How can we improve opportunities for girls and young women to engage with the video game industry as a possible career?

Thursday, February 2  •  6 P.M.
UCI Student Center, Crystal Cove Auditorium

An inclusive dialogue with women gamers, game developers and academics about increasing the visibility and representation of women in gaming.

RSVP: bit.ly/ucifeb2

PANELISTS
Kathy Chiang '16 – UCI eSports Arena Coordinator
Rachel “Seltzer” Quirico – eSports host; Twitch streamer; former professional gamer
Heidi McDonald – Creative Director, iThrive
Lena Uszkoreit – Ph.D. student, USC Annenberg School for Communication and Journalism
Rumay “Hafu” Wang – Twitch streamer; former World of WarCraft pro; BlizzCon 3v3 champion

MODERATOR
Amanda Cullen – Ph.D. student, UCI Department of Informatics