



**STEAM**  
Science  
Technology  
Engineering  
Math

What is STEAM? About Case Studies Events Press Resources STEAM @ OSU Take Action

### What is STEAM?

In this climate of economic uncertainty, America is once again turning to innovation as the way to ensure a prosperous future.

Yet innovation remains tightly coupled with Science, Technology, Engineering and Math – the STEM subjects. Art + Design are poised to transform our economy in the 21st century just as science and technology did in the last century.

We need to add Art + Design to the equation – to transform STEM into STEAM.

**STEM + Art = STEAM**

STEAM is a movement championed by Rhode Island School of Design (RISD) and widely adopted by institutions, corporations and individuals.

The objectives of the STEAM movement are to:

- transform research policy to place Art + Design at the center of STEM
- encourage integration of Art + Design in

**US Education STEAMS Ahead**  
Good news for arts education with the December 2015 passage of the Every Student Succeeds Act.

**DA VINCI DAYS**  
CORVALLIS, OREGON

SEEING THINGS DIFFERENTLY

About da Vinci Days May 15-20, 2017 July 14-16, 2017 Grand Kinetic Challenge Social Media and Feedback

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DA VINCI DAYS EVENTS IN MAY

**DA VINCI DAYS EVENTS IN MAY**  
**STEAM SPEAKER SERIES, MAY 15-19**  
Sponsored by LBOCC

Science Showcase, May 15, at The Hilton Garden Inn  
Technology, Tuesday, May 16, at The Hilton Garden Inn  
Engineering Workshop, May 17, at The Hilton Garden Inn  
Art + Thursday, May 18, at The Arts Center  
Mathematics, Friday, May 19, at The Hilton Garden Inn

For more information, look here: [STEAM Speaker Series](#)

**ENGINEERING EXPO, MAY 19**  
Friday, May 19, 11:00 am - 4:00 pm | Kelley Engineering Center

Free and open to the public.

The 10th annual Undergraduate Engineering Expo promises another mind-boggling display of undergraduate engineering talent.

