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Engaging the youth in programming and physics through an online educational activity

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The rapid economic growth is building new trends in careers. Almost every domain, including high-energy physics, needs people with strong capabilities in programming. In this evolving environment, it is highly desirable that young people are equipped with computational thinking (CT) skills, such as problem-solving and logical thinking, as well as the ability to develop software applications and write code. These are crucial elements of Science, Technology, Engineering, and Mathematics education (STEM).

This talk will present an outcome from a Proof of Concept study of educational online activity. The project consists of building a first step of an interactive coding tutorial that will aim to introduce young people to computer science and particle physics principles in a fun and engaging way. Successful realization of this online educational asset will equip educators with a new tool to introduce STEM education and digital literacy in the classrooms, to eventually inspire young people to acquire necessary skills to be ready for a digital economic growth and future jobs.

Consider for promotion

Yes

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