



RHODE ISLAND SCHOOL OF DESIGN

Congressman Jim Langevin (RI-2) and representatives from Rhode Island School of Design, the Rhode Island Science and Technology Advisory Council, the Rhode Island Foundation, Rhode Island College, and the Rhode Island Department of Education present:

STEM^{TO} STEAM

A briefing marking Rhode Island's commitment to fostering innovation through the addition of Art and Design to STEM education and research

Monday, September 26, 2:00-3:00pm
The Rhode Island Foundation, One Union Station, Providence, RI

Introductory Remarks:

Congressman Jim Langevin (RI-2)

Neil Steinberg

President and CEO, The Rhode Island Foundation

Nancy Carriuolo

President, Rhode Island College

Speakers:

John Maeda

President, Rhode Island School of Design

Saul Kaplan

Founder and Chief Catalyst, Business Innovation Factory (BIF), and Member, Rhode Island Science and Technology Advisory Council (STAC)

Andrea Castañeda

Chief, Department of Accelerating School Performance, Rhode Island Department of Education (RIDE)

Charlie Cannon

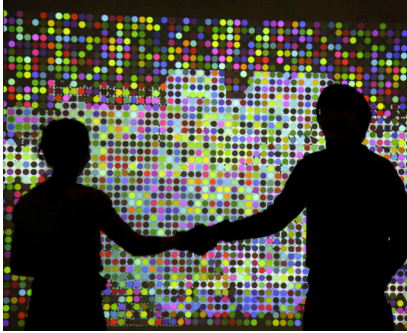
Co-PD, Rhode Island NSF EPSCoR, and Associate Professor, Industrial Design, Rhode Island School of Design

Stephen Lane

Chief Executive Officer and Co-Founder, Ximedita

For more information, please contact Kirtley Fisher in Representative Langevin's office: kirtley.fisher@mail.house.gov / 202-225-2735 or Babette Allina, Director of Government Relations, Rhode Island School of Design: ballina@risd.edu / 401-454-6317

Special thanks to The Rhode Island Foundation.



Morisawa Fellow develops interactive program using g-speak, an experimental spatial operating environment



"Pivot Power" flexible power strip by Quirky, design by Jake Zien '11 RISD



The Green Studio with Kimberly-Clark photo by Beth Mosher

About STEAM

STEAM represents the economic progress and breakthrough innovation that comes from adding art and design to STEM (Science, Technology, Engineering and Math) education and research: STEM + Art = STEAM. The value of art and design to innovation is clear: Artists and designers humanize technology, making it understandable and capable of bringing about societal change. The tools and methods of a studio-based education offer new models for creative problem solving, flexible thinking and risk-taking that are needed in today's complex and dynamic world.

Rhode Island has taken a leadership role in enacting policies and collaborations that recognize the pivotal role of art and design in building STEAM. Come hear about these efforts, including RISD-led initiatives that will demonstrate how this synergy offers the potential to promote education and workforce development, and advance statewide innovation.

About RISD

Rhode Island School of Design [RISD] has earned a worldwide reputation as the preeminent college of art and design in the United States. Today, with more than 26,000 alumni, RISD enrolls nearly 2,000 undergraduates and 400 graduate students from the U.S. and almost 50 countries, offering degree programs in the fine arts, architecture, design disciplines and art education. Academic programs include research and design initiatives, the exploration of art criticism and contemporary cultural concerns, as well as international exchange programs. Each year hundreds of prominent artists, designers, critics and cultural leaders visit RISD's Providence campus.



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