



# CALL FOR PAPERS

for

THE THIRD INTERNATIONAL STEAM  
CONFERENCE 2022

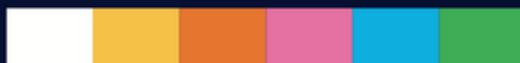
18TH – 20TH OCTOBER 2022

STEAMhouse, BIRMINGHAM CITY  
UNIVERSITY

RESEARCH DAY 20TH OCTOBER  
2022



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# The theme for the STEAM Conference Research Day is: Sustainability and STEAM

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The theme encourages engagement with a wide range of topics which we hope will attract researchers interested in STEAM (Science, Technology, Engineering, Arts and Maths) across a broad range of subject areas. In an increasingly complex and inter-connected world collaborative approaches are gaining traction and STEAM practice is at the forefront. This is not only to ensure that students acquire the trans-disciplinary skills required for the future jobs market, but also to increase intellectual curiosity and collaborative approaches to addressing global challenges.

We welcome contributions which develop our understanding and critically engages with STEAM to explore sustainability and higher education.

The theme of 'sustainability' encourages a wide range of contributions to interrogate current practice, explore new thinking, offering opportunities for multi-, inter- and trans-disciplinary perspectives and research. We hope to attract responses that debate and question STEAM methods and concepts, explore how STEAM approaches can support innovation within educational contexts such as curriculum design, enhancing student skills in STEAM; as well as new products and services, and policy developments.

Sub-Themes to be explored include, but are not restricted to:

- Equality & Diversity
- Communities
- Digital Health
- Net Zero/ Zero Carbon
- Circular design
- Pedagogy/Curriculum design



# Submitting a proposal

We want to hear from Researchers interested in STEAM approaches and methodologies. We welcome submissions from experienced researchers as well as early career researchers and PhD students.

We would also welcome submissions from Academic-practitioners, designers, and artists.

Individual researchers as well as co-authors and research clusters are welcome to submit

Abstract submissions should be submitted using the form, accessed via the link <https://forms.office.com/r/eAV3Wbjj7x>

Final presentations will take the form of a 15 minute presentation, followed by Q&A. Presentations can take on different formats, including PowerPoint, film/video, interactive workshops. There will be up to 3 parallel sessions during the day.

Please note that all proposals will be peer reviewed.

## Deadline for abstract submissions is 9 May 2022

Please note the following important dates:

**9 May 2022 - Deadline for abstract proposal submissions**

**11-20 May 2022 – peer review of abstracts**

**23-24 May 2022 - Notifications of acceptance**

**23 May 2022 - Registration opens**

**16 June 2022- Registration deadline for accepted authors**

**30 June 2022 - Registration reminder for accepted authors**

**25 May – 21st Sept 2022 - authors develop paper presentations**

**22nd Sept – 1st Oct 2022 –final paper submission deadline**



# Opportunity to include papers in an open access Journal

Academic Review Panel:

All submission will be reviewed by a panel of Academic Researchers.

STEAM Conference Organising subcommittee:

Laura Veart - [Laura.Veart@bcu.ac.uk](mailto:Laura.Veart@bcu.ac.uk)

Charmaine Stint - [Charmaine.Stint@bcu.ac.uk](mailto:Charmaine.Stint@bcu.ac.uk)

Emily Turner - [Emily.Turner@bcu.ac.uk](mailto:Emily.Turner@bcu.ac.uk)

The Submission Form for Abstracts is available via the link <https://forms.office.com/r/eAV3Wbjj7x>



## Additional Information

Birmingham City University is hosting its third international STEAM conference as a hybrid event, with activity taking place both on site at the newly refurbished STEAMhouse (Belmont Works) and online. Across the three days we will be exploring the new possibilities that can be opened up through transforming STEM into STEAM (Science, Technology, Engineering, Arts and Maths).

Links to previous events can be found here:

<https://steamhouse.org.uk/event/steamconf21/>

<https://steamhouse.org.uk/wp-content/uploads/2020/07/STEAM-Conference-Brochure-1.pdf>

STEAMhouse is Birmingham City University's centre for collaborative innovation, supporting businesses, staff and students to develop new ideas, experiment, and develop solutions to challenges, create and prototype innovative products and services. Developing an understanding of how to apply a STEAM approach within an organisational context can lead to changes in ideas through integration of new, additional or amended elements explored through a STEAM lens. Our STEAM approach is underpinned by five key STEAM principles: Conversation, Exploration, Collaboration, Openness and Newness.

# The Conference Programme:

The Third International STEAM Conference takes place over 3 days, each day explores a different aspect of our work:

**Tuesday 18th October –  
Exploring STEAM through the lens of an International context**

Day one of the conference will encourage debate amongst a range of international speakers sharing their thinking on their STEAM approaches and what STEAM means for them within their chosen field.

**Wednesday 19th October –  
Exploring STEAM through the lens of Innovation and Business**

Day two of the conference will explore how organisations are utilising in practical terms a 'STEAM Approach', how does this translate into everyday business operation, strategy development and decision making, as well as exploring how STEAM can underpin innovation across sectors developing new products and services.

**Thursday 20th October –  
Exploring STEAM through the lens of Academic Research**

Day three of the conference will give a platform to Researchers, HEI providers, educators and practitioners to share their research, knowledge and insight on how STEAM approaches address the theme of Sustainability.

