

Diversity, Equity, Inclusion, and Accessibility Workshop

Can I Play That? will deliver 3 one-hour workshops over 3 weeks in November to help explore and incorporate DEIA concepts in your classroom.

[Register here](#)

Week 1

Nov 5th 5:30 pm

- DEIA principles and concepts you can put to work today
- DEIA in pedagogy and instructional design

Week 2

Nov 12th 5:30 pm

- Games in the classroom and our inadvertent biases
- Linguistic diversity
- Applying what we've learned to gaming in the classroom

Week 3

Nov 19th 5:30 pm

- How we use games currently in the classroom (examples: Assassin's Creed Origins, Odyssey, and Valhalla Discovery Tours, Fortnite Creative); what we can learn from these examples
- Allyship: What is it? How to build out change in your work and home lives
- Next steps for success: Advocating for change in your departments and beyond

Sponsored by Duke Game Lab, Duke Human Rights Center,
Department of Romance Studies, and Duke Language Central.