

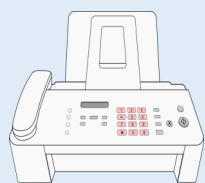
THE 2017 PROJECT FIBONACCI® STEAM CONFERENCE SUMMARY



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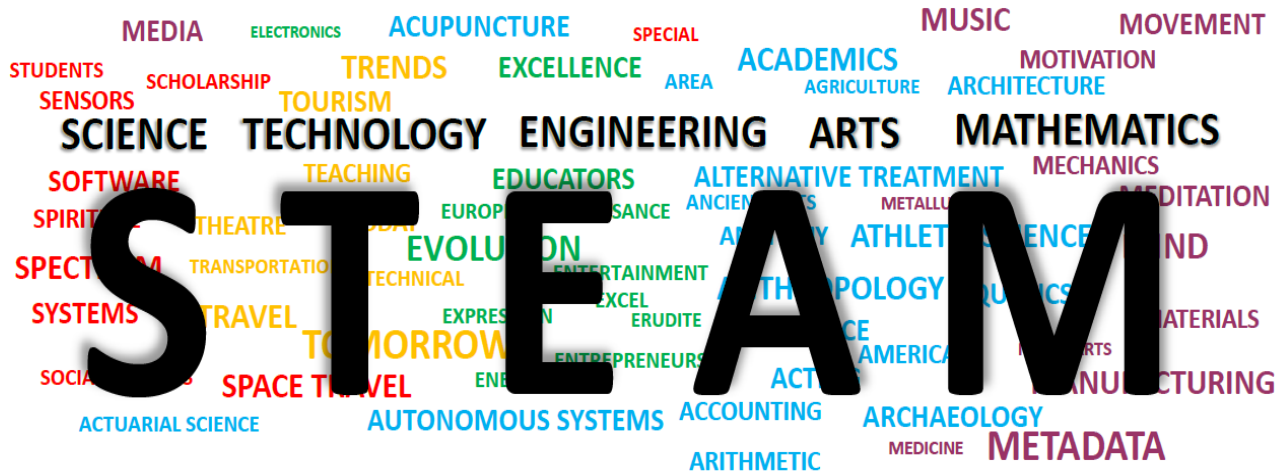
project 
FIBONACCI®
FOUNDATION, INC.

OUR MISSION

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.

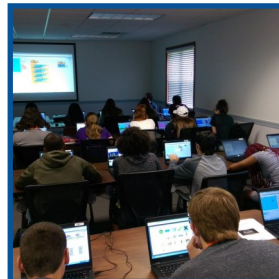
Lets ignite a positive future TOGETHER!

Full STEAM Ahead!



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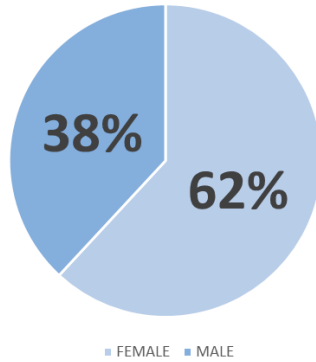
Students from across NYS--*and even one student from France*-- were nominated by their educators and mentors to attend the second-annual event in Rome, New York.



By working closely with professionals in STEAM related fields and highlighting local entrepreneurs, STEAM Scholars were given the tools and knowledge they will need to spark their own STEAM entrepreneurial passion.

2017 Demographics

GENDER



62%

OF THE 2017 STEAM SCHOLARS
WERE FEMALE

17%

INCREASE IN FEMALE STEAM
SCHOLARS OVER 2016

87%

HIGH SCHOOL STUDENTS

40+

HIGH SCHOOLS & COLLEGES SENT
THEIR STUDENTS TO ATTEND

32%

OF THE 2017 STEAM SCHOLARS
WERE ALUMNI

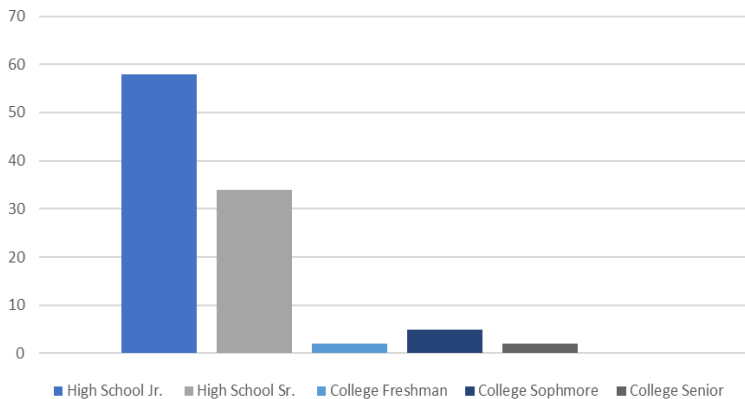
ALMOST 90%

WOULD RETURN FOR THE 2018
PROJECT FIBONACCI®
STEAM CONFERENCE*

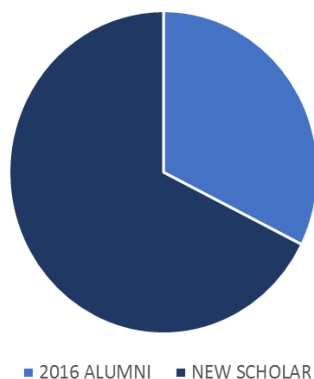
75%

WERE FROM ONEIDA COUNTY &
NEIGHBORING COUNTIES

GRADE LEVEL



RETURNING SCHOLARS



**87% OF PARTICIPANTS HAD THEIR TUITIONS PAID FOR IN PART OR
IN FULL BY THEIR SCHOOLS & SPONSORING ORGANIZATIONS**

Keynote Speakers

CHRISTINE MCKINLEY

MECHANICAL ENGINEER, AUTHOR, MUSICIAN
& TV HOST

McKinley shared her experiences and challenges of being a female engineer in a male dominated field. She also shared her insight as to acquiring many passions in life and to always stay focused to achieve your dreams. STEAM Scholars even joined her on stage to perform an original song!



DR. DEBBIE BEREBICHEZ

PHYSICIST, TV HOST & STEM ADVOCATE

Dr. Berebichez shared her stories of becoming the first Mexican woman to graduate with a physics degree from Stanford University and described the many ways STEM education is important.

DR. MICHIO KAKU

THEORETICAL PHYSICIST, FUTURIST, AUTHOR
& TV HOST

Dr. Michio Kaku shared with the audience his predictions of the future technology landscape and the importance of ever-changing science and technology trends.



DAYMOND JOHN

CO-STAR ON ABC'S SHARK TANK, FOUNDER
OF FUBU & PRESIDENTIAL AMBASSADOR FOR
GLOBAL ENTREPRENEURSHIP



Daymond John inspired the audience with his stories of overcoming difficulties and the success of

becoming a global entrepreneur. He was part of our "STEAM Tank" in which winning teams of STEAM Scholars pitched their product ideas to a team of local entrepreneurs and received feedback for their product concept and business plan.

PRESENTED BY:



Special Workshops



TOM VARANO

Local photographer, international performance speed painter and entrepreneur, Tom Varano, wowed the audience with his incredible speed painting and inspirational stories.



MACI PETERSON

Maci Peterson is the innovator behind the app, *On Second Thought*, which allows a grace period to recall sent text messages. She explained to the STEAM Scholars how to become a successful entrepreneur and how STEAM is vital for the experience.



BAILEY'S KARATE

Brandon Benenati & Laura Segur demonstrated Martial Arts and gave a brief history of American Karate to better understand the connection of Fibonacci in Martial Arts.



JULIE TABOULIE PRESENTED BY: CHOBANI[®] FOUNDATION

Celebrity chef, author & national public television personality Julie Ann Sageer (“Julie Taboulie”) demonstrated the Science of the Culinary Arts in an interactive cooking segment to show the brain-math-health connection.



KEVIN DELANEY

Resident science presenter on the *Tonight Show starring Jimmy Fallon* and host of *Street Science* on the Science Channel performed his interactive science experiments including *Exploring Liquid Nitrogen*, *Hands on Fire* & *Laser Balloon Popping*.

Multi-Media STEAM Fair

STEAM SCHOLARS DEVELOPED MULTI-MEDIA BUSINESS CONCEPTS PRESENTED TO THE PUBLIC



Each color designated team formed smaller teams within, creating a total of 18 teams.

STEAM Scholars prepared all week for the chance to pitch their ideas in front of our business panelists, including Daymond John and to prepare for their presentations on the final day of the conference.



THE 2017 “PEOPLES CHOICE AWARD” WINNING TEAM:

- Kaitlyn Kulawy: High School Junior (New York Mills)
- Elise White: High School Senior (Binghamton)
- Mackenzie Robbins: College Sophomore (Daemen)
- Mike Bush: High School Junior (Whitesboro)
- Facilitator: Carol Wojdyla (retired Utica School District)
- Not Pictured-Karsten Bratge: High School Junior (Westmoreland)

FULL STEAM AHEAD!

Hands-On Learning

MORNING ENTREPRENEURIAL STRAND

“Turn your STEAM Passion into Profitability”

Every morning the STEAM Scholars, their team facilitators and local entrepreneurs worked together to develop STEAM related business concepts. This included business plans, potential next steps and critical feedback gleaned during the STEAM conference from panelists, keynote speakers, facilitators, workshop presenters and during off-site learning opportunities.

ADDITIONAL WORKSHOPS

- Coding from Scratch
- Pushing Creativity & Working as an Artistic Team
- The Bernoulli Principle: Science Behind Mini Wind Tunnels
- The Love/Hate Relationship: Launching Your Own Business
- Medical Panel: Drawing on a Combination of Ancient Arts & Modern Science
- Drawing with a Robot
- The Science of the Paranormal: Ghost Hunting 101– Rome Investigators of the Paranormal
Included private ghost hunting tours in the evening!
- The Dynamics of Tribal Analytics
- Cybersecurity 101
- Math in Stories: Infinity, Love & Paradox
- Changing the World: One Equation at a Time
- Natural Harmonies with String Instruments
- Composition with Live & Breathe
- Practical Information Theory
- Entrepreneurship Shouldn't Be Fatal!
- Introduction to Autodesk Inventor & Rendering
- Drone Camp
- Lead with Rhythm: African Drumming
- Fibonacci in Parabolic Art
- Performance & Media: Creating an Interdisciplinary Environment
- Woodwind Instruments & the Fibonacci Sequence
- Thinking Outside the Line—Cartooning & You!
- Intro to Java Programming with Minecraft
- Immersive Exploration (VR)
- Fibonacci in the Art of Weaving
- Professional Ethics
- The Science & Art of Improvisation
- Sound Sculpting
- The Internet of Things & You!
- One Voice: Understanding the Universal Language of Music
- Private Stargazing Sessions

Courtesy of the Mohawk Valley Astronomical Society

Ways to Get Involved

NOMINATE STUDENTS

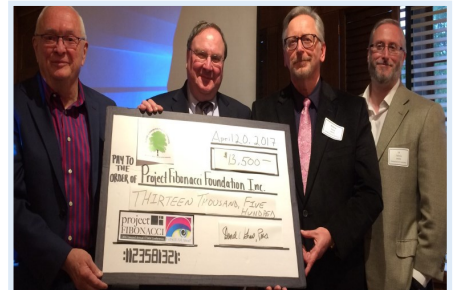
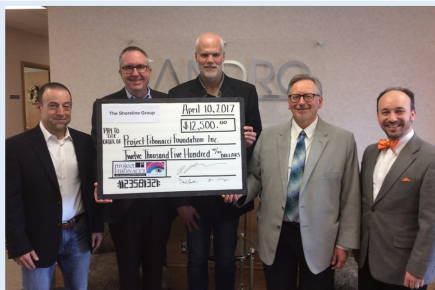
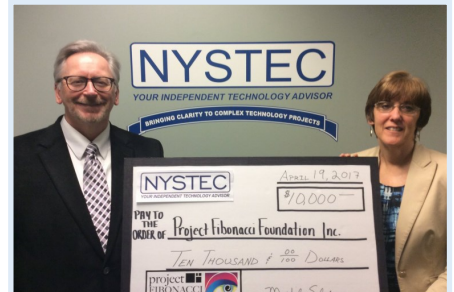
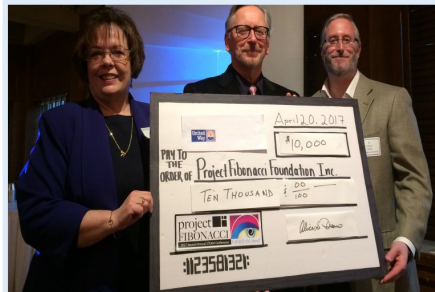
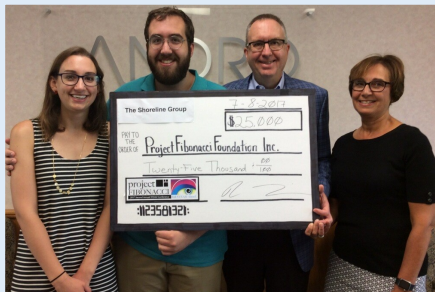
- Nominate qualified* students & interns to attend the 2018 conference
- *High School Juniors—College Seniors 2018-2019
- *Interested in STEAM related fields

STAY UPDATED

- Follow us on social media to stay updated
- Join our [mailing list](#) to receive our monthly newsletter, full of updates and more information

BECOME A SPONSOR

- Adopt-a-Scholar: Sponsor local/regional students by covering their all-inclusive registration costs
- Corporate & Individual Sponsorship Packages available
- Sponsor social activities, off-site tours, keynote speakers, meals, workshops and more!



STEAM Scholar Feedback



“Very interesting, great experience!”

“Hope to see more growth as always.”

“Made me very interested in STEAM, especially because I want to be a teacher.”

“This conference has inspired me to read books on science that I wouldn’t have read before.”

“Excellent program!”

“This conference emphasized the artistic qualities in myself & made me more interested in the arts.”

“I had a lot of fun & would love to come back!”

“If anything, it made me more confident!”

“Fantastic opportunities.”

“The speakers promoted math as a new way to look at things.”

“Loved how people incorporated the Fibonacci sequence into ordinary things!”

“I am now considering a minor in mathematics.”

“I think everybody did a great job and I am thankful that I got to be a part of it. I could see the staff put a lot of work into this and were willing to stay late & come in early. Also I was amazed what this project could bring out in the scholars!”

Average Ratings

1– Highly Unsatisfied 5–Highly Satisfied

Staff: 4.3

Workshops: 3.9

Curriculum: 3.9

Keynotes: 4.5

Overall Experience: 4.5

What most interests you?

Science: 32%

Technology: 17%

Engineering: 12%

Art: 21%

Math: 18%

What career are you planning to pursue?

Top Answers:

- Engineering
- Medical
- Education
- Environmental Science
- Computer Science
- Physics

ALMOST 90%

Would return for the
2018 Project Fibonacci®
STEAM Conference

Sponsors & Supporters



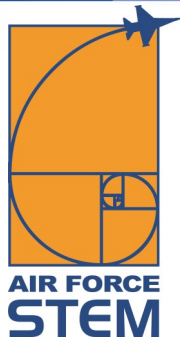
The Shoreline Group



YOUR INDEPENDENT TECHNOLOGY ADVISOR



HERE WITH YOU. HERE FOR YOU.



THE HAZEN B. HINMAN SR. FOUNDATION



Goals & Improvements for 2018

EXTENDING COMMUNITY PARTICIPATION

One of our main initiatives is to highlight the endless opportunities our region has to offer. We hope in 2018 to collaborate with our partners and participants through the surrounding cities and counties to highlight the area as a whole.

STAKEHOLDERS & SPONSORS

In order to make the 2018 Project Fibonacci® STEAM Conference as successful as possible, we hope to gain more stakeholders and sponsors to take part in this incredible experience to provide a safe and educational journey for our STEAM Scholars. This includes the “Adopt-a-Scholar” program which fully covers the tuition of students to attend the weeklong event.

COLLEGE & PROFESSIONAL DEVELOPMENT CREDITS

Our curriculum committee has worked diligently to create an immersive and rich educational week-long event unlike any other! Each day was filled with hands-on learning, lectures, project development, team building and networking exercises to provide the STEAM Scholars with the knowledge and power to turn their STEAM passion into profitability. 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.

LOWERED TUITION COSTS

In order to make this conference accessible to a wide range of students, we hope to reduce tuition costs that would hopefully enable their schools and/or local businesses to be more inclined to cover the all-inclusive fee.

Join Us for 2018!

THE 3RD ANNUAL PROJECT FIBONACCI® STEAM CONFERENCE



JULY 22-JULY 28, 2018



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