The 3rd STEAM Symphony Contest
Application Requirements

The contest is open to children under high school and seniors over 60 who are willing to create and explore on their own. The contest aims to create innovations and communications that move society by deepening one's own interests and concerns through interactions with mentors.

Entries are invited in the fields of Problem Solving, which seeks solutions to problems that may affect yourself, your family, local communities, and the world; Basic Research, which examines nature and phenomena; and Art and Philosophy, which uses creativity and thought to express ideas.

(1) Application Requirements:
The 3rd STEAM Symphony Contest (hereinafter referred to as the "Contest") will be divided into the following age categories.

As of October 31, 2025,
- Elementary school students and under
- Junior High School / Middle School Students
- High School Students
- Senior (60 years old or older)

- Participation is open to both individuals and groups. When applying as a group, please apply in the age group to which the majority of members belong.
- Applications are open to individuals residing in Japan as well as overseas.

(2) Entry Categories
- Art and Philosophy Category: Artists and Philosophers (including Liberal Arts)
- Basic Research Category: Researchers (Scientists and Mathematicians)
- Problem-solving Category: Inventors, Entrepreneurs, Engineers

*Must be original and new ideas.
*Must also describe the science, math, and technology behind it.
*Prototypes are preferred.
*If your idea spans multiple categories, select one.
*Select the category you wish to apply when submitting your video.

(3) How to apply
  After completing the mentoring session (optional), please deepen your exploration and create a video of up to three minutes. Submitting this video will constitute your official application.

Please send your video via LINE by 11:59 p.m. on Monday, December 22.
If you are not using LINE, please send it by email to steamband@steam21.com .

* Please submit your video in MP4 format. If this is difficult, please contact the Secretariat.
* If the file is too large to send, please upload it to GigaFile (https://gigafile.nu/) and send the GigaFile download URL to the Secretariat.
* When using GigaFile, set the retention period to 7 days.
* If you set a download password, please share the password with the Secretariat as well.
* The video must include the following elements (in any order)
  - Self-introduction
  - Introduction of the theme
  - Motive/passion/purpose
  - Background/previous research
  - Concept/process of
  - inquiry/results/analysis/summary/reflection/impressions
* Please title your video as: "Name_Research Theme [Category]".
  - Individual submission: Full Name_Research Theme [Category]
  - Group (school/team) submission: Team or Affiliation_Research Theme [Category]
* For group submissions, one representative should submit the video.
* Any format is acceptable, including slides.
* Introducing a prototype or finished work will be viewed favorably in evaluation.
* The project must reflect your own original inquiry/idea.
* Videos longer than 3 minutes will not be considered.
* Your submission must not infringe the rights of third parties, including music and sound effects.
* Clearly cite all sources. Plagiarism will result in penalties.

(4) Judging Criteria

Basic Research and Problem Solving Category

i. Ability to set up a theme or problem (20%)
ii. Creativity (originality in research content and solution methods, innovative thinking) and artistic thinking (20%)
iii. Knowledge of science and technology, research on previous studies and case studies (20%)
iv. Quality of processes such as prototyping and experimentation (20%)
v. Comprehensive presentation (15%)
vi. Originality and inclusiveness (room for diversity) (5%)

Art and Philosophy Category: Emphasis will be placed on the concept

i. Ability to set up a theme or problem (20%)
ii. Creativity (ingenuity in concept, innovative thinking) and artistic thinking (20%)
iii. Comparison with previous works or research on the theme or issue (20%)
iv. Quality of the process, including prototyping and experimentation (20%)
v. Overall presentation (15%)
vi. Originality and inclusiveness (room for diversity) (5%)

(5) Notes

- Only videos that have not won awards in other contests or in competitions equivalent to contests are eligible.
- Submitted videos will not be returned.
- Personal Information
    - Personal information provided will be used for contest operations and for notifications regarding future contests.
    - Upon request for disclosure, correction, or deletion of personal information, a response will be provided after verification of the requester's identity (the individual or an authorized representative). For procedures, inquiries should be directed to the Secretariat.
    - Images and footage of the contest, as well as information about award recipients, may be published on the official websites of the organizer and partner organizations.
    - For any inquiries or comments regarding the handling of personal information, please contact the Secretariat.