Emoji Story Activity: Unleash Creativity and Fun!

A lighthearted and creative icebreaker ensures that participants feel welcome, energized, and ready to engage. In this workshop, the "Emoji Story" activity is designed to spark imagination while providing an opportunity for participants to share a bit about themselves.

Steps for the Emoji Story Activity:

- 1. **Introduce the Activity**: Invite participants to create a short story about their day using only emojis. Explain that this activity is meant to be fun and collaborative.
- 2. **Provide Materials**: Hand out paper and pens for participants to draw or write down their emoji stories. Participants can use their smartphones to find inspiration or create their emoji sequence.
- 3. **15-Minute Challenge**: Give participants 15 minutes to design their emoji story, narrating their day through carefully selected emojis. Challenge them to make it both creative and decipherable to their peers.
- 4. **Exhibit the Stories**: Create an exhibition space (e.g., a whiteboard, table, or wall) to display their stories. Encourage participants to explore and interpret each other's emoji stories.
- 5. **Decoding and Winner Selection**: As a group, decipher as many stories as possible and identify a participant who successfully "reads" the most stories. This gamified aspect adds a fun, competitive edge while maintaining a collaborative atmosphere.

Reflection:

Following the emoji activity, pause for a group discussion:

- Was this activity fun and engaging?
- Could it be applied to your target audience of young women?
- How might it foster creativity and deeper engagement?

This reflection ensures participants connect the activity to the broader workshop theme, providing valuable feedback for future adaptations.

To achieve your objectives, break your workshop into engaging and interactive components: Share inspiring examples of women successfully bridging art and technology, such as digital

artists, tech-forward designers, and innovators in STEAM (Science, Technology, Engineering, Art, and Math)

Introduce tools and techniques for attracting young women to these fields. Ideas might include mentorship programs, interactive art-tech workshops, gamification, or tangible projects like creating a digital mural or coding art.

Engage participants in a collaborative art-tech activity, such as programming visuals with code, using augmented reality for art, or designing simple tech-enabled installations.

Discuss ways to create accessible and inclusive spaces for young women to explore their creativity without fear of judgment.

End the workshop with a reflection session to allow participants to synthesize their learning:

- What are their key takeaways?
- Can they apply the strategies and activities to their target audience effectively?
- What challenges do they foresee, and how might they address them?

Encourage participants to share their thoughts openly, fostering a sense of accomplishment and shared purpose.

Sustaining the momentum after the workshop helps solidify its impact. Consider these followup actions:

- Distribute a Feedback Survey: Gain insights into what worked well and what could be improved.
- 2. **Provide Additional Resources**: Share digital resources, tools, and activity ideas to support continued learning.
- 3. **Stay Connected**: Create an optional forum or group for participants to network, exchange ideas, and collaborate on future initiatives empowering young women in art and technology.

A successful workshop on "Engagement Strategies for Young Women in Art and Technology" ignites creativity, fosters collaboration, and provides actionable strategies to inspire and support young women. With well-researched content, interactive activities like the Emoji Story, and a focus on feedback and follow-up, your workshop can make a meaningful impact in bridging the gap between art, technology, and gender inclusivity. By empowering participants with practical tools and a network for ongoing support, you set the stage for long-term engagement and success in these vibrant, interdisciplinary fields.

This article was prepared as part of the Erasmus+ project "ArtTech Collaboration: Empowering Cultural Celebration, Learning, and Empowerment for Young Women", reference No. 2023-3-IT03-KA210-YOU-000176193.

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the National Agency. Neither the European Union nor National Agency can be held responsible for them.