STEAM Disrupt

Student Open Innovation Lab

A module designed for undergraduate and postgraduate students to develop prototypes that address key societal challenges through artistic, technological and scientific approaches.

Urban INC

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STEAM Disrupt LAB
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What

STEAM Disrupt is a module designed for students in undergraduate and postgraduate programmes which focuses on innovation through collaborative, interdisciplinary practice. It aims to equip students with skills to develop innovation concepts and prototypes that address key societal challenges through artistic, technological and scientific approaches. The module has an open innovation lab format which is supported with making and prototyping tools and technical expertise.

Who

The programme is run in partnership by Birmingham City University (UK), Urban INC (RO) and Polycular (AT), and funded by the European Commission through the Creative Europe programme, as part of an experimental call in advancing arts and science modules in master programmes.

How

The programme is centred around two working sessions designed as open lab weeks:

- **Bucharest**, Romania, at NOD Makerspace between **29 April and 3 May 2019**
- **Birmingham**, UK, at BCU's innovation space, STEAMhouse, between **8 and 12 July 2019**

Between the two weeks students undertake additional research and concept development, aiming to develop prototypes by the end of the programme.

The open labs tap into local resources and know-how, including guests speakers from the science and technology, arts and entrepreneurship sectors, who have made significant contributions in their field. Students are supported in identifying societal challenges and creative innovation solutions, through a human-centred design methodology, by using the city of Bucharest as a lab to observe and understand potential needs, market gaps and behaviours. By the end of the first lab, they will have formed interdisciplinary teams through which they will develop their final concept or prototype in the second lab.

STEAM Disrupt Lab is open to undergraduate and postgraduate students in Romania and the UK, demonstrating existing experience and interest in one of the following areas:

- Creative: Artistic work, especially work that applies technology
- Innovation: Service design, urban innovation or digital user experience
- Making: Tech or traditional making, product design or technology engineering
- Computing: Computer software development and coding such as apps

Why join?
The main benefit of the programme is to provide a primer for students interested in developing new skills, particularly in creative innovation. You may learn new techniques, or understand a new technology, and at the same time improve critical thinking, complex problem solving, and enhance cognitive flexibility and enterprise. The programme, and especially the two residential labs will give you the opportunity to improve and demonstate these in practice.

For Romanian students we can subsidise travel costs and accommodation for the module taking place in Birmingham.

The STEAM Disrupt Lab programme will not award module credits, however, it will provide the opportunity to research and develop ideas that can form part of your own studies. Should you need it, we can submit to your university a porposal to consider formal recognition of the work undertaken with the STEAM Disrupt Lab.

Joining the programme
Please send an updated CV and a short letter describing your interest in the programme in relation to previous and/or ongoinig projects or future plans to hello@urbaninc.ro. The deadline is **31st March 2019**.

Following a short interview, interested students will be briefed on logistics and other arrangements necessary for the programme.

Should you be interested in more details, please contact the programme coordinator on behalf of Urban INC Bucharest:

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