

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.

We look forward to receiving a wide variety of entries, including ideas for an inclusive society in which all people can coexist, and ideas that will lead to Expo 2025 Osaka, Kansai, Japan

(1) Application Requirements:

The 1st STEAM Symphony Contest (hereinafter referred to as the “Contest”) will be divided into the following age categories.

As of December 22, 2024,

- 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. When applying as a group, please apply in the age group to which the majority of members belong.
 - We are open not only to applicants residing in Japan, but also to those residing abroad.

* If you wish to apply for this contest but could not complete the document screening process in time, please contact the secretariat.

(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 mentoring with a mentor(voluntary system), please create a video of no more than 3 minutes in length, in-depth exploration of your own research. Please send your video to the secretariat via email by 23:59 on December 22 (JST).

If your video is too large to send, please upload it to "GigaFile Mail <https://gigafile.nu/>" and send it to GigaFile. Then, send the GigaFile URL to the secretariat.

*Please keep the video for 7 days when using GigaFile Service.

*Please inform the secretariat of the password when you apply the download password.

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 use "Name _ Theme of Inquiry [Category Name]" as the title of the submitted video.

*If you are submitting as an individual, please use your full name and the name of your category.

*If you are applying as a school or team, please enter your team name or affiliation _Inquiry theme [Category Name].

*If you are applying as a team, please have one representative send the video.

*The video should be in MP4 format (.mp4) and can be made in any way, such as using PowerPoint slides.

*Additional points will be given for prototypes and introductions of works.

*Conduct your own inquiry of ideas.

*Videos longer than 3 minutes are not subject to review..

*Make sure that the submitted video does not infringe on the rights of any third party, including copyrights (including music and sound effects).

*The source of the quotation must be clearly indicated. Copyrights and other third party rights (including music and sound effects) must not be infringed upon. Plagiarism is strictly prohibited

(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 a theme or issue (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

- The submitted videos must not have won prizes in other contests or contest-like competitions in the past.

- Personal Information

The personal information provided will be used to prepare for and hold the contest.

In addition, the information will be used to inform participants of future contests and related events.

Requests for disclosure, etc. (disclosure, correction, deletion, etc.) of personal information provided will be handled after confirming the identity of the applicant (or his/her representative).

Please contact the secretariat for information on the procedures for disclosure, etc.

*Contest sights and winners may be disclosed on the website and social medias, etc. of the organizer or cooperating partners such as steAm, Inc..

If you have any comments or questions regarding the handling of personal information, please contact the secretariat.