Grace D'Arcy

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I am a hard-working, enthusiastic individual with excellent communication, organisation and problem-solving skills. I am passionate about broadening accessibility and promoting equity in STEAM education.

WORK EXPERIENCE

CONNECT Centre
2021- Present

Engagement Programme Manager

I oversee the 'Academy of the Near Future' STEM education programme , a partnership programme in collaboration between CONNECT and Dublin City Council. I am responsible for developing and delivering citizen science activities for primary and post-primary audiences, implementing evaluation instruments, developing collaborations with industry and academic partners, overseeing communications and overall programme strategy.

Science Gallery Dublin
2020 - 2021

Co Creation Coordinator

I was responsible for managing EU Research project SISCODE, and using co-creation methodologies with a view to implementing organisational policy change. I maintained stakeholder relationships, and developed Gallery programme with our target youth audience. I contributed to the research and evaluation of co-created programming. I co-developed funding applications for future programming.

Science Gallery Dublin
2018 - 2019

Research Assistant

I was responsible for coordination the administration of STEM education programmes for young people, implementing codeveloped programming and evaluation of programmes for education research.

EDUCATION

University College Dublin
2022-2024

Masters of Research - School of Architecture and Environmental Policy

I conducted a masters of research under the supervision of Professor Francesco Pilla, as part of my role delivering a citizen science programme in schools nationally. I focused on evaluating youth attitudes and behaviour towards the environment.

University College Dublin
2019

Postgrad Diploma in Creativity, Leadership and Innovation

Trinity College Dublin
2014 - 2018

B.Sc in Biomedical Sciences

PROJECT SUMMARY

ACADEMY OF THE NEAR FUTURE - designing and delivering STEAM content, and citizen science projects to young people

SISCODE - stimulating the use of co-creation methodologies in policy design

SpaceEU - developing and delivering an exhibition and workshop programme on space science for young people

SySTEM2020 - designing best-practice tools and mapping informal science learning across Europe

SKILLS

Education Design and Delivery

Critical Thinking

Project Management

Communication

Leadership

Strategic planning