STEAM+

Innovating STE(A)M in Higher Education with Transdisciplinary Talent Programs
Project baseline

Providing educational policy makers with instruments to prepare new generations for handling the challenges of our time
STEAM+
Funding and planning

Erasmus+, Key Action 3 (support for policy reform), Forward-Looking Cooperation Projects
Priority 4 - Promoting innovative and cross-disciplinary approaches to STE(A)M teaching in education

Project runs 1-1-2020 until 31-12-2022
# STEAM+ project partners

<table>
<thead>
<tr>
<th>Country</th>
<th>Logo</th>
<th>Logo</th>
<th>Logo</th>
<th>Logo</th>
<th>Logo</th>
</tr>
</thead>
<tbody>
<tr>
<td>Netherlands</td>
<td><img src="logo1.png" alt="Hanzehogeschool Groningen" /></td>
<td><img src="logo2.png" alt="KU Leuven" /></td>
<td><img src="logo3.png" alt="Københavns Professions Højskole" /></td>
<td><img src="logo4.png" alt="ICBF" /></td>
<td><img src="logo5.png" alt="CMCC" /></td>
</tr>
<tr>
<td>Belgium</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Denmark</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Germany</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Italy</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lithuania</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Norway</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Romania</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Austria</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
STEAM+ associate partners

34 in total, including:

MINISTERO DELL’ ISTRUZIONE, DELL'UNIVERSITÀ E DELLA RICERCA

MINISTERIE VAN ONDERWIJS, CULTUUR EN WETENSCHAP

CIDREE
Consortium of Institutions for Development and Research in Education in Europe

EU STEM COALITION

Gemeente Groningen

Rotterdam University

European Honors Council

Universitas Bergensis
STEAM+
Project baseline

• Europe faces grand challenges, such as climate change and energy transition, which have a STEM subject at their core, but need transversal skills and knowledge from All other subjects (the extra A) to create STEAM solutions.

• The STEAM+ project uses transdisciplinary talent programs as laboratories of innovation in higher education (HE).
Working principle

Students and teachers from 9 countries come together in innovation labs to co-create solutions for grand challenges. The experiences from those meetings are used to create two main products.
What we produce

STEAM+ Innovation Lab Implementation Path
An instrument on how to establish transdisciplinary talent programs in Higher Education

STEAM+ Menu for Policy Inspiration
An instrument for policy makers in Higher Education, local, regional, national and EU levels to support and recognize (development of) transdisciplinary talent programs
Innovative elements

- Applying a holistic approach, starting with grand challenges, using international, transdisciplinary and educational chain perspectives;
- Using the proven innovative power of transdisciplinary talent programs;
- Collaborating transnationally with 18 HE and policy partners and 34 enthusiastic associate partners to optimize dissemination of results and impact.
Activities

Meetings:
• Steering group meetings (seven in total)
• Innovation Labs (three in total)
• 54 workshops (national)
• 27 policy workshops (national)
• International policy meet-up
• Final conference

Kick-off with steering group:
5-6 March 2020, Groningen
STEAM+ Innovation Labs

Lab1: STEAM+ Citizen Science for Marine Conservation
(summer 2020)
Host: Ca’Foscari University College, Venice, Italy

Lab2: STEAM+ Sustainable Sea and City Challenge
(summer 2021)
Host: University of Klaipeda, Lithuania

Lab3: STEAM+ Fun Solutions for Societal Challenges
(early 2022)
Host: Johannes Kepler University Linz, Austria