



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

STEAM+ - project introduction



Co-funded by the  
Erasmus+ Programme  
of the European Union

# Project baseline

*Providing educational policy makers with instruments to prepare new generations for handling the challenges of our time*



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# 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*



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# STEAM+ project partners

Netherlands
Belgium
Denmark
Germany
Italy
Lithuania
Norway
Romania
Austria



# 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



# 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).



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# 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



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# 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



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# 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 35 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*



# STEAM+ Innovation Labs

**Lab1: STEAM+ Citizen Science for Marine Conservation**  
**(planned for summer 2020, rescheduled to summer 2021)**

*Host: Ca'Foscari University College, Venice, Italy*

**Lab2: STEAM+ Sustainable Sea and City Challenge**  
**(planned for 2021)**

*Host: University of Klaipeda, Lithuania*

**Lab3: STEAM+ Fun Solutions for Societal Challenges**  
**(planned for early 2022)**

*Host: Johannes Kepler University Linz, Austria*



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# Our website



[www.steamtalent.eu](http://www.steamtalent.eu)



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