

The 2016 Project Fibonacci® STEAM Conference Summary

Project Fibonacci®

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“The ultimate goal of the Project Fibonacci® initiative is to promote the next wave of young scholars, scientists, artists and productive citizens through a journey of self-discovery by positively motivating and enlightening them. Through this educational program, we will enable our youth to deal more effectively with the challenges of our ever-increasingly complex and diverse world. Lets ignite a positive future TOGETHER!”

ANDRO

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Full STEAM

Technology Art
Science Engineering Mathematics

Ahead!

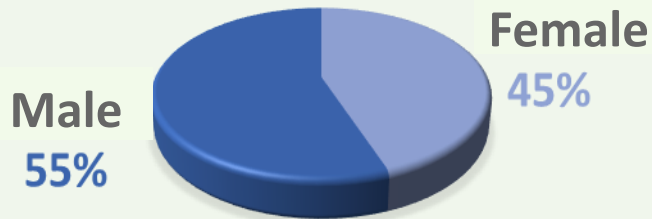


The First Annual Project Fibonacci® STEAM Conference exceeded expectations!

Students from across NYS and the country were nominated by their teachers, professors, and mentors to attend the first-of-its kind event in Central New York. By working closely with professionals in STEAM related fields, students were able to successfully complete the program and create long-lasting memories with their fellow STEAM scholars!

2016 DEMOGRAPHICS

GENDER



101

Students registered to attend the inaugural Project Fibonacci[®] STEAM Conference

234

Students were nominated by their professors, teachers and mentors

75+

High Schools & Colleges nominated their students

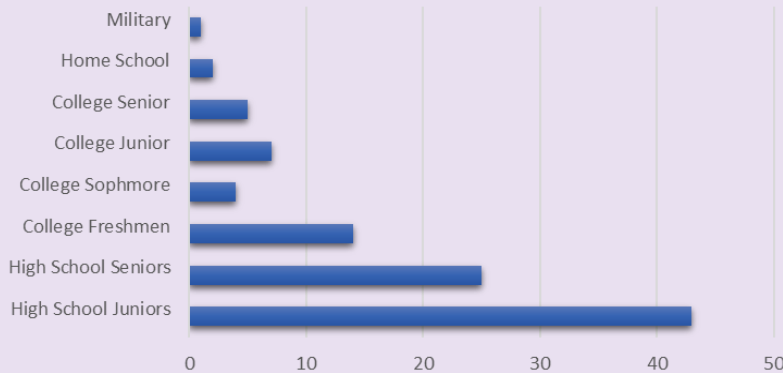
50+

Fully or partially covered student scholarships provided by schools, local companies and private parties

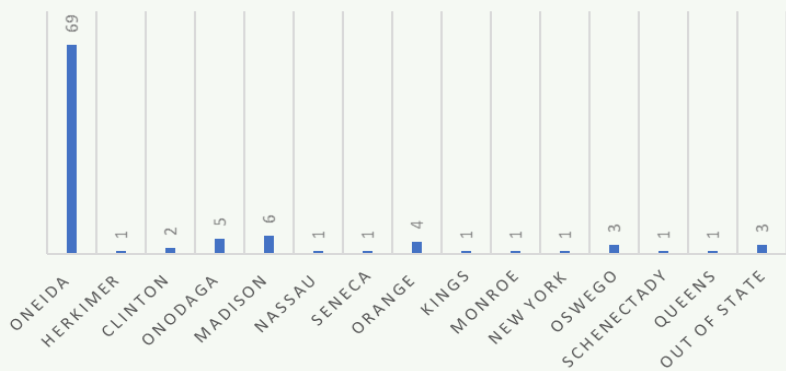
32

Steering Committee members from 17 different organizations and companies to make this dream a reality!

Grade Level



LOCATION BY COUNTY



KEYNOTE SPEAKERS

The 2016 Project Fibonacci® Speakers Series



Dr. Alex Filippenko: Astrophysicist & Author

- *The Birth & Early Evolution of the Universe*
- *Dark Energy & the Runaway Universe*



Dr. David Eagleman: Author & TV Personality

- *The Brain: The Story of You*



Alan Bean: Artist & Former Astronaut

- *My Experience as an Artist on the Moon*

Alan Alda: Actor, Director, Author & Science Communicator



- *The Art of Communicating Science*



Chris Hadfield: Musician & Former Astronaut

- *The Art of Science*

Dr. Brian Greene: Author & TV Personality

- *Beyond Einstein: Space, Time and Reality*



ADDITIONAL SPEAKERS INCLUDED:

- Dr. Jeanette Epps, NASA
- Dr. John Norgard, NASA
- Frank Page, Professional Cartoonist
- John Marsh, SUNY Poly Computer & Information Sciences
- Dr. Zora Thomova, Interim Dean of SUNY Poly Arts & Sciences
- George Coyne, S.J.: Le Moyne College
- Daniel Buckingham, Pratt MWP Professor of Sculpture
- Mark Casadei, Awesome Monkey Productions
- New York State Senator Joe Griffo
- Greg Mattacola, Esq., CHC, Hancock Estabrook, LLP

HANDS-ON LEARNING

Each day was filled with various workshops and project development.



WORKSHOPS INCLUDED:

- The Science & Art of Constructing a Geodesic Dome
- Women in STEM & the NASA Space Program: to Mars and Beyond; and the Importance of Mathematics
- Nature Photography
- Identifying Fibonacci in Nature
- Screen to Script: How Technology is in Every Step of the Way
- The Science Behind the Art of Cartooning with Natural Elements
- Resonance
- Fibonacci in Musical Harmonics of Stringed Instruments, Keyboarding, Rhythm and Wind Instruments



STEAM SCHOLAR FEEDBACK

In addition to Town Hall Meetings, students completed an exit survey

“I would do it every year!”

“Really Amazing!”

“...STEAM has the power to improve and extend and I would love to be part of that.”

“Phenomenal first year event!”

“...It was fun and I made some great friends and learned lots of things.”

“I loved the people, the learning and the keynote speakers.”

“Great program to have in the Rome Community. Very smooth for the 1st year. Glad to have been a part of the first year.”

Average Ratings

1-Highly Unsatisfied 5- Highly Satisfied

Staff: 4.53

Workshops: 3.53

Keynote Speaker: 4.36

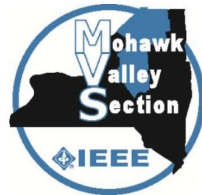
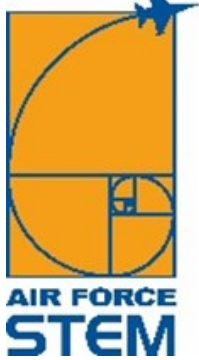
Overall Experience: 4.35

92% of participants
would return for the 2017
Project Fibonacci[®]
STEAM Conference

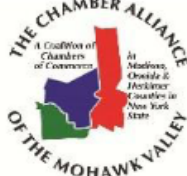


SPONSORS & SUPPORTERS OF 2016

It takes a village to build a STEAM Community!



Booz | Allen | Hamilton



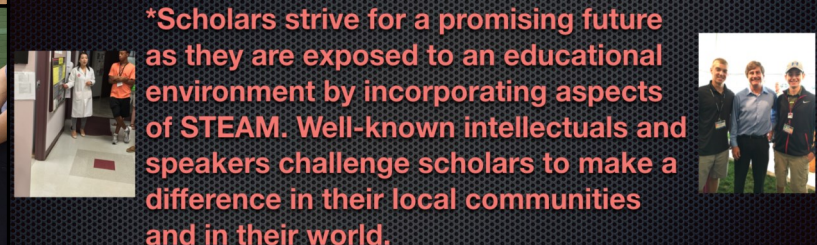
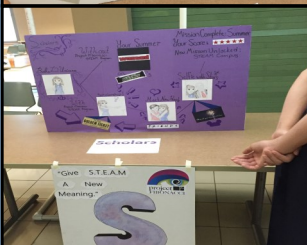
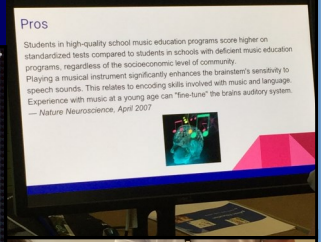
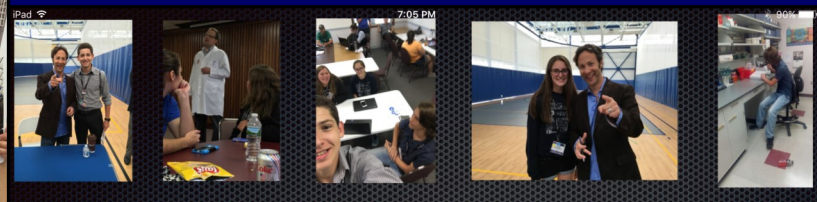
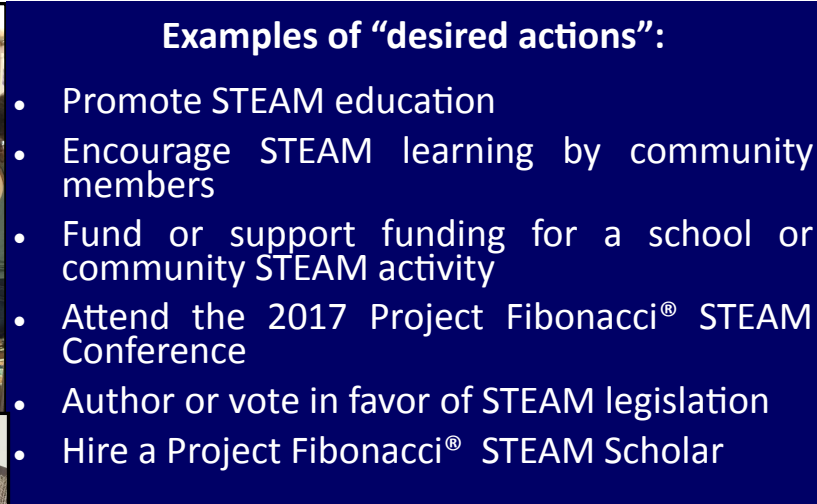
MULTI-MEDIA STEAM FAIR

STEAM Scholars developed multi-media projects and presented to the public

Each Project Fibonacci® team of STEAM Scholars had to work together to create five pieces that both inform their target audience about the value of STEAM and will persuade their target audience to individually or collectively take a desired action in support of the STEAM initiative. The results were incredible!

Examples of “desired actions”:

- Promote STEAM education
- Encourage STEAM learning by community members
- Fund or support funding for a school or community STEAM activity
- Attend the 2017 Project Fibonacci® STEAM Conference
- Author or vote in favor of STEAM legislation
- Hire a Project Fibonacci® STEAM Scholar



***Scholars strive for a promising future as they are exposed to an educational environment by incorporating aspects of STEAM. Well-known intellectuals and speakers challenge scholars to make a difference in their local communities and in their world.**

In order to complete their projects, STEAM Scholars were encouraged to:

- Take notes at each learning session
- Take photographs and video footage each day of the conference
- Interview keynote presenters, speakers, workshop presenters and each other
- Participate in one or more Video Diaries in response to prompts provided
- Create or record music for video or digital still image pieces
- Work daily on collecting content with their STEAM Scholar team

GOALS & IMPROVEMENTS FOR 2017

Extending Community Participation

One of our main initiative is to highlight the endless opportunities our region has to offer. We hope in 2017 to gain more partners and participants through the surrounding cities and counties.

Stakeholders & Sponsors

In order to make the 2017 Project Fibonacci® STEAM Conference as successful as possible, we hope to have more stakeholders and sponsors take part in this incredible experience to provide a safe and educational journey for our STEAM scholars.

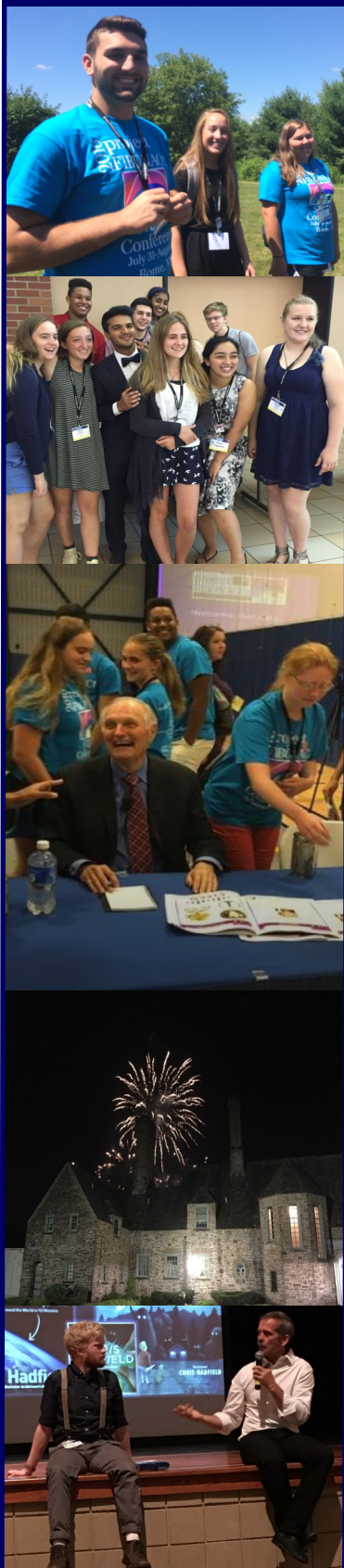
College & Professional Development Credits

Our curriculum committee worked diligently to create the most educational week-long event this area has ever seen. Each day was filled with insight from local professionals in various STEAM fields as well as team building, project development and networking exercises to provide the STEAM scholars with the knowledge and power to accomplish complex tasks. By working with local colleges and universities, we hope to reward those who complete the conference with college credits they can use to further their education.

Keynote Speakers

The 2016 Project Fibonacci® Speakers Series provided the public the opportunity to see a complete line-up of educational heavy-hitters. Our goal for 2017 is to create a line-up that is equally, if not more so, prestigious.

JOIN US FOR 2017



**Our goal is to make the
2017 Project Fibonacci® STEAM
Conference bigger and better than ever!**

30 July– 5 August, 2017



Join the initiative and help create endless possibilities for our STEAM scholars and the community!

For Updates and More Information:



ProjectFibonacci.org