The vision of **Tappetina (www.tappetina.com)** is to increase young teenagers's understanding and interest for Information and Communication Technology (ICT) research and innovation in society. The project is targeted to teenagers (age 12-15) and it's objective is to provide a gamified mentoring platform, where teens will be introduced to research and innovation possibilities in ICT. The project seeks university students of Computer Science, Art, Design, and Humanity, and other relevant background who will contribute to one of more of the following challenges: 1) organize participatory design activities with the target group to identify misconseptions about ICT research and innovation in our society; 2) develop TeppetinaGame to provide an accurate understanding of research and innovation and resolve these identified misconseptions and; 3) organize workshops to test and further refine TappetinaGame

Figure 1: Left: Artistic Drawings about different roles in life, science, and technology. Right: Cover of the Tappetina Book. The book is already available and free for costs at tappetina.com in several languages.

Figure 1 Students collaborating while creating games in Tappetina and NTNU workshops.

TappetinaGame wants to contribute to UN objectives 4 and 5 by providing an innovative way to make research and innovation in ICT attractive to young people and nurture future scientific careers in ICT. TappetinaGame will showcase the opportunities of research and innovation in ICT for both girls and boys by engaging them to innovative interactive, artistic, digital experiences based on the Tappetina books and our previous experience in ICT activities to school students. TappetinaGame will contribute to make visible diversity in research and innovation and make research attractive to young people with different interests and ambitions in technology but also the arts and humanities. The project targets the group of Norwegian Ungdomsskole students, since this period shapes children's decisions.

Tappetina is born as a narrative about research, innovation and mentoring. Tappetina is a super hero who helps other individuals to succeed with their technology projects. The narrative stimulates reflection and engagement about the role of researchers and innovators and gender equality (girls and technology). The main challenge addressed is gender equality (girls and technology) but also quality of education (art and coding for all). Tappetina sole proprietorship entity has been established in 2017 and has get support by Trondheim Municipality to run a workshop for girls at the Library in the Autumn break 2017 (https://tappetina.com/workshops/host-ferie-2017/).

The idea behind Tappetina stems from many years work in the field of art & technology that has resulted in is based on several projects, among which the PROREAL founded project Komputer + Kunst = Kjærlighet 2009 and Kodeløypa.

This project wants to bring thd idea forward and build new digital narratives and experiences. TappetinaGame wants to facilitate the creation and evaluation of sustainable artistic interactive digital

and physical experiences toward awareness about the role of researchers and innovators and their positive effect on society (social innovation purposes).