

# Why we should be using Our Stories and the Hero's Journey to help Recruit and Retain a more Diverse Population in Engineering

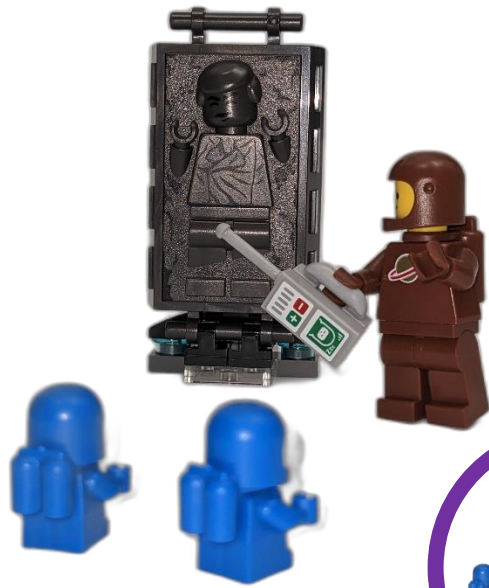
subtitle: that title is a story!!!

**Peter Jamieson**

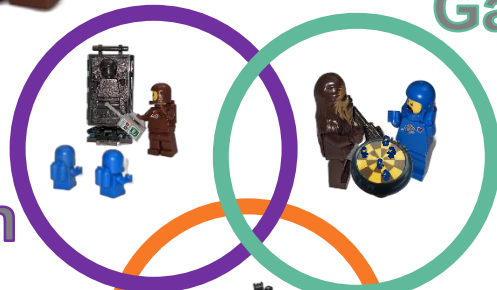
**Miami University**



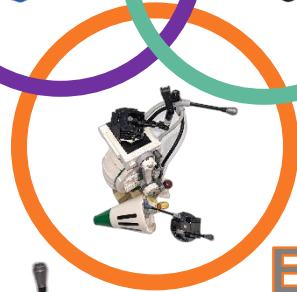
# About Me



Education

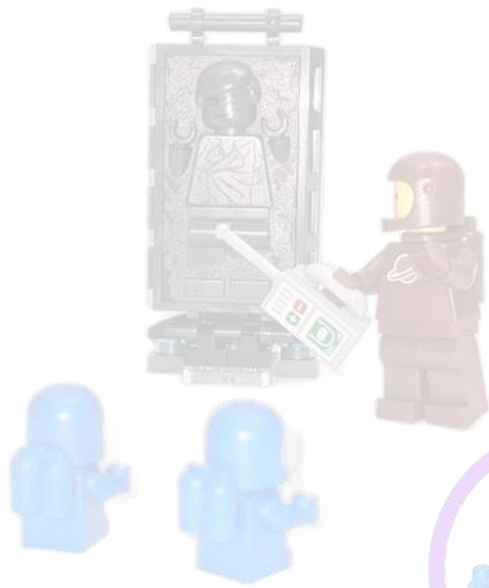


Games

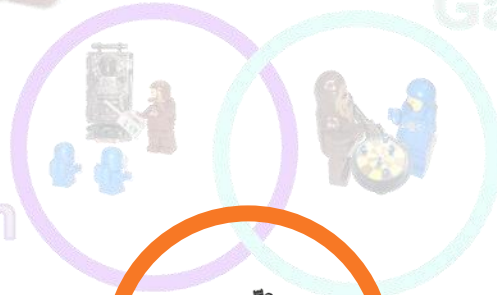


Computer Engineering





Education



Games



About Me



Computer Engineering





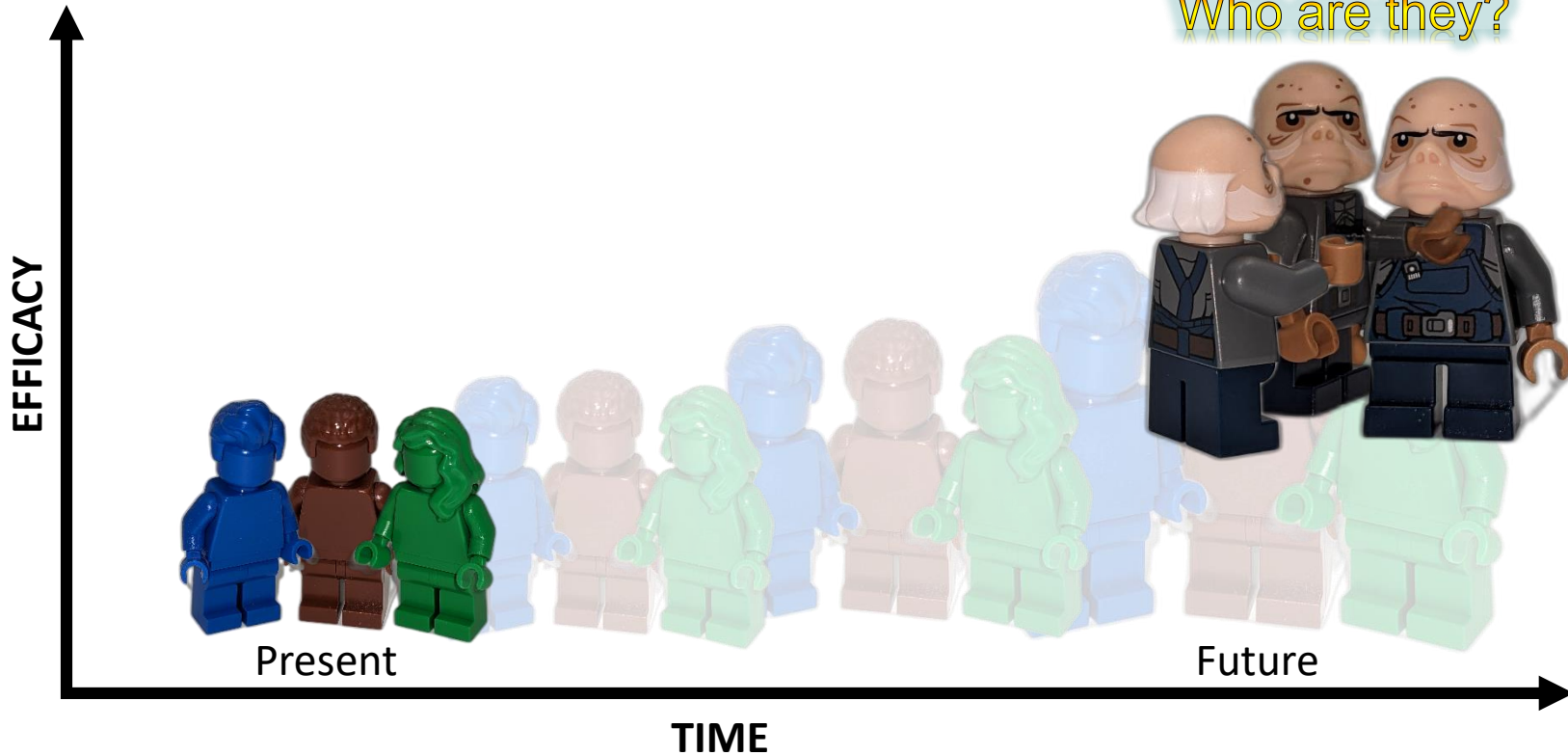
*“A narrative is simply a **description of a situation**, a change that happens to that situation, and the result of that change.”*

*“Storytelling, defined broadly, is simply embodied narrative — a process in which a narrative is conveyed, in real-time, through voice, gesture, and physical presence.”* Searle-White and Crozier 2011



# The Mythical Engineer

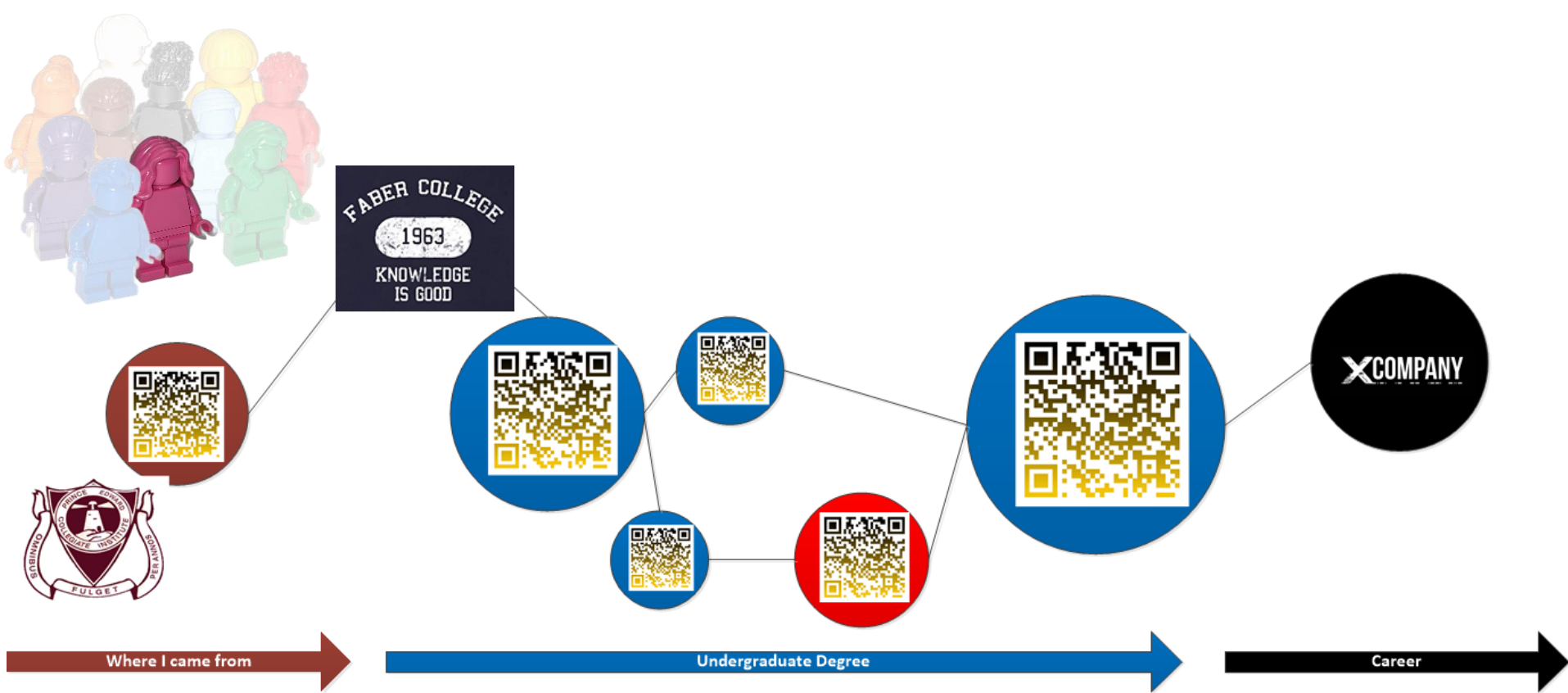
What do they do?  
Who are they?



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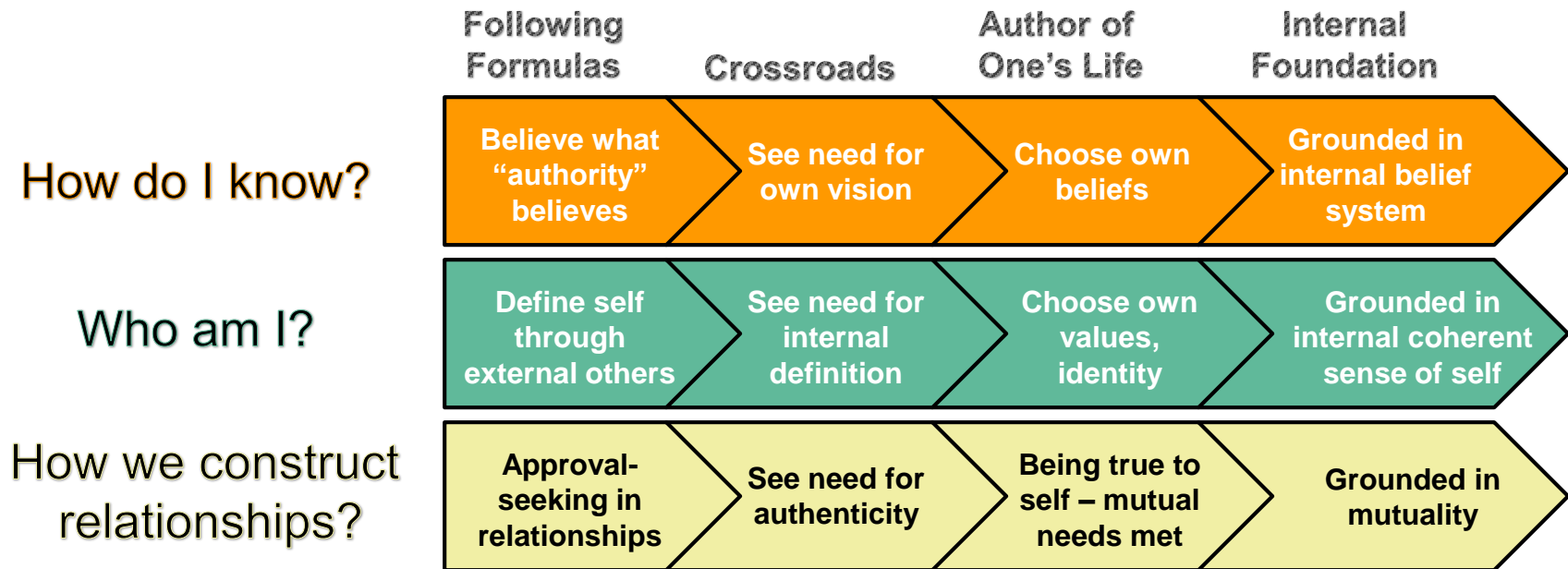
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# Baxter-Magolda's Journey to Self-Authorship

## Phases

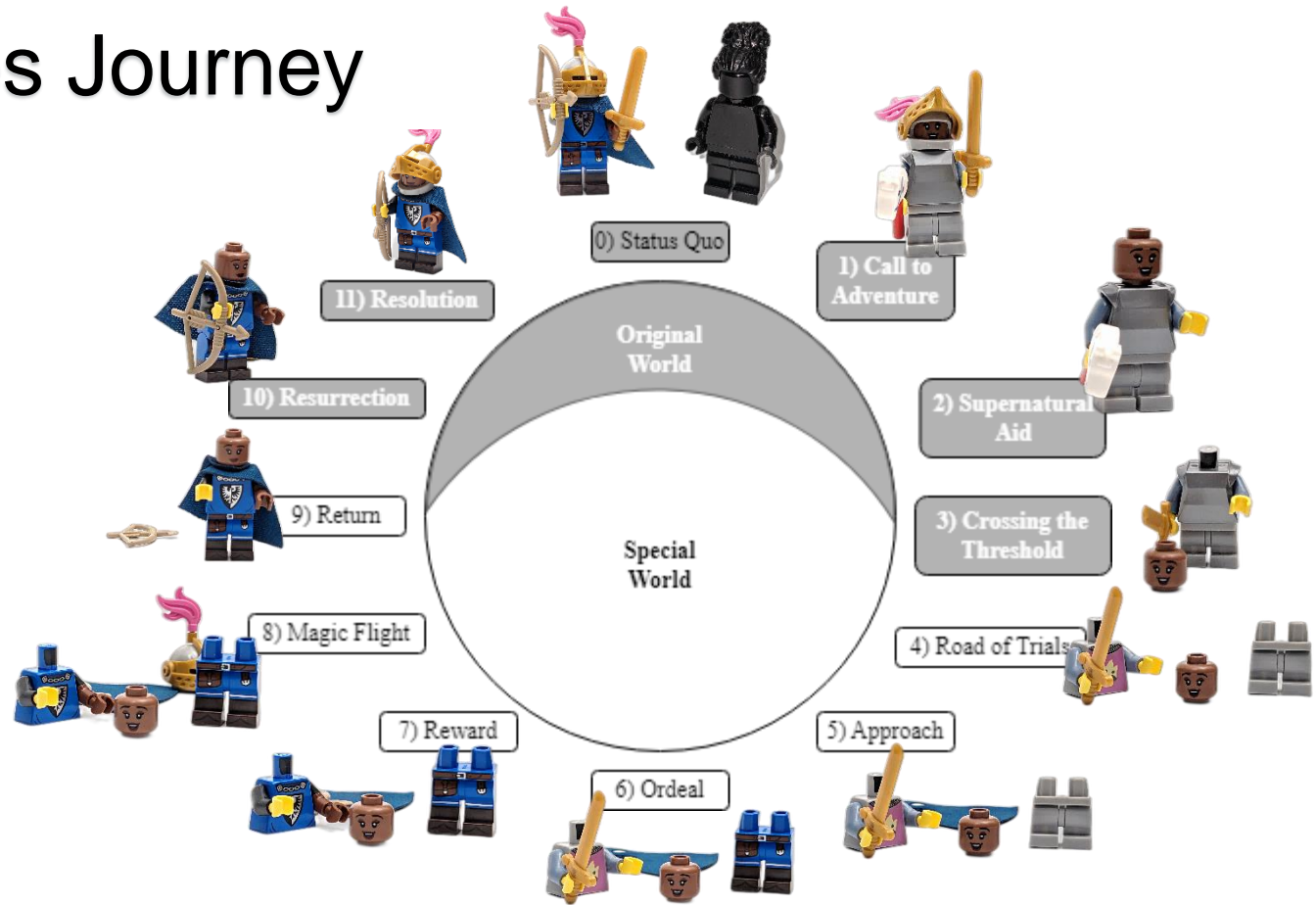


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# The Heroes Journey

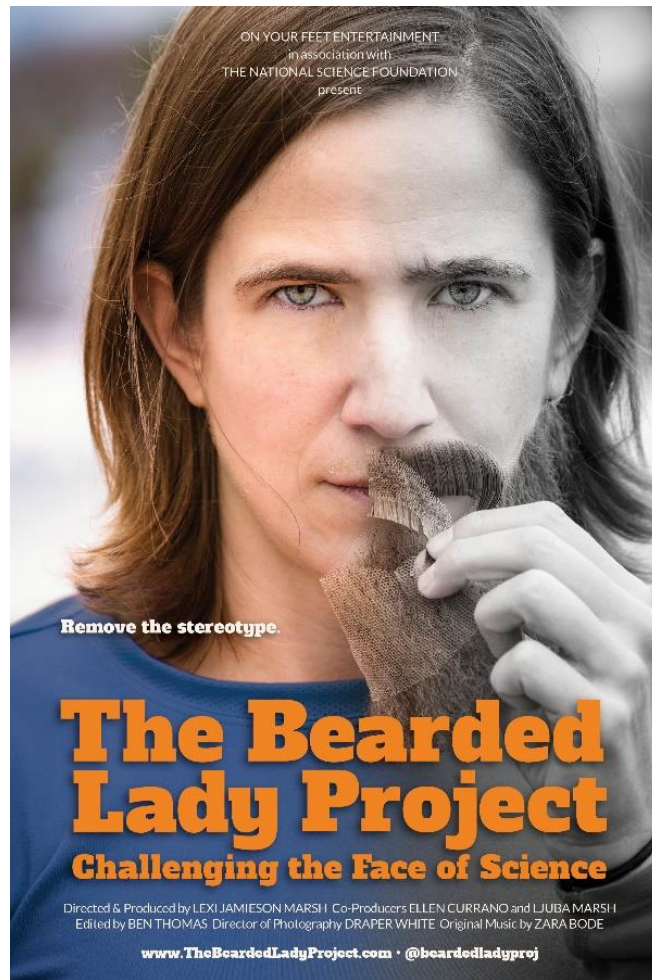


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## Hidden Figures In Tech: Beyond The Big Screen

Jumoke K. Dada Former Contributor @

I write about the "Hidden Figures" in the tech industry.

Aug 24, 2017, 10:48pm EDT



### 'The Imitation Game' Gives Girls a Computer Scientist Role Model

Many girls avoid STEM fields because they have no one to look up to, says the founder of Girls Who Code.

By [Allie Richert](#) | Dec. 22, 2014, at 1:25 p.m.



Kiera Knightley plays Joan Clarke, the only woman on the British team that decoded the German Enigma machine. COURTESY: THE WEINSTEIN COMPANY

#### STEM Solutions

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EVERYONE  
IS AWESOME



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