

# UNIT 4 – HOW ARE STEM CONCEPTS CHANGING THE WORLD?

## KEY VOCABULARY

### LESSON 29: GAMIFICATION

**Gamification:** the application of typical elements of game playing (e.g., point scoring, competition with others, rules of play) to other areas of activity, typically as an online marketing technique to encourage engagement with a product or service.

**Cognition:** the mental action or process of acquiring knowledge and understanding through thought, experience, and the senses.

**Flexible:** able to be easily modified to respond to altered circumstances or conditions.

**Application:** the action of putting something into operation.

**Fluid intelligence:** the ability to solve new problems, use logic in new situations, and identify patterns.

### LESSON 30: DEAF CAN: HOW CAN YOU CHANGE THE FIELD AND EDUCATE PEOPLE ABOUT HOW DEAF PEOPLE CAN BE INVOLVED IN STEM?

**Advocacy:** The act or process of supporting a cause or proposal.

**Empowerment:** Authority or power given to someone to do something.