Innovating STE(A)M in Higher Education with Transdisciplinary Talent Programs / STEAM+

Venice Local Workshop 1

Hosted by Collegio Internazionale Ca' Foscari, Italy, 27th of April, 2021

Keynote speakers:
1. Anne Snick (KU Leuven, Belgium)
2. Luca Corazzini (Ca'Foscari University of Venice, Italy)
3. Daniele Brombal (Ca'Foscari University of Venice, Italy)

Attendees: CMCC – College STEAM Policy Partner
International College Ca' Foscari Students and Studies Commitee

Aim of the workshop

Background and context

The STEAM+ project aims to provide educational policy makers with <u>instruments</u> to prepare new generations for handling the challenges of our time. Europe faces grand challenges which have a STEM subject at their core, but need knowledge from All other subjects (the extra A) to create STEAM solutions. The STEAM+ project uses <u>transdisciplinary talent programs</u> such as the Collegio Internazionale Ca' Foscari as laboratories of innovation in higher education (HE).
The project planned to run three STEAM+ Innovation Labs where students and teachers from 9 countries co-create solutions for grand challenges. The experience from the Labs and a subsequent series of workshops and policy meetings are meant to be used to create two main products:

1. An instrument on how to establish transdisciplinary talent programs in HE: The STEAM+ Innovation Lab Implementation Path;
2. An instrument for policy makers at HE, local, regional, national and EU levels to support and recognize (or develop) such programs: the STEAM+ Menu for Policy Inspiration.

The *Collegio Internazionale Ca' Foscari* is responsible for the first STEAM+ **Innovation Lab,** which is scheduled for next July 18-23, 2021 and is limited to the 9 main partners. In line with the aim and the main goals of the STEAM+ project, this Lab will elaborate on four keywords: transdisciplinarity, co-creation, citizen science and marine conservation.
Specifically, the **Lab** aims at fostering socio-ecological literacy, contributing to co-creation of knowledge for *marine conservation*, and nurturing (citizen scientific) commitment for environmental stewardship. It will focus on marine conservation, in light of the challenges that the (unique in the world) city of Venice is facing. Finally, in the perspective of Citizen Science, the methodological assumption of the Lab is that diversity is a plus!
Indeed, the lab will be based on a transdisciplinary and methodologically diverse approach, also enriched by the cultural heterogeneity of the participants.

Venice Local Workshop 1, to be held in April, aims at promoting a fruitful discussion with CMCC, STEAM+ policy partner, on the methodological approach of the STEAM+ project, as well as on the organization and core concepts of the Venetian Innovation Lab. Specifically, we plan to have **three short presentations** - two focusing on two keywords, co-creation and citizen science, and one on the structure of the Lab - followed by an **open-discussion** session in which, in addition to collecting suggestions on the Innovation Lab, could turn around the following possible questions:

- What keeps Higher Education Institutions –HEI - from changing and introducing more transdisciplinary education, and what leverage can policy offer?
- What kind of programs/initiatives are already in place?
- Which opportunities do you see in your country/institute?
- Which challenges do you see?
- How can we together promote such programs, especially **Talent programs**? Suggestions for a line of action.

Agenda

Tuesday, 27th of April

16.00: Welcome by Luca Corazzini

16.05: Anne Snick (KU Leuven, Belgium) – *Co-creation and transdisciplinarity: scientific methodologies for the 21st Century*

16.40: Daniele Brombal (Ca'Foscari University of Venice, Italy) - *Citizen Science and Institutional Change*

17.00: (virtual) Coffee break

17.15: Luca Corazzini (Ca'Foscari University of Venice, Italy)– *Citizen Science for Marine Conservation (Lab#1, STEAM+)*

17.40: Open discussion

18:45: Conclusion of the workshop and farewell

The event will be recorded – participants acknowledge that they give their consent on entering the meeting
Questions will be posed in chat and managed by the moderator within time limits.