



The Future of Experiential Learning

Bring STEAM³ to your academic institution, school district, business, museum, or community!



STEAM³ (Science + Technology + Engineering + The Arts + Mathematics, “cubed”) is a proven and successful (University of Texas, Austin, 2014, Georgia State University, Atlanta, 2015) multifaceted **“plug-and-play”** Conference and Interactive Playground exploring the future of learning and education. While totally turnkey, it has also been designed to be customizable and scalable to work with and within a variety of institutions.

Thanks to rapid-fire change, many do not understand the nature of the “emerging learner” – or the shifting needs of education. STEAM³ shines a light through this fog by applying a multidimensional approach, hence the “cubed” in our name, which takes account of the holistic learner in the framework of whole person, well-being engagement – much broader than learning in the traditional sense.

STEAM³ is a public event designed to provide an experiential and collaborative stage for the exploration, development, and demonstration of the fast emerging learning technologies, teaching, and learning models and approaches that will redefine learning over the next decade and beyond. It is designed to bring educators, students, parents, instructional designers, developers, business, and policy makers up to speed on new, existing and emerging learning technology and approaches as quickly as possible, while giving it all meaning and context in a thematic framework, i.e. “Make Magic,” “The Game of Learning,” “Interactive Storytelling,” and “The Living Classroom.”

For more info, visit us at steam3.com. Please see page 2 of this document for details on bringing STEAM³ to you.

Learning Innovations in Future Education (LIFE)

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Bringing STEAM³ to you: the process



STEAM³ is a joint effort by **Learning Innovations in Future Education (LIFE, livinglearning.co)**, a 501c3 nonprofit focused on the research and development of participative approaches to the changing needs of learning and education, and **The Futures Lab, Inc. (TFL, futures-lab.com)**, a 20+ year foresight consultancy that specializes in creating future potential for major corporations and institutions. Additionally, TFL's founder teaches grad students in the Learning Technologies Division of Georgia State University, as well as at Norway's University of Agder, as well as serving on numerous future learning advisory boards including UIA's Future Learning Lab.

Building a STEAM³ specific to your community or institution takes place over three main phrases with an additional phase for related curricula development, if so desired.

Phase One consists of two weeks of research, analysis, and discovery by LIFE and TFL. You will provide us with information via phone/Skype calls, documents you supply related to the community, business climate, areas of innovation and growth, how the school district is structured, legislation and requirements for core curricula and similar. This will be combined with our own research.

During the discovery part of Phase One, we will travel to your location to spend 3-5 days interviewing key personnel and players, learning about and visiting programs and initiatives already in place, and understanding where and what elements and success stories are also in place in the arts, STEM (hard sciences), business, and higher education realms.

Phase Two is where we **build your personalized STEAM³ story**. We begin to look at the curation and design of your customized event and what this would mean in terms of speakers and installations highlighting your aforementioned elements and success stories and what potential outside elements might be brought in to augment these. We'd highlight existing learning technologies, initiatives, and processes as well as those emerging, new learning pathways, and new approaches.

We'll evaluate the potential for launching this custom STEAM³ in your community to advise, experientially engage, inspire, and inform the teaching population as well as the general public, but we also will determine how this work could be applied to cross-disciplinary curricula development for the next decade. The idea is to help you build the story and get it out there, demonstrating how it could work on the local level, at the same time helping set the stage for the new to emerge.

Phase Three is actual production of the event.

Costs:

Phase 1 – Research, Analysis, and Discovery: \$10,000 (plus expenses)

Phase 2 – Building and Curating Your Local STEAM³ Story: \$15,000 (plus expenses)

Phase 3 – Production Costs: TBD, based on size and complexity of event

Phase 4 – Instructional Design and Learning Pathways: \$20-50,000 (optional)

For more detailed information and to schedule an initial exploratory consultation, please contact Maggie Duval at the coordinates listed below. Thank you!

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