated the same way, and I am just reminding an incident with Erdogan and Elon Musk at a meeting they had in which Elon took his son with him. Erdogan asked him: **"Where is your wife?"** and Elon answered *"Oh, she is in San Francisco. We are separated now. That's why I take care of my son mostly"*.

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?"

Young women should embrace their curiosity for learning in practice, be open to travel around the world to gain experiences in the field of STEAM, collaborate with peers who have similar interests, but most important **Be Themselves and Be Loud Voices of their Ideas** no matter what.

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?"

The future role of women in STEAM fields even though it looks shining, yet there remains much to do to ensure equity and inclusivity. Workplaces need to implement policies that actively combat gender bias and discrimination, such as equal pay, and support for women in leadership roles. Women need to feel safe and valued as men do, and this can only be achieved with promoting a culture of respect and inclusion. If women and men work equally together, they can achieve the whole universe.

