



## **E-I-STEAM : Educational Infographics for STEAM**

Reference Number: 2019 PL KA201-7B41A962

<https://steam-edu.eu/#competitions>

# **European Comic Poster Competition in STEAM 2022**

## **Framework - Aims**

The Partners in the EU Erasmus+ E-I-STEAM Project invite the students of Secondary Education in the EU countries to present a work-study in the form of a comic infographic poster in the field of STEAM. This infographic poster will also be the subject of a competition in accordance with the terms and conditions set below.

The general aim of the poster is to present in a humoristic approach in presenting learning topics by the use of infographics, in the areas of Science, Technology, Engineering, Arts and Mathematics.

Through the poster it is expected that the students will present various messages that result from their study and that they express the multifaceted role of the topics that are the object of STEAM in human existence and activity. More specifically, the poster is expected

(a) to deal with the following aspects of STEAM:

- Representation/ Explanation of a concept or process or situation in the area of STEAM
- Application of the topic under consideration in the real world
- Interplay between STEAM subjects
- Relation of STEAM to arts and culture in general
- Difficulties, attitudes and advantages created by practicing the disciplines of STEAM in the realm of meanings
- Correlation of STEAM with the evolution/ development of humans
- Meditation on the possibilities or limitations of the topics of STEAM

(b) to provide information and elements for comprehension of the topic under consideration to a non-expert

(c) to be part of an approach that makes use of infographics and it is enlivened through a humorous and animated attitude.

## **Objectives of the study through the poster**

To give the opportunity to the creators to express their views and concerns regarding the values and importance of STEAM in the realm of meanings as means of communication, tools and objects of study and development of man as an intelligent being.

To give the creators the opportunity to reflect on the history, philosophy and the role that STEAM play in human life in relation to other human activities and to point out any positive (or even negative) consequences of their use

To give the opportunity to the creators to express the messages that represent the object of their study or work in a concise, elegant, creative, original, innovative and humoristic way.

To give the opportunity to the creators to express the messages that represent the object of their study or work using infographics.

## **Terms and Conditions for Submission of Posters and Participation in the relevant Competition**

In the relevant Activities of the competition eligible participants include students of ages 14 to 18 attending Secondary Education of Public or Private Schools in an EU country. Students are entitled to participate either individually or as a group.

Participation in the activity means preparing a Poster that will eventually be printed on A2 size. It is understood that for submission and evaluation purposes the poster can be prepared on A4 size and must be submitted through the **online registration form** in pdf format.

The deadline for submitting the poster to the organizing committee is **31 January 2022 at 12.00 noon EET**.

Click [HERE](#) for the individual registration.

Click [HERE](#) for the group registration.

The content of the poster should express the views and ideas of the participant and be in accordance with the relevant Copyright Laws in EU. Posters that do not comply with this requirement will be rejected.

Interested individuals or groups may submit more than one poster.

Each poster will be a one-page presentation of a STEAM manifestation as previously described. It should include a title (which briefly describes the subject of the presentation) and then the organized description of the concept/ story /topic. For this purpose it is possible to use images, photographs, graphs, figures or other infographics as well as a reason that will give brief explanations or captions or descriptions of the points that make up the message of the poster. The poster should be submitted in English.

The posters will be assessed by a committee of experts (called the Assessment Committee) appointed by the organizers. With the submission of the poster for evaluation by this committee, the rights of its publication or presentation are transferred, to the Erasmus+ Project , as indicated, and any further action related to it is governed by the terms and conditions governing the outcomes of the Erasmus+ programme (with the appropriate reference to its creator/ author).

The posters will be evaluated for competition purposes by the Assessment Committee based on the following criteria:

- (a) STEAM Content (30% of the score): in relation to the title and the captions and other verbal references as well as to the images, graphs and other elements it contains and developed/ explained in the content of the title. The content is expected to cover one or more areas highlighted in the context of STEAM and accuracy and scientific correctness will be taken into account.
- (b) Impact of the topic on some or all of the components of STEAM (10% of the score)
- (c) Language (10% of the score): correct grammatical and syntactic use of the language which should be English.
- (d) Structure and Organization (10% of the score): It is expected that the content of the poster will have a structure that will express the sequence of meanings and a well designed structure that will facilitate the viewer to understand. Texts and graphics are not expected to be too extensive to be understood.
- (e) Aesthetics elements, Inclusion of infographics and enlivenment by humoristic aspects (20% of the score): The elegance and balance of graphic and verbal expressions, the design and color combinations and the legible texts will be considered.
- (f) Innovation and creativity in content and presentation (20% of the score): Creativity in approach, the importance conveyed by the message of the presentation and the originality of the result will be considered. Clarity in the presentation is also important.

Attached is an illustrative example of a poster entitled "Have you heard about chaos theory?" It is emphasized that the example is indicative of what is required and should not be considered as an exemplary poster or as a sample of perfection.

All posters may also be submitted for competition in the Poster Competition during the EUROMATH & EUROSCIENCE 2022 Conference for School Students, by students who plan to be participants in the conference ([www.euromath.org](http://www.euromath.org), [www.euroscience.info](http://www.euroscience.info) )

## PRIZES

The following prizes will be awarded to the winners:

1<sup>st</sup> Prize: Tablet and Diploma

2<sup>nd</sup> Prize: Book and Diploma

3<sup>rd</sup> Prize: Diploma



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