



D 7.2 – Project’s website

Due date of deliverable: 30/06/2024
Actual submission date: 23/05/2024



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Technical References

Project number	101132652
Project title	STEAMBRACE - European coordination network and activities to embrace a sustainable and inclusive STEAM educational system: the blend of artistic and creative approaches in STEM education, research & innovation
Project duration	36 Months

Deliverable No.	D7.2 – Project website ans access to digital platform
Dissemination level¹	PU – Public
Work Package	WP7
Task	T7.3
Lead beneficiary	CTA
Contributing beneficiaries	EDE, AIJU
Due date of deliverable	M6
Actual submission date	M7

- 1
- PU = Public
 - PP = Restricted to other programme participants (including the Commission Services)
 - RE = Restricted to a group specified by the consortium (including the Commission Services)
 - CO = Confidential, only for members of the consortium (including the Commission Services)

Document history

V	Date	Modifications	Author
V0	23/05/2024	First draft of the deliverable	CTA
V1	01/07/2024	Web layout and structure. Draft	CTA
V2	09/07/2024	Final website structure and contents	CTA

Abstract of Deliverable

Deliverable 7.2 is a description of the STEAMbrace project website which has been designed and implemented for wider public information and as a repository for the communication material. The publicly accessible areas of the website contain general non-confidential information about the project, the members of the consortium, relevant events, and news related to the involved fields of work. STEAMbrace's website has an area dedicated to the STEAM Congresses, the STEAM Week, and the STEAM Alliance for Europe. The digital platform will be accessible also through the main menu of the website.

The website is responsive to the browser, making it also readable from mobile devices. It will be actively maintained and updated with the results from the project and will remain open beyond the end of the project. The website is publicly accessible online since July 2024 at the following link: <https://www.STEAMbraceproject.eu/>

Disclaimer

Funded by the European Union under grant agreement 101132652. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Research Executive Agency. Neither the European Union nor the granting authority can be held responsible for them.

1. Introduction

STEAMbrace website has been developed as a platform to publish the project objectives and results as well as to share information among the consortium members. **STEAMbrace** website has been open and accessible since the seventh month (July 2024) of **STEAMbrace's** existence, serving as a vital component of the project's online presence. This platform offers visitors comprehensive insights into the project's goals, advancements, and outcomes, tailored for diverse target audiences and dissemination levels. Emphasis has been placed on presenting information in an easily understandable manner, ensuring broad accessibility to the general public.

The website is an effective way to continuously disseminate and promote the project's progress, activities, events, updates, public deliverables, communication materials, publishable reports, and others. It will be constantly updated during the project's lifetime providing a permanent online reference for the project.

In addition, it follows best practices for a search-engine-optimized website, like the use of the "description" and "title" meta tag, improved URL structure, easy navigation, images with caption text, etc. In this manner, the website will be easily indexed by search engines (i.e. Google) and as a result, it will be reachable to a wider audience.

The STEAMbrace website will be accessible. This means that it must follow the international standards from the Web Accessibility Initiative (WAI)¹. Web accessibility standards are essential guidelines for enforcing inclusiveness in the web development process. These standards refer to the globally recognized **Web Content Accessibility Guidelines (WCAG)** of the World Wide Web Consortium (W3C). The WCAG comprises four principles known as POUR: Perceptible, Operable, Understandable, and Robust.

Website summary

- **Information about the project:** Here the public can find more detailed information about the project, the work packages, and more information about the project's objectives.
- **Knowledge or downloads centre:** This will include all of the public documents (deliverables, scientific publications, videos, presentations, brochures, leaflets, etc.) available for download.
- **News:** This will be a dynamic section providing information about project events and initiatives. It will be regularly updated when the consortium needs to communicate events and news to external audiences. Also, in this section we'll include blog articles, written by the consortium members, about related topics. Here we'll include a newsletter subscription section.
- **Events:** This section will remain hidden at the beginning of the project and it will be published once we launch the "Save the date" for the 1st STEAM Congress. This section

¹ Initiative, W. W. A. (n.d.). Accessibility principles. Web Accessibility Initiative (WAI). <https://www.w3.org/WAI/fundamentals/accessibility-principles/>

will include dates, registration forms and communication materials and documents with all the information on the different activities that we organize. Once the 1st STEAM congress is over, we will include also a gallery with related information, and we'll prepare the launching of the next events (STEAM Week and 2nd STEAM Congress). For STEAM Week, we will include information about the activities that are going to be developed in each country, social media and educational materials, a toolkit to participate, a calendar, and other type of interesting materials.

- **STEAM digital HUB:** To be developed by the project's partner AIJU, it will contain all the digital segments required for the project and the STEAM Alliance. Until its final development, the website will display a webpage with general information about the HUB.

2. The website structure

Landing page (home)

General information about the project and the consortium (project overview, partners involved, contact information, etc).

Header

- **Project logo** (link to home page)
- **Navigation menu:**
 - Home
 - About
 - About STEAMbrace
 - STEAM Alliance for Europe
 - Events
 - 1st STEAM Congress
 - 2nd STEAM Congress
 - STEAM Week
- Downloads
 - Deliverables
 - Communication materials
 - Press releases
 - Brochures
- Latest news
- STEAM Digital HUB
- Social Media (icons + link)
 - LinkedIn
 - Twitter/X
 - Instagram

Hero section

The header of the home page has a slider with six slides linked to different sections. For the background, an image or video, engaging visuals representing STEAM education.

Slide 1

- Main title: "Empowering future innovators through STEAM Education"
- Subtitle: "Bridging the gender gap in STEM fields"
- Call to Action (CTA): "Join the STEAM Alliance for Europe" button linking to the STEAM Alliance sign-up page.



Slide 2

- Main title: "What's the STEAMbrace project about?"
- Subtitle: "Learn more about our objectives and mission"
- Call to Action (CTA): "I want to know more!" button linking to the About page.



Slide 3

- Main title: "Join the Digital HUB"
- Subtitle: "Connect to an international network and get free access to educational resources and more!"
- Call to Action (CTA): "Explore the HUB" button linking to the STEAM Digital HUB.



Slide 4

- Main title: "STEAMbrace's latest news"
- Subtitle: "Stay in the loop and don't miss any updates"
- Call to Action (CTA): "Keep on reading" button linking to the Latest news page.



Slide 5

- Main title: "Unlock the STEAMbrace knowledge"
- Subtitle: "Access to all the outcomes, deliverables, and research findings of our project"
- Call to Action (CTA): "Go to the knowledge center" button.



Slide 6

- Main title: "1st STEAM Congress"
- Subtitle: "Join the first European Congress on STEAM education. Meet us in Gothenburg (Sweden) from the 3rd to the 5th of February. See you in 2025?"
- Call to Action (CTA): "Know more!" button linking to the Congress page.



This slide will only be visible when we're celebrating the congress (1st and 2nd), STEAM Week, or the corresponding event.

The STEAMbrace project in numbers

10 projects, 5 countries, 2 884 085.75€ European Funding, 3 years



EMPOWERING FUTURE INNOVATORS THROUGH STEAM EDUCATION

Bridging the gender gap in STEM fields

[Join the STEAM Alliance for Europe](#)

10 Countries	5 PARTNERS	+2.8M€ European Funding	3 Years
------------------------	----------------------	-----------------------------------	-------------------



WHAT'S THE STEAMBRACE PROJECT ABOUT?

Learn more about our objectives and mission

[I want to know more!](#)

10 Countries	5 PARTNERS	+2.8M€ European Funding	3 Years
------------------------	----------------------	-----------------------------------	-------------------



JOIN THE DIGITAL HUB

Connect to an international network and get free access to educational resources and more!

[Explore the HUB](#)

10 Countries	5 PARTNERS	+2.8M€ European Funding	3 Years
------------------------	----------------------	-----------------------------------	-------------------

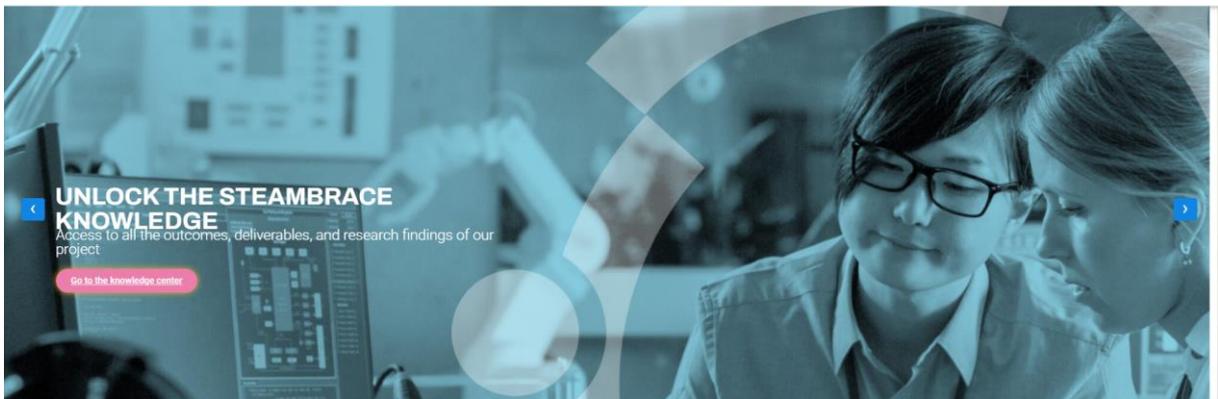


STEAMBRACE'S LATEST NEWS

Stay in the loop and don't miss any updates

[Keep on reading](#)

10 Countries	5 PARTNERS	+2.8M€ European Funding	3 Years
------------------------	----------------------	-----------------------------------	-------------------

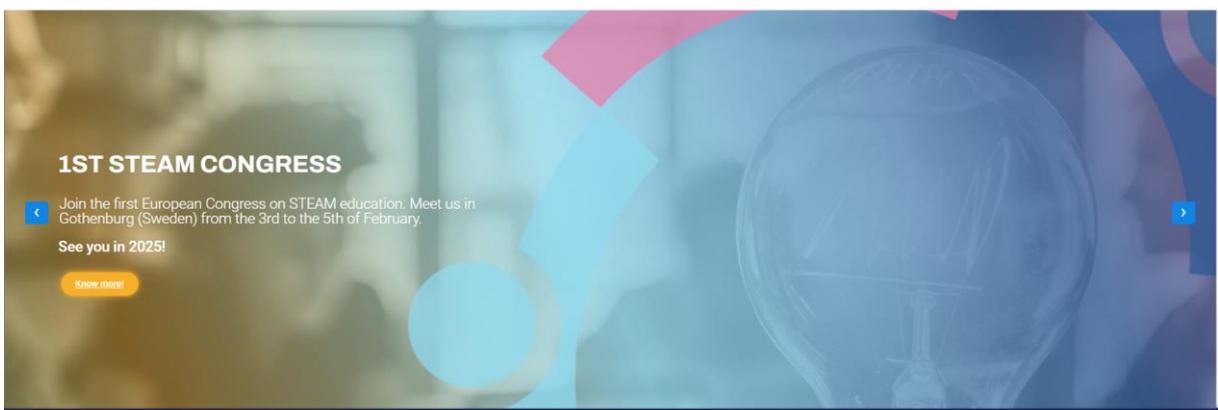


UNLOCK THE STEAMBRACE KNOWLEDGE

Access to all the outcomes, deliverables, and research findings of our project

[Go to the knowledge center](#)

10 Countries	5 PARTNERS	+2.8M€ European Funding	3 Years
------------------------	----------------------	-----------------------------------	-------------------



1ST STEAM CONGRESS

Join the first European Congress on STEAM education. Meet us in Gothenburg (Sweden) from the 3rd to the 5th of February.

See you in 2025!

[Know more!](#)

10 Countries	5 PARTNERS	+2.8M€ European Funding	3 Years
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Highlight

Revolutionizing European education through innovative STEAM approaches: empowering students, bridging gender gaps, and fostering creativity for a brighter future.

Project core values

Identified by icons. Descriptions do not need to be included but may be useful to understand the project. Perhaps you could include a couple of lines about each one in a sort of drop-down when hovering the mouse cursor over it.

- **Inclusivity:** STEAMbrace ensures that all individuals, regardless of their background, feel valued and empowered to engage in STEM and STEAM educational experiences and opportunities.
- **Innovation:** By encouraging creativity and problem-solving, the STEAMbrace project is inspiring the next generation of innovators, entrepreneurs, and leaders who will drive societal challenges.
- **Collaboration:** Fostering teamwork and synergy among diverse stakeholders is fundamental for the success of STEAMbrace. STEAMbrace creates a supportive ecosystem for excellence in education by fostering teamwork and synergies among educators, policymakers, and industry professionals.
- **Excellence:** STEAMbrace is committed to reaching the highest levels of quality, rigour, and effectiveness in its programs, initiatives, and partnerships, ensuring that it delivers impactful programs and initiatives in STEM and STEAM education.
- **Empowerment:** By equipping individuals with skills and confidence, STEAMbrace fosters agency and positive change in communities. Empowerment lies at the heart of STEAMbrace's commitment to creating a more inclusive, innovative, and equitable future for all.

Revolutionizing European education through innovative STEAM approaches

Empowering students, bridging gender gaps, and fostering creativity for a brighter future.

The STEAMBrace project aims to address the existing gender gap within fields by leveraging the potential of STEAM education. The project seeks to empower future European innovators, with a particular focus on encouraging participation among women. STEAMBrace wants to break boundaries and build bridges – literally – by establishing a European-wide alliance: the STEAM Alliance for Europe.

Project core values



Inclusivity

STEAMbrace ensures that all individuals, regardless of their background, feel valued and empowered to engage in STEM and STEAM educational experiences and opportunities.



Innovation

By encouraging creativity and problem-solving, the STEAMbrace project is inspiring the next generation of innovators, entrepreneurs, and leaders who will drive societal challenges.



Collaboration

Fostering teamwork and synergy among diverse stakeholders is fundamental for the success of STEAMbrace. STEAMbrace creates a supportive ecosystem for excellence in education by fostering teamwork and synergies among educators, policymakers, and industry professionals.



Excellence

STEAMbrace is committed to reaching the highest levels of quality, rigour, and effectiveness in its programs, initiatives, and partnerships, ensuring that it delivers impactful programs and initiatives in STEM and STEAM education



Empowerment

By equipping individuals with skills and confidence, STEAMbrace fosters agency and positive change in communities. Empowerment lies at the heart of STEAMbrace's commitment to creating a more inclusive, innovative, and equitable future for all.

About us

STEAMbrace is a Horizon Europe 36-month project that will strongly contribute to mobilizing Europe's cultural heritage and the EU's cultural and creative industries to achieve more gender-responsive reproducible innovative activities within Europe's education systems. The project aims to address the existing gender gap within fields by leveraging the potential of STEAM education. STEAMbrace wants to break boundaries and build bridges by establishing a European-wide alliance: the STEAM Alliance for Europe.



Know more about the project (button linked to "About")

ABOUT US

STATEMENT

STEAMbrace is a Horizon Europe 36-month project that will strongly contribute to mobilizing **Europe's cultural heritage** and the EU's cultural and creative industries to achieve more **gender-responsive reproducible innovative activities within Europe's education systems**. The project aims to address the existing gender gap within fields by leveraging the potential of STEAM education. **STEAMbrace** wants to break boundaries and build bridges by establishing a European-wide alliance: **the STEAM Alliance for Europe**.

[Know more about the project](#)



Latest news

Discover what's going on with STEAMbrace.

This section is a preview of the latest news that have been uploaded to the website, in the blog section. The last 3 posts and a Call-to-Action button to subscribe to the Newsletter will be displayed.

LATEST NEWS

Discover what's going on with STEAMbrace



Welcome to STEAMbrace

Welcome to our official website!



Follow us on social media

Make sure you are up to date with all of our news

Take a look to the **STEAM Digital HUB**

[Click here](#)



Project partners

The logos of each partner linked to their websites will appear as an image carousel.

Name of the partner	Country	Logo	Link to website
Casa Edelvives	Spain		https://www.edelvives.com/es
AIJU	Spain		https://www.aiju.es/
WiTEC Sweden	Sweden		https://www.witec.se/en-GB
C4G	Portugal		https://www.c4g.pt/
Academia de inventores	Spain		https://academiadeinventores.com/
Maristas do Portugal	Portugal		https://maristascompostela.org/
Contactica	Spain		https://contactica.es/
Youth association "Raise your voice"	Romania		https://atrv.ro/
Faculty of Economics of the University of Zagreb	Croatia		https://www.efzg.unizg.hr/en
University of the Basque Country (EHU)	Spain		https://www.ehu.eus/en/en-home

Project Partners.



Footer

It's been displayed in three different columns, as follows:

Do you have any question?
Feel free to contact.
→ Social media icons
Juancho Pons
Project coordinator
Juancho.pons@edelvives.es

Site info.
About the project
Deliverables
Latest News
Cookie Policy (EU)
Privacy Policy



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Site info

- > [About the Project](#)
- > [Deliverables](#)
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- > [Cookie Policy \(EU\)](#)
- > [Privacy policy](#)



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About

This section includes both information about the STEAMbrace project and preliminary information on the STEAM Alliance for Europe until it is fully developed.

About STEAMbrace

H1: What's STEAMbrace about?

P: The project to bridge the gender gap in STEAM education in Europe

P: The **STEAMbrace** project aims to address the existing **gender gap** within fields by **leveraging the potential of STEAM education**. The project seeks **to empower future European innovators**, with a particular focus on encouraging participation among women. **STEAMbrace** wants to break boundaries and build bridges – literally – by establishing a European-wide alliance: the **STEAM Alliance for Europe**.

This project is not just about some run-of-the-mill educational activities, but about bringing together creative thinkers and evidence-based **strategies to create a STEAM education methodology inclusive, sustainable, and socially impactful**. To achieve this thrilling challenge, a diverse consortium of experts (including Cultural and Creative Industries, or CCIs) have teamed up to drive forces in innovation. The **STEAMbrace** project will collaborate with educational institutions and students between 11 and 18 years old to uncover the gaps and limitations in traditional STEM education. From country-specific training activities to empowering young women and rural students, the **STEAMbrace** aim is clear: **to revolutionize STEAM education across Europe**.

H2: Objectives

01. Set up the STEAM Alliance for Europe, the coordination network for STEAM education in Europe

- 02. Unravel the gaps in STEM education in Europe** per country, age, gender, socio-cultural aspects,...
- 03. Co-create and test STEAM training activities for 11-18 years old students** to boost STEM studies & creative skills.
- 04. Set up the preparatory actions towards the first STEAM week**
- 05. Implement and monitor the pilot of the EU STEAM week:** “STE(A)M week for future women innovators”
- 06. Ensure the sustainability and reproducibility of project outcomes** through solid exploitation activities
- 07. Maximize the project impact** via strong dissemination and communication activities & clustering activities



WHAT'S STEAMBRACE ABOUT?

The project to bridge the gender gap in STEM education in Europe

The STEAMbrace project aims to address the existing gender gap within fields by leveraging the potential of STEAM education. The project seeks to empower future European innovators, with a particular focus on encouraging participation among women. STEAMbrace wants to break boundaries and build bridges – literally – by establishing a European-wide alliance: the STEAM Alliance for Europe.

This project is not just about some run-of-the-mill educational activities, but about bringing together creative thinkers and evidence-based strategies to create a STEAM education methodology inclusive, sustainable, and socially impactful. To achieve this thrilling challenge, a diverse consortium of experts (including Cultural and Creative Industries, or CCIs) have teamed up to drive forces in innovation. The STEAMbrace project will collaborate with educational institutions and students between 11 and 18 years old to uncover the gaps and limitations in traditional STEM education. From country-specific training activities to empowering young women and rural students, the STEAMbrace aim is clear: to revolutionize STEAM education across Europe.



Facing the future

OBJECTIVES



Implement and monitor the pilot of the EU STEAM week: "STE(A)M week for future women innovators"

Ensure the sustainability and reproducibility of project outcomes through solid exploitation activities

Maximize the project impact via strong dissemination and communication activities & clustering activities

H2: Three main challenges

P: Every great adventure comes with its obstacles. These issues are at the core of STEAMbrace's mission to transform STEAM education across Europe. Here are the **key challenges** STEAMbrace is set to tackle head-on.

1. **Rural educational disparities:** Rural students face limited educational opportunities and career choices due to geographical and demographic factors. This affects education levels and regional development, leading to lower GDP and increased migration from rural areas.
2. **Socio-economic barriers in education:** Socio-economic background remains a strong predictor of educational attainment and future work prospects. While some EU education systems are effectively mitigating these effects, many still struggle to prevent performance differences among students, particularly in access to extra-curricular activities.
3. **Gender gaps in STEM fields:** Despite near gender parity among graduates, significant gender gaps persist in STEM fields. Women are underrepresented among scientists, engineers, and inventors, particularly in decision-making roles. This imbalance reflects complex social systems and cultural influences, resulting in a high gender equality SDG score and slow progress in reducing gender employment gaps across the EU.

THE MAIN CHALLENGES

Every great adventure comes with its obstacles. These issues are at the core of STEAMbrace's mission to transform STEAM education across Europe. Here are the key challenges STEAMbrace is set to tackle head-on.



H2: Beyond the project STEAMbrace

P: STEAMbrace is not just about education; it's about shaping the future of Europe. Our project aims to create far-reaching and lasting effects that extend beyond the classroom. Through our innovative approach to STEAM education, we're set to influence policy, society, and the economy in meaningful ways. Here are the key impacts we expect to achieve:

1. **Enhancing cultural heritage and creative sectors.** By 2032, STEAMbrace aims to deliver policy recommendations to multiple European countries, accelerating the inclusion of the STEAM approach in European education systems. This will harness the full potential of cultural heritage and creative sectors as drivers of sustainable innovation and European identity.
2. **Supporting EU policies and global commitments.** STEAMbrace will contribute significantly to several UN Sustainable Development Goals, including quality education, gender equality, and reduced inequalities. The project aligns with the European Education Area's six dimensions, enhancing STEM education quality, promoting inclusivity, and fostering digital competencies.
3. **Advancing rural development.** The project will support the EU's rural development initiatives by fostering knowledge transfer, applying innovative technologies, and promoting social inclusion in rural areas. This aligns with the priorities of Rural Development Programs and contributes to the economic prosperity of these regions.
4. **Environmental sustainability.** STEAMbrace complies with the Do Not Significant Harm (DNSH) principle, supporting environmentally friendly STEAM education practices. This approach aligns with the European Green Deal and contributes to climate resilience efforts.

BEYOND THE PROJECT STEAMBRACE

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Advancing rural development

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Environmental sustainability

STEAMbrace complies with the Do Not Significant Harm (DNSH) principle, supporting environmentally friendly STEAM education practices. This approach aligns with the European Green Deal and contributes to climate resilience efforts.



STEAM Alliance for Europe

H2: What makes the STEAM Alliance for Europe unique?

- A diverse coalition: Bringing together educators, policymakers, Cultural and Creative Industries (CCIs), Civil Society Organisations (CSOs), Research and Technology Organisations (RTOs), and more.
- Gender-responsive focus: Championing inclusive STEAM education that encourages participation from all genders.
- Cultural mainstreaming: Incorporating creative approaches to make STEAM more accessible and engaging.
- European-wide collaboration: Fostering partnerships across the continent to share best practices and resources.
- Building on existing initiatives: Collaborating with established platforms like the EU STEM Coalition and STEM Alliance to amplify our impact.



What makes the STEAM Alliance for Europe unique?

A diverse coalition:

Bringing together educators, policymakers, Cultural and Creative Industries (CCIs), Civil Society Organisations (CSOs), Research and Technology Organisations (RTOs), and more.

Gender-responsive focus:

Championing inclusive STEAM education that encourages participation from all genders.

Cultural mainstreaming:

Incorporating creative approaches to make STEAM more accessible and engaging.

European-wide collaboration:

Fostering partnerships across the continent to share best practices and resources.

Building on existing initiatives:

Collaborating with established platforms like the EU STEM Coalition and STEAM Alliance to amplify our impact.



H2: The STEAM Alliance for Europe will serve as a hub for:

- Knowledge sharing and best practices
- Policy recommendations
- Innovative educational approaches
- Cross-sector collaborations
- Promotion of STEAM careers

H2: Want to be part of this exciting initiative from the start?

Subscribe to our newsletter and we will let you know about all the details! (+ “Register now” button, linked to subscription form).

THE STEAM ALLIANCE FOR EUROPE WILL SERVE AS A HUB FOR:Knowledge sharing
and best practicesPolicy
recommendationsInnovative educational
approachesCross-sector
collaborationsPromotion
of STEAM careers**Want to be part of this exciting initiative from the start?**

Subscribe to our newsletter and we will let you know about all the details!

[Register now](#)

Events

This section will only be available when we launch the communication campaign for the first congress. It will include information about the event, a registration button, an event programme, communication materials, related news, etc.

Once the event is held, and when the next one is launched, the page of the first one will become a kind of historical or secondary section, where the information of the first edition will be kept, with photos, news, etc., and everything generated by that event. The same when STEAM Week is launched.

The first version of this section will be about the **1st STEAM Congress**, and it will include the following content:

- A countdown until 3rd of February
- The Congress location (Gothenburg, Sweden)

- A brief piece of information:

“The **First European STEAM Congress** presents an innovative platform for collaboration and exchange of ideas in the fields of STEAM education and pedagogical innovation.

This pioneering event stands as a beacon of creativity and excellence in the educational sphere, recognizing the crucial role of STEAM methodology in preparing students for future challenges. The congress will place special emphasis on promoting diversity and inclusion in STEAM fields, with a particular focus on female participation and underrepresented groups.

The congress will bring together a variety of key actors: visionary educators, industry leaders, educational policy experts, cutting-edge researchers and passionate students. Together, they will explore the latest trends, share best practices and forge collaborations that will shape the future of STEAM education in Europe.

As a highlight, the congress will host the presentation of innovative projects developed by students from across Europe, demonstrating the transformative power of STEAM education and its capacity to inspire creative solutions to global challenges.”

- A contact form, as follows:

Do you want to know more?	
Name*	Last name*
E-mail*	Phone
Country*	Company or institution
Your message	



1st STEAM Congress

The First European STEAM Congress presents an innovative platform for collaboration and exchange of ideas in the fields of STEAM education and pedagogical innovation.

This pioneering event stands as a beacon of creativity and excellence in the educational sphere, recognizing the crucial role of STEAM methodology in preparing students for future challenges. The congress will place special emphasis on promoting diversity and inclusion in STEAM fields, with a particular focus on female participation and underrepresented groups.

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23
Days

12
Hours

[WITEC](#)

DO YOU WANT TO KNOW MORE?

Your name *

First

Last

Email *

Put your email here

Phone number

Country *

Company or institution

Let us hear from you!

Drop a message

Submit



Downloads

A download section in which we will include deliverables, communication materials, press releases...

Deliverables

In this section, visitors will find a list of the WP, with its title and the name of the leading partner/partners. This is a drop-down menu where public deliverables will be added as they are approved for publication on the website.

- WP 1 & WP 2 – Project management. Lead by EDELVIVES
- WP 3 – Capacity building of the STEAM network and STEAM activities. Lead by the University of the Basque Country (EHU)
- WP 4 – Preparatory actions for the STEAM Week. Lead by WiTEC Sweden
- WP 5 – Implementation of the STEAM Week. Lead by EDELVIVES.
- WP 6 – Reproducibility of activities towards STEAM learning pathways. Lead by C4G.
- WP 7 & WP 8 – Communication, Dissemination, Networking and Clustering. Lead by AIJU and Contactica.



WORKING PACKAGES

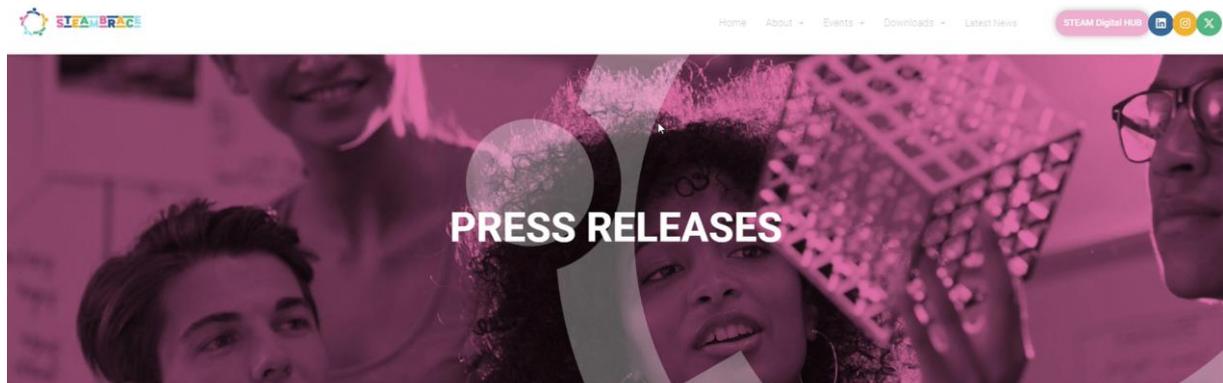
- + • [WP 1 & WP 2 – Project management. Lead by EDELVIVES](#)
- + • [WP 3 – Capacity building of the STEAM network and STEAM activities. Lead by the University of the Basque Country \(EHU\)](#)
- + • [WP 4 – Preparatory actions for the STEAM Week. Lead by WITEC Sweden](#)
- + • [WP 5 – Implementation of the STEAM Week. Lead by EDELVIVES.](#)
- + • [WP 6 – Reproducibility of activities towards STEAM learning pathways. Lead by C4G.](#)
- + • [WP 7 & WP 8 – Communication, Dissemination, Networking and Clustering. Lead by AIJU and Contactica](#)



Communication materials

Including both press releases and brochures as main categories, this section is a repository of all communication materials generated during the project.

Consideration will be given to adding new categories or changing the way this content is displayed as necessary.



Here you can download our project press releases

[English](#) [Spanish](#) [Italian](#) [French](#)

Tab Content

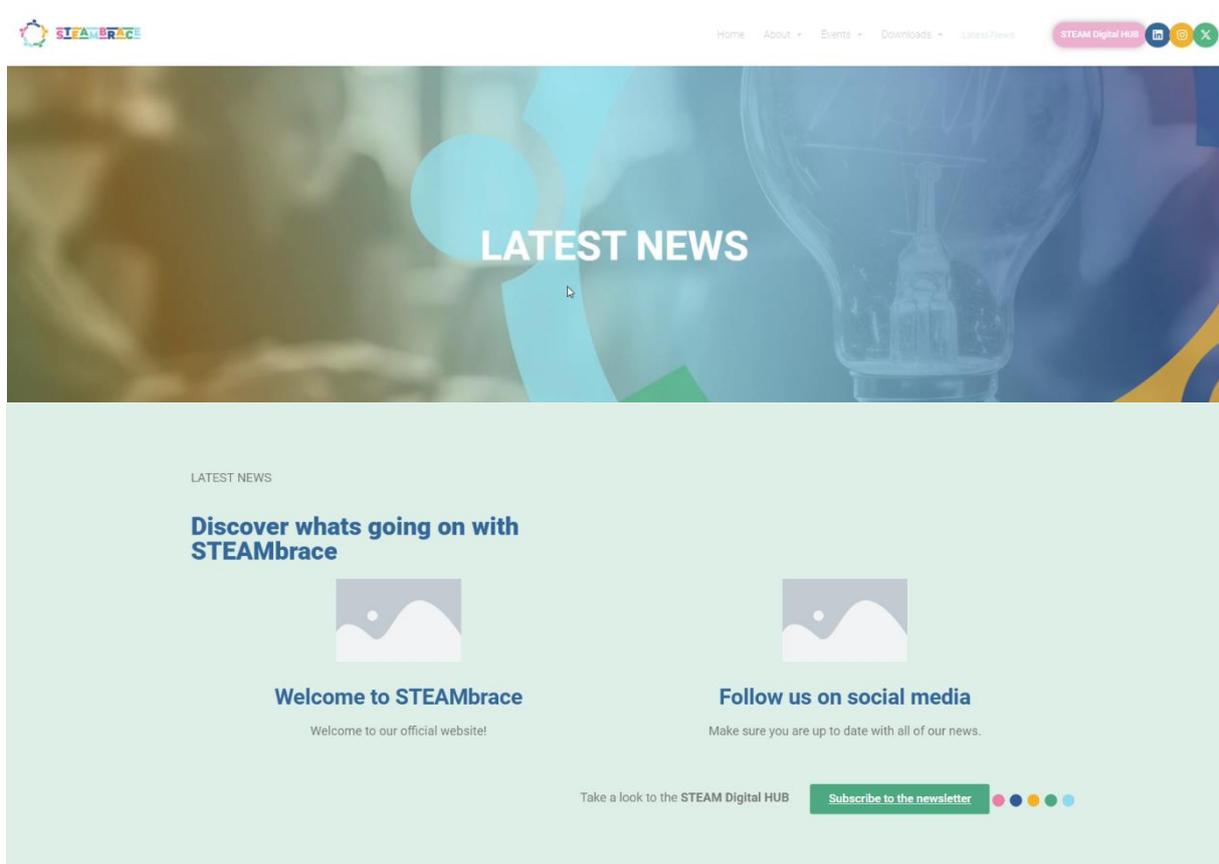


Here you can download our project brochure

[Download](#)

Latest news

Blog-type section. It includes a subscription form to the project's newsletter. On one side of the page, there will be a menu displaying all of the tags or categories of the articles, so it's easier to navigate similar topics.



STEAM Digital HUB

This button (call-to-action) is linked to the Platform. Until it's ready, the first version of the webpage leads to a work-in-progress page when you click this button. It includes the following information:

H1: Digital HUB: Coming Soon!

We're preparing something extraordinary!

Our Digital HUB is currently under construction, but we promise it will be worth the wait. This innovative platform will be the beating heart of the STEAMbrace project, connecting students, educators, and stakeholders across Europe in a vibrant STEAM community.

H2: What to expect from our Digital HUB:

- A free-software platform fostering collaboration and innovation
- Interactive STEAM resources and downloadable materials
- Virtual Reality scenarios to enhance learning experiences
- Live streaming of STEAM events, including our European STEAM contest
- A dedicated "Women in STE(A)M" section celebrating diversity in STEAM fields
- Access to mentoring opportunities and networking
- And much more!

The Digital HUB will be your one-stop shop for all things STEAMbrace – from project updates and deliverables to training materials and interactive content.

We're working tirelessly to create a digital space that will revolutionize STEAM education in Europe. Stay tuned for the grand unveiling!

H2: Do you want to be the first to know when we launch?

Sign up for our newsletter and be part of the STEAM revolution from day one! (+ “Keep me informed” button, linked to subscription form).



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