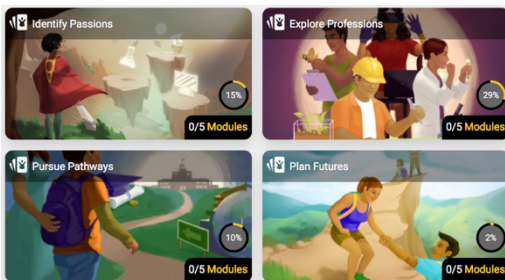


# STEM Mio

A DIGITAL PLATFORM FOR ENGAGING LATINO YOUTH  
IN STEM COLLEGE AND CAREER PATHWAYS



STEM Mio is an innovative approach to STEM learning and college preparation for middle and high school students, funded by the National Science Foundation, and created by Learning Scientists and game designers at the Center for Games & Impact (ASU) in an exciting collaboration with VME TV.

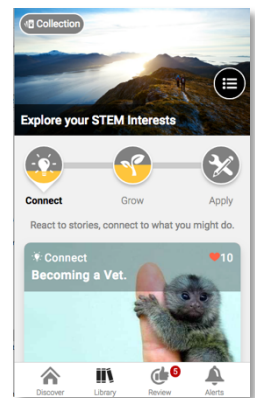


*STEM Mio aims to engage students in STEM careers and college futures, by providing inquiry-based STEM learning, real-world applications, engaging digital games, videos highlighting Latino role models, and education for the whole family on STEM careers and how to make college a reality.*

## STEM Mio Platform

Powered by the *THRIVECAST* platform and app, the STEM Mio program is available anywhere, anytime, and can be done individually, or as part of a class or club. STEM Mio helps students explore their personal passions, match those to STEM futures, and create portfolios to be strong college applicants.

The **STEM Mio Journey** blends digital experiences (career and personality inventories, immersive games, online feedback) with real-world experiences (hands on STEM, interviewing professionals, practice with college applications, etc).



Notably, the game platform goes beyond STEM to help shape students through self-reflection, academic goal-setting, becoming a student mentor, and supporting strategic planning for college and careers.

## STEM Mio Offerings: Ways to Get Involved

- Create an Account at **ThriveCast.Org** or download the app at the **Apple Store** or on **Google Play**.
- When you login, use “**Mesa-Demo**” as your invite code.
- Stem Mio includes four Collections each with multiple modules designed to support middle-school youth in connecting with inspiring stories, growing their skills, and creating their own stories. Try a couple of the modules.
- If you want to be a STEM Champion, send email to **Anna Arici** ([anna.arici@asu.edu](mailto:anna.arici@asu.edu)) to setup and manage accounts for your students or to inquire about the Mystery of Taiga River Game.



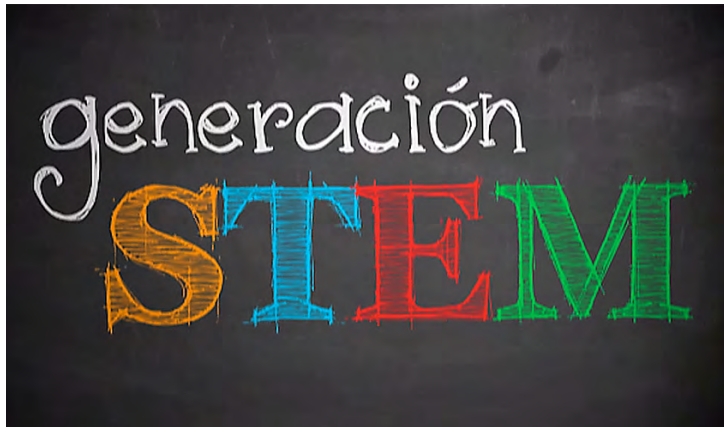
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Phone: 480.965.0211 | Fax: 480-965-0123 | [www.gamesandimpact.org](http://www.gamesandimpact.org)

## Students

To support learning, students play STEM Mio in cohorts, either with their teacher/facilitator, or with other students online. Students can review each other's accomplishments, and Teachers and STEM professionals give feedback as mentors. Learning is managed through a Teacher Dashboard, which shows players' progress and accomplishments. The students, mentors, and teachers support each other as they explore STEM learning, grow their potential, and chart a course for college and career success.

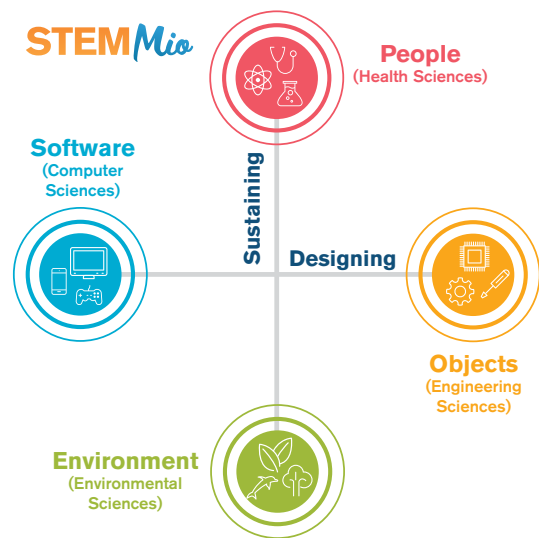


## Family

As a companion to the game-based journey and learning activities, VME has created a television series, **Generación STEM**, to engage entire families with STEM, college, and the benefits of these careers. These episodes are available in English within STEM Mio, and in Spanish for families to watch together on TV and online.

## Community

Working with VME and HACU, we have developed a robust **Community Engagement strategy**, including STEM Integration Kits with the resources for organizations and media to create local STEM Mio community events. Further, HACU will provide campus tours to students in Phoenix and San Antonio who 'level up' in the game platform to earn the experience. Both the tours and community events will bring students and their families together with college representatives, Latino professional organizations, Science Museums, clubs, etc, to play games, do hands-on STEM activities, learn about local colleges and culture, and make STEM Mio accessible.



## Our Philosophy for Learning

We believe that all people long for growth and impact, and have the capacity to do great things. The role of innovation is to amplify this natural human drive. STEM Mio is an innovative approach to unlocking student potential, powered by kids' curiosity and desire to thrive.

In our platform, we make it easy for anyone to:

- connect to real-world opportunities they want to pursue.
- connect with the people and ideas to achieve success in one's pursuits.
- support the growth and impact of one another.
- assemble collections of pursuits into validated micro-certifications.

Through the STEM Mio Platform, the students themselves become the innovation; unlocking new potential and pathways, as they are supported in doing real-world STEM and College readiness pursuits.

## STEM Mio Offerings: Ways to Get Involved

- Register a student, cohort or classes to play STEM Mio
- Play the Video Games in our STEM and College game collection
- Become a STEM Mio Mentor in the online platform
- Watch Generación STEM, the new family TV series on VME
- Join a HACU Campus tour in Phoenix (ASU) or San Antonio (UTSA)
- Organize or join in a STEM Mio Community Event

**For more information about STEM Mio, contact Dr. Anna Arici at [STEMMio@gamesandimpact.org](mailto:STEMMio@gamesandimpact.org) or visit [gamesandimpact.org/initiatives/stem-mio/](http://gamesandimpact.org/initiatives/stem-mio/) to get more details and start your journey!**

