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Government 3.0

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Art In Your Space Project Memo

Arts and science education in the United States is at a crossroads. On the National Assessment of Educational Progress, less than one-third of U.S. eighth graders show proficiency in mathematics and science (STEM). And, the new funding required to fully fund the recommendations could reach up to approximately \$1 billion per year.¹

Art In Your Space (AIYS) is a plan to create a program at the intersection of art, technology, and project based learning for students in high school who are at risk of dropping out. In the 12-week afterschool program students will work with aim businesses, artists, a grad student, and a teacher from their school to learn design, project management, and technology skills to create interactive art installations for workspaces.

Our passion is helping the next generation of artists create awe inspiring interactive installations for public spaces. The soft and hard skills developed through our program will empower students to be successful on their career path whether in technology, art, or another field. The aim of the program is to develop leaders in underserved communities who wouldn't otherwise have access to hands on learning opportunities or the benefits that come from working with leaders in the arts early in life.

¹ Lander, Eric, and Holdren, John. Report to the President, Prepare and Inspire: K-12 Education in Science, Technology, Engineering and Math for America's Future. White House September, 2011 Washington, D.C. Retrieved from <http://www.whitehouse.gov/ostp/pcast>

Underprivileged students in low-income neighborhoods are less likely to graduate from high school or make it to college because of a lack of mentors and friends and family with connections to career advancing opportunities. These students are especially underrepresented in careers in Science Technology Engineering Arts and Math (STEAM) subjects. The Maker Movement, a technology driven extension of the Do-It-Yourself movement is inspiring many youth to build, invent, and create in inspiring ways. Yet, many students remain unaware of opportunities to create art that lives using modern technology and design and make a living at it.

The Art in Your Space (AIYS) pilot program aims to partner with leaders in the STEAM and Maker Movements to offer hands-on science, technology and design instruction for underserved high school students. Through partnership with a firm students select to partner with from a list of companies that apply to be a part of the AIYS pilot. AIYS will explore the possibility of businesses contributing to cover part or all of the costs to run a 12-week program and supply materials. Collaborating with professionals in technology or art companies will prepare students for career success in STEAM or other fields and may lead to job opportunities.

The plan is to pilot this project with 10-15 students from City As School (CAS), with a graduate student from the Interactive Telecommunications Program (ITP), and an instructor from Eyebeam. The project will seek funding through the Department of Educations Digital Ready initiative (City As School is already a member). The teachers will contact businesses in their network to identify technology or art focused workspaces with professionals willing to commit 15-20 hours over the course of the 12-week program.

AIYS provides art/technology after school programs the opportunity to connect youth at risk of dropping out with professionals to develop 21st century employment skills while design, refining and building a interactive art installation with modern technology.