

SENSE. The New European Roadmap to STEAM Education

D4.1 – Report on the Launch of the Steam Labs

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Revision History

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25/08/2023	V0.02	Katerina Palaiologou, Odyessea	Peer review
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Abbreviations and acronyms

Abbreviation or acronym used in this document	Explanation
NGO	Non-Governmental Organization
SM	Social Media
STEAM	Science, Technology, Engineering, Arts and Mathematics
STEM	Science, Technology, Engineering, Mathematics
TG	Target Group
VET	Vocational Education and Training

The SENSE. project

There is a widespread understanding that the future of a prosperous and sustainable Europe depends to a large extent on the quality of science education of its citizens. A science-literate society and a skilled workforce are essential for successfully tackling global environmental challenges, making informed use of digital technologies, counteracting disinformation, and critically debunking fake news campaigns. A future-proof Europe needs more young people to take up careers in science related sectors.

Research shows that interest in STEM subjects declines with increasing age. This effect is particularly pronounced among girls and young women; even those of them who take up science studies gradually forfeit their motivation. But despite all image campaigns and efforts to remove the awe of science only “one in five young people graduates from STEM in tertiary education” and only half as many women as men, according to the European Skills Agenda.

The disinterest in science is striking and evokes the question of its causes. Stereotypes and lack of female role models seem to be only a part of the explanation. Nor is there a lack of career prospects that could explain a reorientation despite initial interest.

SENSE. has identified two major problems in current science education that need to be addressed: a) A distorted teaching logic that progresses from abstract models to procedural applications (“reverse ontology”) and b) The inability to implement a learner-centred pedagogy linking students’ everyday knowledge to science-based knowledge, thus promoting motivation, self-directed and life-long learning.

SENSE. advocates for the development of a high-quality future-making education that is equally accessible to all learners and promotes socially conscious and scientifically literate citizens and professionals. SENSE. aims at radically reshaping science education for a future-making society. By promoting the integration of all human senses into exploring and making sense of the world around us we will challenge conventional ideas of science and science education. Considering the pitfalls of current science education practices and the advantages of artistic and aesthetic activity, this innovative approach also considers social inclusion and spatial design as core components for a new STEAM education paradigm. With ‘SENSE.STEAM’ future science learning will be moving away from the standardised classroom shapes and furniture layout entering new learning landscapes.

The project seeks to develop an accessible educational roadmap promoting socially conscious and scientifically literate citizens and professionals. It addresses outdated perceptions of current science education as well as gender stereotypes by integrating the arts, social inclusion, and spatial design as its core components.

SENSE. will establish 13 'STEAM Labs' across Europe to develop and evaluate the 'SENSE. approach' to STEAM subjects alongside students, educators, teachers, businesses, and other stakeholders.

The 'New European Roadmap to STEAM Education' will take the shape of a STEAM learning companion to support tomorrow's educators and learners – be it in the classroom, in a museum or on a drilling rig. A digital hub will be established, where practitioners from all ages and backgrounds across Europe will be able to access tried and tested educational practices to increase engagement within these subjects.

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Executive Summary

Deliverable 4.1 Report on the Launch of the STEAM Labs is the first deliverable within WP 4 on Steam Labs and serves as an overview for the SENSE STEAM partners and STEAM LABs as it is documenting the preparation process for the launch events. Partners requested to fill out a form that described the target group(s) they intended to reach with the Launch, how they planned to invite them and meet the needs of this target group (s). The Consortium provided guidance and support to Labs to prepare, and clusters around the four main topics have been set up (European Green Deal, Health, Digitalization and Work Readiness)

The report includes a thorough summary of the launch event's dates, types of activities, invited stakeholders, and communication plan. The Launch events will take place from August to November 2023 and include a range of formats (workshops, roundtable discussions, experiments, online or live presentations) and are chosen by partners based on their context. Pupils, students, teachers, educators, businesses, museums, non-governmental organizations, social workers, and others will attend the events.

According to the specificity of each partner, information about the launch events will be disseminated via social media platforms, websites, and newsletters.

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1. Introduction

The main goal of the document is twofold: firstly, to offer guidance for the SENSE.STEAM partners and STEAM LABs on practical aspects of the Launching events, and secondly to create a comprehensive record of the process of planning the launch events. The data can be used for evaluation and future replication.

1.1. Intended readership

The document and its annexes are designed for SENSE.STEAM partners and stakeholders that are involved in the STEAM Labs, and for the European Commission as a preliminary overview of the STEAM Labs launch event and their audiences.

1.2. Structure of the document

The aim of the deliverable allows it to be shorter and less complex than previously submitted deliverables. The document starts off with an introduction of the deliverable. The second chapter provides a detailed description on how the Lab Launches were prepared by the consortium partners including follow-up support. The third chapter provides an overview of the launch events in the form of a table with information derived from each Lab, followed by an analysis of the gathered data on stakeholders, communication, and number of events. The last chapter draws conclusions and an outlook.

1.3. Relationship with other deliverables

The deliverable 4.1 is the first deliverable within WP4 on Steam Labs. It sets out intentions and plans for the Launch events. It builds upon deliverables 3.4 and 3.5 on the SENSE.STEAM methodology. D4.1 is about planning and the data might be subject to change. D4.2 and D4.3 will be reporting about the actual implementation and evaluate the effectiveness of the implemented LAB activities. They will also assess how far the Launch Events reported on in D4.1 have been implemented.

2. Description of preparation the LABs Launch Events

2.1. Partner support

The project proposal leaves the nature of the Launch Event very open with room to adapt to each partner’s need and circumstances. While this approach is sensitive to different contexts and different ways of designing the local implementation, the openness caused some uncertainty about expectations, upon which was decided to provide more guidance to those who needed it. The following documents were made available to the partners to prepare their launch events in June and July:

- A [guidance document](#) for Launch events has been set up with practical information. It provides a checklist of practical issues to organize and helps to streamline the events and avoid double work.
- It is highly recommended to conduct a [Needs Assessment](#) before, during or after the Launch event in order to ensure that the LAB activities are relevant for your target group. The needs assessment is an integral part of the SENSE method and can be regarded as a cross-lab activity.
- A draft invitation letter is available [here](#).
- A general power point [presentation](#) has been prepared that LABs can adapt and build upon during their launch events. It contains a general presentation of the project in simple language targeted at a wide range of stakeholders that are not familiar with the topic. Partners are invited to add slides about their specific LABs.

Besides the documents, monthly meetings were organized from March by the workpackage leader HVL/UEdin to explain the process and the idea of the LABs and provide guidance and support. The partners were encouraged to present their preliminary ideas and ask questions that they had.

2.2. Cluster meetings

Each lab is assigned to a cluster associated with an EU thematic area:

Table 1: Thematic Clusters

European Green Deal:	CREDA (Lab#1), ViIvite (Lab#3)
Digitization:	Velvet (Lab#4), PHW (Lab#5), GEYC (Lab#6)
Health:	UEdin (Lab#7), WECF (Lab#8), UB (Lab#9)

Work Readiness:	Odyssea (Lab#2), H\B (Lab#11), HVL & Trelleborg (Lab#12), Louvre (Lab#13)
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Table 2

Chapter 6 from D3.5 outlines the common ground on how the cluster topics are understood and going to be addressed in SENSE.

The Green Deal cluster aims to educate learners with the knowledge, skills and attitudes to take action for more sustainability and to understand and participate in the decision-making processes to enact structural change. It's also stated that SENSE's objectives (improving science education through new practices that promote enquiry and problem-solving in a complex reality we live in) fit into this frame. The pedagogies and learning experiences we design are supposed to be inclusive, fitting all learners' strengths and needs, and useful to take responsible action for the future (system thinking, problem-solving, innovation, critical thinking etc.).

The Health Cluster is interpreted not only by the absence of disease and not only includes the physical state of the body, but also mental wellbeing etc. At current stages Health is mainly implicitly and democratically addressed. It might also be understood as "wellbeing" (physical and psychological way) and thus involves considerations about space-based relations and inclusivity. It will (hopefully) be talked about again in later stages of the cluster partners' progresses.

The Work Readiness Cluster refers to the skills and attitudes expected from future employers. These can be trained through education, vocational training, work-based learning, and other activities. These include general soft skills and attributes that are positively involved in achieving work, e.g., punctuality, communication, critical thinking etc., that all tend to be helpful for any job. Furthermore, WR stands for certain attitudes and abilities, for example team spirit and adaptability. In STE(A)M contexts, connecting executive and cognitive functions is important, as in planning and (self-) regulating work processes.

Digitization Cluster aims at a process of transforming analogue realities into digital format with potential influence on target audiences, especially young people, involves integrating technology & digital tools in their education and lives. They need to be empowered to use their opportunities (in learning, communication, participation, innovation & creativity ...), face challenges (privacy, cybersecurity, accessibility...) and improve skills to do so.

The cluster topics act as general thematic areas for the various lab activities. The labs are encouraged to work together and share practices – to profit from ideas, networks, strategies, within and along the multiplicity of lab activities and their evaluation.

In order to get these collaborative actions started, each cluster was advised and supported to meet at least once during the planning phase of the launch events.

These meetings served three different aims:

- 1) Attendees could informally support each other's launch event planning by discussing issues and working out open questions.
- 2) The start of the communication within each cluster and with the task leaders and coordinators of the STEAM labs within the project could be ensured –

which will be even more relevant in the future of the STEAM labs in terms of implementation and evaluation activities.

- 3) Each cluster's initial thoughts on how the cluster topic can - or at least could - initially be addressed within the launch event and in early stages of the respective lab's implementation activities.

2.3 Collecting outcomes, feedback and initial impact of Launch Events

The Launch event template form included questions to each STEAM Lab on how their launch was designed and planned to further the goals of the STEAM Lab and the SENSE. project, and how they would collect feedback and see the impact of the Launch Events.

These questions were included in the section “Event Planning ‘hard facts’”. This section title reflected that designing and planning of STEAM Lab Launch Events are left open to partners, who know best how to adapt the implementation of the SENSE. project to their context. Only the ‘hard facts’ of the events are needed for the coordination of the STEAM Labs within the SENSE. project Work Package 4.

In the Launch event form, STEAM Labs were requested to address the target group(s) they aimed to reach in the Launch, how they planned to invite and address the needs of this target group, and the ways their event connects with their Cluster theme. Labs were also requested to include how they will increase the attention during and after the event, including reporting social media posts, website posts, etc. and what data about the event will be shared with the SENSE. project and Work Package coordinators/Task leaders, including number of attendees and recording of echoes of the event in social media, traditional media, and community reactions (the full form can be found in Annex 1). A breakdown of the STEAM Lab plans can be found in section 4.

After each STEAM Lab Launch Event, the Work Package 4 coordinators and relevant Task Leaders will compile the received records of the Event, including the data the STEAM Lab has stated that they will share with the SENSE. Project. This coordinating compiling will allow for an overview of outcomes, feedback, and initial impacts of STEAM Lab Launch Events.

One Launch Event (Louvre, Paris) is planned for November 2023, and all other Launch Events will be completed by the end of October 2023. This will allow for the coordinated collection of assessed outcomes, feedback, and initial impacts of the Launch Events to begin by this time. Synthesised feedback will be shared initially within the Consortium and will also be included in Deliverable 4.2 “Report on the implementation activities of the STEAM Labs”.

3. Overview of Launch Events

3.1. List of Launch Events

Each partner has filled out a Launch Event [Template](#) that gathered basic information about the events, and created an overview of who is doing what, with whom, when and where. The completed forms can be found [here](#). The results are summarized in the following table.

Table 3: List of Launch Events

LAB	What is planned?	Target Groups	Addressing the needs and challenges of the target groups	Connection to Cluster Theme	Communication	When and where?
The European Green Deal Cluster						
Creda; Monza, Italy (Lab #1)	3 workshops with TG1, 5 workshops with TG 2 and 3 during the “Park of Monza Festival”. The activities focus on experiencing sustainability topics	1. Students (14-18) 2. School teachers, 3. Citizen	TG1: Give a voice (photovoice) to their needs, concerns and hopes for the future. TG2: facilitate connection to youth	- Environment as collective issue fostered by inclusive strategies - Activities related to environment, climate change	Invitations: through paper, website, newsletter Post Coms: The festival gives access to communication including radio-television -and press conference.	14-18 September 2023, Monza, Italy
Vilvite, Bergen, Norway	1. Event at Vilvite for teachers& students to get involved in	1. Students (gr. 8-10)	With the event we show how STEM education can be more	- Activities developed for Green Deal.	Invitation: we will invite schools, school owners, media and others.	19 October 2023,



(HVL) (Lab #3)	SENSE.STEAM activities 2. Pannel discussion and Bergen's first PowerPoint Karaoke for students and employers	2. School teachers 3. employers	inclusive and relevant for young people.		Post coms: Invite media to launch to create coverage and make news article on VilVite website.	Bergen, Norway
Digitalization Cluster						
Velvet; Tallin, Estonia (LAB# 4)	The event will bring together stakeholders to discuss independent self-learning activities for STEAM through digital platforms	1. Students (12 – 19)	The launch event will focus on questions like: What is needed in Estonia to develop necessary resources and skills for STEAM self-learning? Who needs to do what? How to make resources available and accessible for all youth?	- The LAB will explore the SENSE activities that support independent learning in digital environments	Invitations: Stakeholders will be invited personally through network. Kids via SM. Post comms: the event will be reported in all SM and send out as press release. Blog posts will share the outcomes.	10 / 11 th October 2023
PHW, Weingarten, Germany (LAB #5)	Event 1: Hybrid SENSE Presentation for wider audience Event 2: Round Table with PHW's stakeholders	1. Students (18 – 25) 2. University teachers/staff	The LAB will conduct a Needs Assessment. Teachers will gain new methodologies for STEAM education. Students will get orientation	- Hybrid events - Using digital character to enable younger students to engage more	Invitations: 1 st event: Posters, SM, email list 2 nd event: Personal invitations Post comms: SM, posters, articles on website and probably podcast	12 th of October 2023
Primaria Campina and GEYC, Campina,	Event in Campina in partnership with local authorities	1. students (15-18) 2. Students (19-25)	During the event, we will explain thoroughly the concept of the project and the methods that will be	- A mix of live and digital presentations - SENSE methods and content digital showcase	Invite: Social media posts announcing the event, Press release, blogs, newsletters	October 2023

Romania (LAB #6)		3. policymakers 4. press	used in the national labs.		Post coms: The event is a mix of life and digital presentations. Article on website, SM.	
Health Cluster						
University Edinburgh, Edinburgh, UK (LAB#7)	Event 1. With teacher educators and stakeholders on the core idea of curriculum-making in STEAM. Event 2: with policy makers and teachers during 5 sessions to experiment with STEAM education practices.	1. Teacher 2. Policy makers	It addresses a clearly identified professional development need of STEAM education and the need to build a community of practice that includes teachers and researchers and policy-makers.	<ul style="list-style-type: none"> - STEAM education experiment on environmental crisis and reconnecting with Nature - The approach will be adapted as part of a professional development course. 	Invites: The first event is organised by invitation; The second event involves a group of teachers who will sign up voluntarily for the course. Post coms: They will be advertised via SM, on the websites	18 th August, from 9:30 to 18.00
WECF, Akhmeta, Georgia (LAB#8)	A workshop with community stakeholders (teachers/schools, local municipality, museums, art school representatives, and NGOs) and the girls who will be the main beneficiaries of the LAB	1. Teenage girls (age 14 -18), Teachers. 2. Local policy makers 3. Museum representative s, Art school members, 4. Press	The launch event will introduce the project and highlight its needs-based and open character. Multiple stakeholders will participate in the event to identify what they can do to meet the needs of girls and improve their community.	<ul style="list-style-type: none"> - The Lab will address health topics such as a healthy lifestyle, a healthy environment, and menstrual health 	Invites: The host organization, Akhmeta Innovation Center, is well connected and will support in inviting stakeholders and local media with WECF. Postcom WECF will advertise the event on SM and in local groups.	19 th of September 2023
University of Barcelona, Barcelona	No formal launch event, but two series of activities:	1. Vulnerable youth (age 15-18) 2. teachers, NGOs	The target groups are exploring an issue that directly relates to their needs for a healthy living environment.	<ul style="list-style-type: none"> - Groups in a vulnerable position will learn about how heat behaves, and impacts their lives. 	No data	

, Spain (LAB #9)	1. exploring the temperature in the city 2. Citizen science training			- citizen science techniques will be used to address health.		
Work Readiness Cluster						
Odyssea, Athens, Greece (LAB#2)	The Launch event, brings together students 19-25, businesses, and other VET organizations. The workshop will contain icebreaker project presentation, and discuss work readiness.	1. Students (age 19-25), 2. Businesses, 3. VET schools	Students need skills to connect their talents and soft skills with the needs of labor market. Employers need help finding work-ready and creative students matching new job profiles. VET schools need new educational approaches	- Increasing work readiness through workshops - Providing the skills associated with STE(A)M for obtaining success in the job market	Invites: SM, newsletters, personal invites. Post coms: To create attention, an extensive sm strategy is in place	13 October 2023
Hawkins Brown, London, UK (LAB#11)	HB holds a workshop on the opportunities and challenges of STEAM education for young people, and the impact of spatial design on the learning experience. Participants will also engage in a STEAM workshop with light and shadow.	1. Students (15-18) 2. Teachers & educators	The attendees were asked about the current challenges of science/art education, areas for improvement of STEM education and how STEAM can improve this.	- Raising awareness of young people on their career options - Showing variety of disciplines working together and STEAM activities that relate to future careers	Invites: Personal invites via email to event, Post coms: Website news piece post. Social media linked in post for information.	London: 16th of July, Dublin: September, tbc.
Louvre, Paris, France (LAB#13)	Announcement of the project, analyzing opportunities and challenges with selected stakeholders	1. Cultural professionals and teachers / educators / Social workers	Collective improvement of the traditional arts/sciences structure in terms of projects	- Touches on many areas and a plurality of aspects: definition, structure, objectives,	Invites: Personal invitation to selected professionals based on their involvement and interest in the subject,	November 2023



			development and implementation.	pragmatic implementation, evaluation	dissemination to stakeholders Post coms: No SM or other communication possible for Louvre	
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She (Lab#10) and Trelleborg (Lab #11) are hosted by associate partners. They are still in the process of planning their launch event at the time of writing this report so their data has not been collected.

3. Analysis of Launch Events

3.1. Stakeholders

The 11 Launch events involve a variety of stakeholders. All of them work with teachers, and most (9 out of 11) invite youth to their launch events. 6 Labs involve employers and 4 involve policy makers.

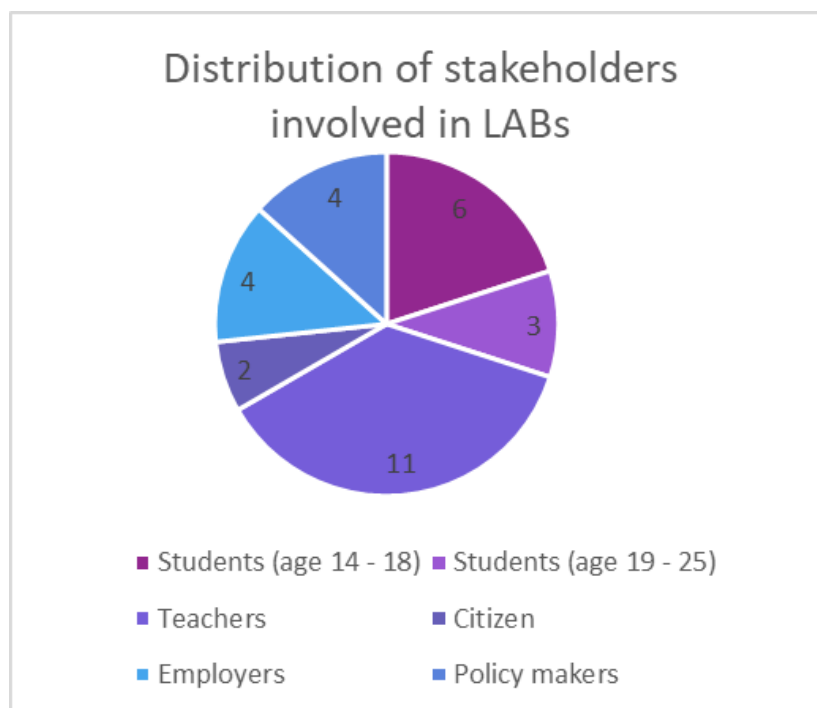


Figure 1: Distribution of stakeholders involved in LABs

3.2. Stakeholder Needs

Five of the Launch events involve an exploration of the needs of the stakeholders. The Georgian Lab has conducted a Needs assessment before the Launch event. Other Launch events will incorporate elements of the Needs assessment during the event in one or more meetings with target groups.

Many hosting institutions have established practices that will be enhanced with STEAM.SENSE. They will address known needs of their target group in a bottom up and participatory manner and identify various solutions to be implemented in the LABs during the Launch event. Some Labs choose a round table or discussion format while others address needs during the implementation of practices, or a combination of both. For example, Creda asks participants to speak through a ‘Photo Voice’, taking

pictures of challenges and solutions. The University of Barcelona will explore the topic of 'Heat' with a vulnerable group, using citizen science methodologies. 2 LABs are not incorporating elements of Needs assessment or discuss solutions, and will present the project and LABs. Vilvite has their existing practices which will be presented and is based on the known needs of their target groups, while GEYC aims to reach policy makers and media to communicate about the need to integrate SENSE approaches in society.

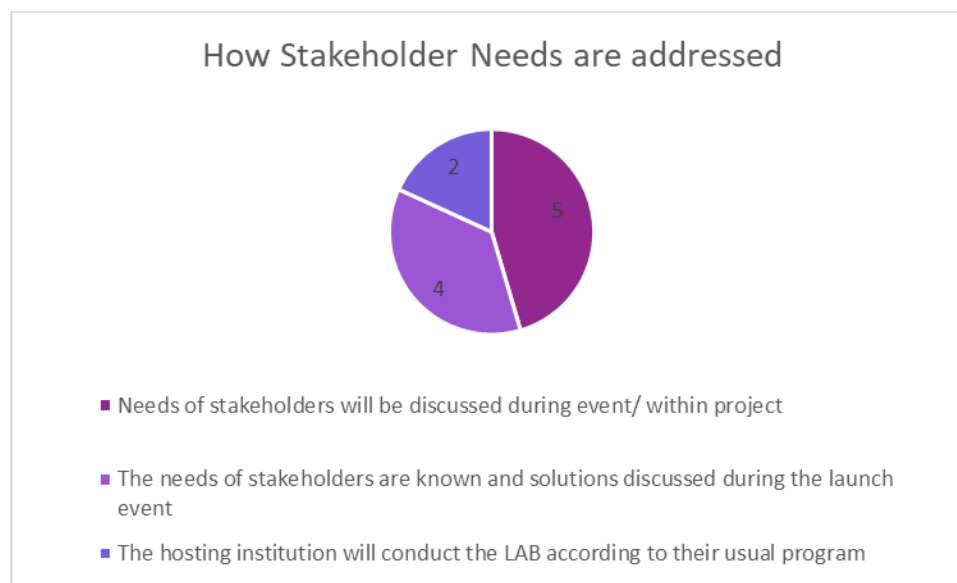


Figure 2: How Stakeholder Needs are addressed

3.3 Number of Events

The launches of six labs consist of two (4 Labs) or more (2 Labs) events. Mostly, a smaller event for teachers and selected participants is organized in the form of a workshop or round table discussion to discuss and experience specific questions or methodologies. The second event is in most cases for a wider audience including students, media and policy makers and often publicly announced. The project is presented there to a broader audience. In many cases SENSE practices will be implemented to experience a taste of the Labs.

The Labs launches that consist of one event are diverse. These events are public, semi public or private. All these labs use personal invites to attract at least a part of the participants. Two labs of the digitalization cluster organize hybrid events with the possibility to participate online.

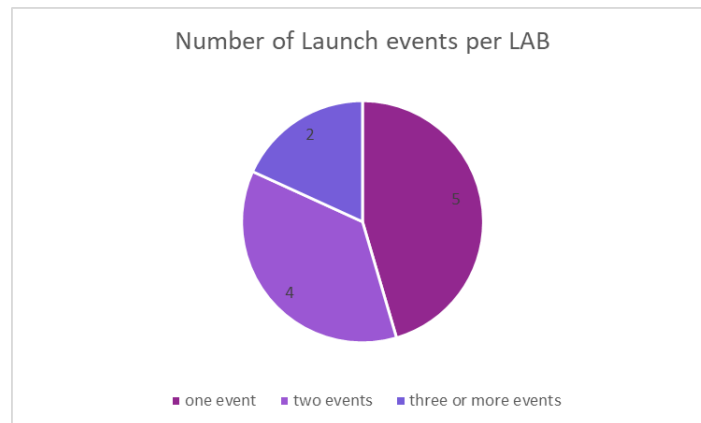


Figure 3: Number of Launch events per LAB

3.4 Media and Communication

Most Lab Events invite participants with personal invitations in combination with public announcements through social media, newsletters and/or websites, except for Louvre who only will use personal invitations. Two Labs will print out posters to announce the Lab. After the events, communication mostly takes place through social media, websites, etc. 4 Labs will involve press to achieve media coverage.

The lab launches will generate press coverage and attention for the project. The information will be shared with partners and the SENSE.STEAM website and social media, generating more followers and website visitors, thereby contributing to the communication KPIs.

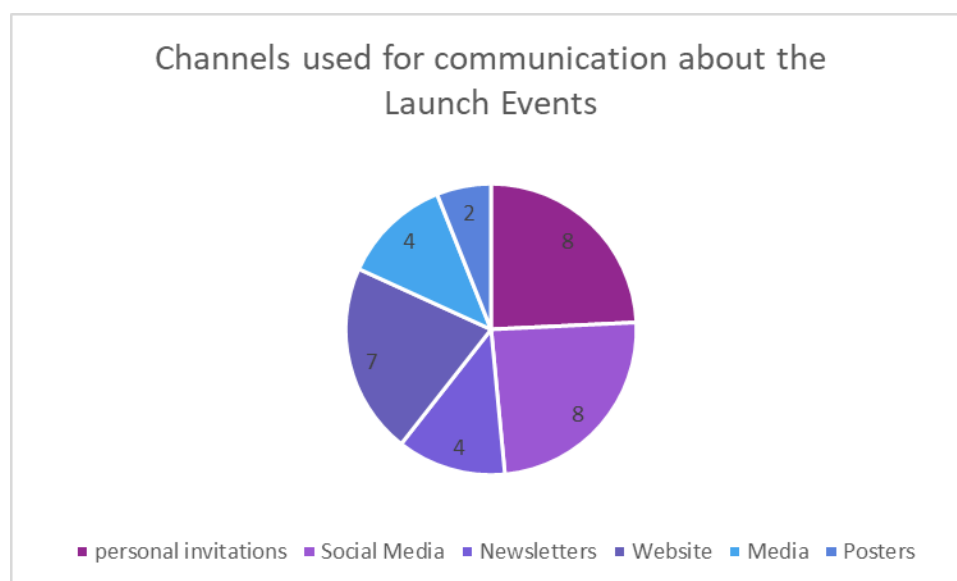


Figure 4: Channels used for communication on Launch Events

3. Conclusions and results

3.1. Conclusions

The nature of the Lab Launch events is as diverse as the implementing partners. All events address the needs of the target groups and are related to their cluster. They are well integrated in the ongoing work of the hosting institutions to ensure sustainability. The decision was made to leave the implementation of the Launch events in accordance with the partners' and stakeholders' needs. The Launch events are diverse, reach a wide range of stakeholders and will engage key participants of the project. They will contribute greatly to the projects' communication KPIs in terms of followers and website visitors due to the increased activity among all partners.

3.2. Caveats and Limitations

The partner initially responsible for the Deliverable froze their participation in the project because they had difficulties prioritizing the ongoing tasks and limited capacities. The work was taken over by WECF from July, while some work had already been done. Due to this change, it was necessary to revise the initial documentation to capture sufficient details and data for analysis and comparison, e.g. number of participants, structure of the events, nature of the venue, etc.

Another challenge was that partners work with different work-cycles, driven by the necessity to reach audiences at particular times and/or by the need to be responsive to and maximize existing opportunities in their local contexts. This meant that some partners opted out of a formal 'launch' to prevent potential disruptions when working with particular communities. We have considered these ongoing activities as part of the launch events, but we do not have information on communication.

It is also important to note that the report is about our partners' preliminary plans which may be subject to change. The forms were to be delivered on 12th of July to allow sufficient time to finalize the delivery, while the launch events are due to take place in August – October 2023. Labs # 10 and #11 are run by associate partners are still in the planning process during the writing of the report.

3.3. Further work

The launch events remain to be implemented and monitored, followed by the implementation of the LABs themselves. The calendar and a summary of this report will be published on the SENSE.STEAM website, in addition to short information sections on all Labs that will be updated regularly.

The launch events for the base of further LAB activities, which will be described in D4.2 and D4.3. and will eventually lead to recommendations for the road map. The launch events built upon the needs of stakeholders as identified in D3.3. They are an important step to engage stakeholders in a meaningful way in the implementation of the LABs, leading to further uptake and sustainability.

Annex 1. Launch Event description template

STEAM Lab Implementation & Calendar

Partner name	
Contact person	
Data manager in your organization	
Cluster theme	

Plan for Launch

STEAM Lab Launch Event: In each country involved, an opening event will take place in the partners' site bringing together key stakeholders sharing their needs and challenges in terms of science education and uptake of science careers. As audiences across sites may differ, each partner can adjust the framing of the event to suit the local context. For example, a wider theme here is how stakeholders may engage with science and make it relevant and useful in their own lives/communities.

8-9am	
9 - 10	
10 - 11	
1230 - 1330	
11 - 12	
13-14	

Include photos:

Event Planning 'hard facts'

What is your main target group?	
In what way is your launch event addressing needs and challenges of your target group?	
In what way does the event connect with the cluster theme?	
Are you planning a Needs Assessment? If not, why not? If yes, with whom, and what are your main aims?	

How will you invite people to attend and participate?

How will you create attention during and after the event? Including social media posts and website posts, inviting press and having a newsworthy launch, etc.

What data will you share or can be used by the SENSE. project? E.g. in publications, website.

We will need:

- Number of attendees and how many people came to launch. If possible, to eventually be broken down by target groups.
- (Echo) A record of SENSE. posts, press clippings, social media and community reactions etc.

Beside the Launch Event a calendar of events has to be set up, at least for the period until December 2023.

Annex 2. Calendar of STEAM LAB Launch Events

2023				
August	September	October	November	December
1 Tu	1 Fr	1 Su	1 We	1 Fr
2 We	2 Sa	2 Mo	2 Th	2 Sa
3 Th	3 Su	3 Tu	3 Fr	3 Su
4 Fr	4 Mo	4 We	4 Sa	4 Mo
5 Sa	5 Tu	5 Th	5 Su	5 Tu
6 Su	6 We	6 Fr	6 Mo	6 We
7 Mo	7 Th	7 Sa	7 Tu	7 Th
8 Tu	8 Fr	8 Su	8 We	8 Fr
9 We	9 Sa	9 Mo	9 Th	9 Sa
10 Th	10 Su	10 Tu Velvet (Discussion)	10 Fr	10 Su
11 Fr	11 Mo	11 We Velvet (Discussion)	11 Sa	11 Mo
12 Sa	12 Tu	12 Th Ph Weingarten (workshop)	12 Su	12 Tu
13 Su	13 We	13 Fr Odyssea(Workshop)	13 Mo	13 We
14 Mo	14Th CREDA (Workshops)	14 Sa	14 Tu	14 Th
15 Tu	15 Fr CREDA (Workshops)	15 Su	15 We	15 Fr
16 We	16 Sa CREDA (Workshops)	16 Mo	16 Th	16 Sa
17 Th	17 Su CREDA (Workshops)	17 Tu	17 Fr	17 Su
18 Fr University of Edinburg (Event 1: with teachers; Event 2: with policy makers)	18 Mo CREDA(Workshops)	18 We	18 Sa	18 Mo
19 Sa	19 Tu WECF (Workshop)	19 Th HVL(Event + Panel Discussion)	19 Su	19 Tu
20 Su	20 We	20 Fr	20 Mo	20 We
21 Mo	21 Th	21 Sa	21 Tu	21 Th
22 Tu	22 Fr	22 Su	22 We	22 Fr
23 We	23 Sa	23 Mo	23 Th	23 Sa
24 Th	24 Su	24 Tu	24 Fr	24 Su
25 Fr	25 Mo	25 We	25 Sa	25 Mo

26 Sa	26 Tu	26 Th	26 Su	26 Tu
27 Su	27 We	27 Fr	27 Mo	27 We
28 Mo	28 Th	28 Sa	28 Tu	28 Th
29 Tu	29 Fr	29 Su	29 We	29 Fr
30 We	30 Sa	30 Mo	30 Th	30 Sa
21 Th		31 Tu		31 Su