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Outer space: a STEAM voyage

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SciArt Exchange

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Outer space: a STEAM voyage

Abstract

SciArt Exchange offers multi-disciplinary art contests, artwork events, consulting, training and community resources to support science and technology education, collaboration, and innovation. Using a science-integrated- with-art approach, SciArt Exchange supports, prepares, and convenes people of all ages, backgrounds and affiliations to discuss and potentially solve space, science, and technology challenges. This field note shares the Humans in Space Art Program and the Project Mars Competition.

Author/Artist Bio

Jancy McPhee has a B.A. in Neurobiology and Behavior from Cornell University and a Ph.D. in Biophysics from Brandeis University. She was a cellular and molecular neuroscience researcher in academia for 17 years before joining the National Space Biomedical Research Association and later the Universities Space Research Association to manage various aspects of National Aeronautics and Space Administration's (NASA) domestic and international space life sciences research programs. Since 2010, her goals have been to find motivating and novel ways to enhance space education and science and technology innovation and to promote global collaboration. She created the international Humans in Space Art Program to encourage people of all ages, cultures and backgrounds to think about and creatively communicate their visions of the future of human space exploration through visual, literary, musical, and video art. So far, the Program has engaged 1000's of artists, and 100,000's have viewed multi-media artwork displays and performances online, locally on Earth, and in space. Most recently, she established SciArt Exchange, a nonprofit to expand the Humans in Space Art Program and initiate other global science-integrated-with-art activities that inspire the world about space, science and technology and prepare them for the future. These activities include training on topics such as science communication, creativity and teamwork, and the value of SciArt and other techniques to STEAM STEM education. Dr. McPhee also provides consulting on STEAM development of corporations and educational organizations. www.SciArtExchange.org Twitter: @SpaceArtSAE Facebook: @SciArtExchange Instagram: @SciArtExchange

Keywords

Space exploration, SciArt, Art, Science, Mars, Moon, NASA

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Outer space: a STEAM voyage

Jancy McPhee

How can we better engage and train youth and adults about space, science and technology, exciting and preparing them for the future and the role they can play?



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**SHOOT A FILM.
MAKE A POSTER.
TELL YOUR STORY
OF NASA'S PLANS
FOR MARS!**

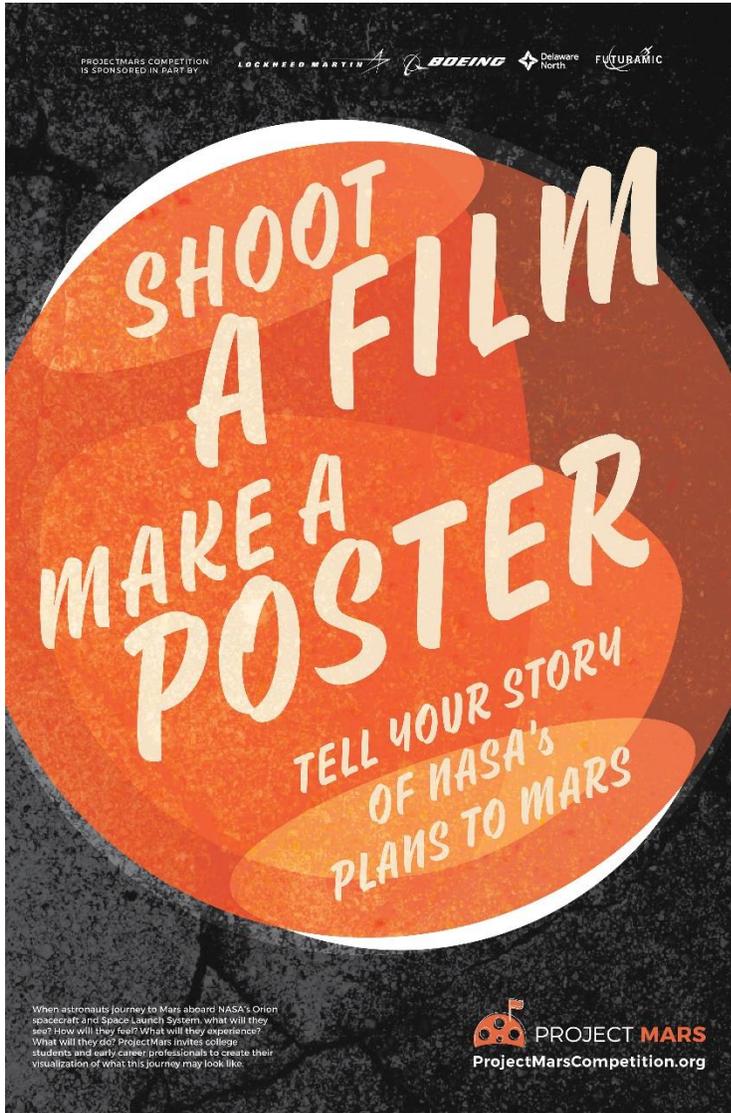
When astronauts venture to Mars aboard NASA's Orion spacecraft and Space Launch System, what will they see? How will they feel? What will they experience? What will they do? ProjectMars invites college students and early career professionals to create their visualization of what this expedition may look like.

 **PROJECT MARS**
ProjectMarsCompetition.org

Humans naturally express their visions and interests through various forms of artistic expression because art is inherently capable of expressing not only the “what and how” but also the “why” of ideas. Offering activities that integrate science and art can stimulate not only personal engagement, but also innovation and collaboration, in multiple technical disciplines.

Through **SciArt Exchange’s Humans in Space Art Program**, participants can share their visions of the future of space using visual, literary, musical and video art. The nonprofit then uses the received artwork in multi-media displays and live performances online, locally worldwide, and in space to further inspire listeners and viewers. The Program has three projects, targeting different types of participants: the Youth Competition (ages 10-18), the Challenge (college and early career) and Celebrity Artist-Fed Engagement (CAFÉ: professional artists). To date, the Program has received 1000s of artworks from around the world and displayed them at over 100 multi-media events, including on the International Space Station and bounced off the Moon. 100,000s have viewed the artwork, considering topics as vast as: the human overall need to explore space, why we are interested, where we will go and when, the tools we will use to get there, and what we will do when we arrive. The artwork provides a permanent set of engaging educational and outreach tools that inspire all ages to care about space, science and technology and to contribute to the future. The Humans in Space Art Program is intentionally a large, global program, but it offers a very flexible model for public engagement that has been applied to multiple science and technology disciplines and used in varied settings, such as classrooms, local art and entertainment events, and scientific conferences.

The **Project Mars Competition** (www.ProjectMarsCompetition.org) is SciArt Exchange's newest open activity. Through collaboration with NASA, the nonprofit invites college-aged and early career participants to learn about and tell the story of human exploration of deep



space through five-minute films and posters. NASA is leading the next steps of human space exploration in the vicinity of the Moon and on toward Mars. This new phase of space exploration begins with a new spacecraft, Orion, and a new heavy-lift rocket, the Space Launch System, departing from a modernized Kennedy Space Center in Florida. A team of film and graphic design industry judges will select the Competition winners, and the winning entries will receive cash prizes and be screened at a multi-venue, Opening Event in Fall 2018. Entries are due August 31, 2018,

and universities and other interested organizations can leverage this competition to encourage students to participate, either through the classroom or via independent study, and push the boundaries of their technical and creative processes. It is truly their turn to #ImagineMars and inspire the world about space.



www.SciArtExchange.org