## Putting the STEAM into Policy

21 April 2021

**https://www.eventbrite.co.uk/e/putting-the-steam-into-policy-tickets-149860626167?aff=erelexpmltPutting the**

[by STEAMhouse](https://www.eventbrite.co.uk/e/putting-the-steam-into-policy-tickets-149860626167?aff=erelexpmlt#listing-organizer)

Free

**Actions and Detail Panel**

Top of Form

Bottom of Form

Top of Form

Bottom of Form

**Event Information**

**STEAM Innovation and Curriculum Event**

**About this Event**

We are pleased to invite you to our STEAM Innovation and Curriculum event on Wednesday 21st April 1-4pm (BST)

As we develop thinking and strategy for advancing the STEAM agenda in Higher Education internationally, we are hosting this public event on Zoom with 3 experts from leading policy, science and arts organisations around Europe.

Our speakers include:

1. Stephen Bennett - [Policy Lab](https://openpolicy.blog.gov.uk/author/stephen-bennett/)
2. Mikael Sokero - [Demos Helsinki](https://demoshelsinki.fi)
3. [STARTS Program](https://starts-prize.aec.at/en/) – Ralph Dum

There will be a question and answer sessions after the presentations. During the second part of the event, participants will be invited to join a collaborative work session on how STEAM methods can influence and support policy making within Higher Education and beyond.

Tickets are limited so please book only if you know you will be able to attend. A Zoom link will be sent out before the event.

**More information about the project:**

The STEAM INC project is funded by the Erasmus+ programme for three years. The partnership consists of six higher education institutions and one cultural organisation, all currently delivering STEAM approaches.

> Aalto University, Finland

> Amsterdam University, The Netherlands

> Ars Electronica, Austria

> STEAMhouse, Birmingham City University, United Kingdom (lead partner)

> Central Saint Martins, University of the Arts London, United Kingdom

> Technische Universität Dresden, Germany

> Science Gallery Dublin, Trinity College, Ireland

**The project has three main objectives:**

1. To identify points of intersection across current European Higher Education STEAM approaches and develop a collaborative definition of STEAM in Higher Education
2. To produce methodologies for the implementation of STEAM thinking in Higher Education, policy and engagement
3. To create an evaluation framework for measuring the effectiveness of STEAM processes in Higher Education and partner organisations

End of Notice.