

IAA Study Group Status Report

Responsible Commission: Multi-Commissions: 1, 2, 3 and 6

Study Number and Title: 6.16 Multi-Commission
STEM/STEAM for Space - Grand Challenges

Short Study Description (from Study Group Proposal): The launch of Sputnik in 1957 marked the beginning of a global surge in interest in science, technology, engineering and mathematics (STEM) education. The world was excited by each development in space exploration. Not only were there vast improvements in STEM education, but also an increase in participation in these disciplines by our youth. Many of them eventually joined this exciting endeavor, while others utilized their education to benefit mankind in a myriad of other ways. In the 50+ years of the space age, developments have continued apace in the physical sciences. Recent years have also seen impressive advances in the life sciences stemming from space research. These advances are steadily moving toward the enablement of humanity to go beyond near-earth orbit on into the cosmos.

Our objective: As space research has stimulated STEM education, improvements in technical education have benefitted space research and, indeed, all aspects of society. Less recognized is the interaction between the creative arts, space research and STEM education. Space research has stimulated the imagination of the art community in music, architecture, literature, and the graphic arts. Technical developments have made possible new methods of creating works of art. And conversely, the arts have stimulated creativity in science, technology, engineering, mathematics – and space research. It is this complex interaction we have dubbed STEAM. We propose to study this interaction with the objective of increasing the benefits to all. The first step will be to gain a clearer picture of where we are today on the interaction between STEAM education and space research. Then we will address questions such as the following. How can we improve STEAM education for the benefit of space research and vice versa? How can we develop a coordinated initiative to support development of high quality STEAM education? Should we encourage the sort of competitions that have proved so successful in other fields, such as robotics, in our universities, high schools and, yes, even with younger students? If so, how can we persuade governmental space agencies, foundations and private industry to help? While learning from the past, we need to look to the future to fully benefit from the complex interaction between space research and education in science, technology, engineering, art, and mathematics. We need a bright, enthusiastic generation for future space activities and they need us now.

Progress in the past six months:

The Study Group meeting at IAA Headquarters on December 20, 2016:

The discussion included the present status of preparation for the Second Symposium on STEM/STEAM for Space - Grand Challenges. The discussion included the country and site, the number of the participants, a list of possible invited speakers, and opportunities for college students and high school teachers to participate.

The next meeting of the SG was planned to be held during the Academy Spring meeting in March 2017.

Planning for the Second Symposium on “STEAM for Space” is underway with several countries vying to act as the host.

Website Study Information update:

Preparation is under way for a Second Symposium of the Study Group via e-mail, Skype, and teleconferences.

Issues requiring resolution?

Completion of organization of the Second Symposium on STEM/STEAM for Space.

Product Deliveries on Schedule:

On March 25, 2016 the first Symposium was held with impressive lectures and lively discussions by the international participants on developments in STEM/ STEAM relevant to space activities.

“Paris seemed to be the most appropriate venue for the first symposium on STEAM for space because its most notable landmark and cultural icon is the Eiffel Tower, a perfect illustration of the union of the STEAM subjects,” said Regel. “In 1889, Gustav Eiffel completed his magnificent beautiful creation using his knowledge of science, technology, engineering, art, and mathematics. And where does the tower point? To space! It reminds me of a rocket on its launch pad.”

The program was created by selecting abstracts submitted by representatives of institutions around the globe. Several new members joined the Study group, as the study moved to the next stage after this first highly successful symposium.

The First Symposium on STEM/STEAM for Space - Grand Challenges was successfully held with the outstanding help of the IAA office in Paris.

Name of person providing Study Group Status:

Prof. Dr. Liya Regel (Chair)

Status Report Date:

March, 2017

Chair: Regel, Liya
Co-Chair: Harris, Wesley L.
Secretary: Maizza, Giovanni

The academy invited Prof. Dr. Regel to chair the study group with Professor Wesley Harris of MIT, a member of the prestigious the U.S. National Academy of Engineering.

Members of this study group included well-known scientists and educators from space agencies, government research organizations, universities, and aerospace companies from many countries.

Activity:

Study group [Proposal Form](#)
Status [report](#), September 2014
Status [report](#), March 2015
Status [report](#), August 2016
Status [report](#), March 2017
Study group meeting, 25 March 2015, Paris, France . [Agenda](#) of the meeting
[1st IAA Symposium on STEM/STEAM for Space](#), Paris, France, March 25, 2016

Membership:

Alifanov Oleg M
Boy Guy Andre
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