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ERA'S MUSE, STEAM conference at MUSEUMS

El Museu de L'Hospitalet delves into the STEAM methodology with the European project 'Era's Muse. New Age Museums'

El Museu de L'Hospitalet has hosted a conference on 4 and 5 May as part of the European project 'Era's Muse. New Age Museum '. The aim of this European alliance is to create a project to integrate the STEAM methodology within museum environments.

Science and art can also go hand in hand. This is shown by the 'Era's Muse. New-era museums that take place for two days at the L'Hospitalet Museum. The aim of the conference is to reflect and share experiences on how museums can help generate STEAM knowledge (science, technology, engineering, art and mathematics).

The Era's Muse conference was held under the direction of El Museu de L'Hospitalet, on the second floor of the Harmonia building with the intention of sharing and disseminating all the projects carried out using the STEAM methodology, central axis of the days.

The initial conference on May 4 was given by Sandra Uve, illustrator and scientific disseminator from a gender perspective, born in the neighborhood of Santa Eulàlia de L'Hospitalet de Llobregat and awarded in 2021 with the "I Premi Creu Casas Dones to change the world ". The illustrator will present the lecture entitled "The spiral of life", where starting from the spiral as a basic figure in mathematics and art, she will talk about this symbol as a metaphor for the life journey we make in our lives, and how it benefits us to learn about science and art (STEAM) to understand our passage through the world. She also discussed the role of women in scientific discoveries and the use they used of interdisciplinarity to achieve their incredible discoveries, bringing the arts together with science and how their legacy continues today with the application of what we now call the STEAM methodology.



Then Adhoc Cultura, a cultural management company that regularly collaborates with the Museum of L'Hospitalet, brought together the participants to build the different teams that would work together in a dynamic of conceptualization and design of STEAM activities through the choice of an exhibited piece belonging to the permanent exhibitions of the Museum of L'Hospitalet.

This was followed by a speech by David Quirós, Deputy Mayor and Councilor for Education, Innovation and Culture of L'Hospitalet de Llobregat Council, regarding the conference and the future of the STEAM project. To close this first block, Blanca Pascual presented her work on 3D digitization "L'Hospitalet 3D Project" of a series of objects from the Museu de L'Hospitalet, after the coffee break with catering. His lecture ended with a digitization workshop in which those present were able to perform an on-site digitization of some heritage objects arranged by the museum on one side of the room.

The second block started after the lunch break and was carried out by the Adhoc Cultura association with its group activity "Codisseny STEAM". The activity consisted of, based on the STEAM methodology, presenting an attractive and dynamic activity to a group of imaginary young people in the first cycle of ESO. As this was a long task, it had to be divided into two sessions, leaving the final sharing and presentation of the activities created for the next day.

The day on May 5 was dedicated as a whole to the presentation and sharing per se of the project and the STEAM. It began with a presentation by Jacob Casquete with the presentation of the "Era's Muse" to put in context the European project that is being developed through the Erasmus + grant.

Afterwards, Judith Barnés, cultural manager and director of Heritage and Mediation at the Joan Brossa Foundation, continued with Judith Barnés' lecture "STEAM, a new way of relating to school and the museum" which deals with evolution of the way of conceiving and understanding museums from antique cabinets to the creation of new dynamizing spaces of knowledge with a bilateral relationship between



museum and public. The next was the coffee break and then the round table "Improving Museums in School Education: Tools and Experiences" in which the different partners of the project participated, explaining in each case the intellectual product they were designing and conceiving it using the STEAM methodology in their fields of work and resulting in a total of seven presentations, "Science H", "Flight me to the moon", "Florence Nightingale" , "Technology Mini Mooc", "Imago Mundi-The Word's Image", "Global warming and carbon dioxide effects", "Palermoscienza, science without borders") of interesting and inventive activities towards the future of education for both youth and those no longer so young. To close the day, the second part of the previous day's activity, now known as "Compartim/Sharing", was given by Adhoc Cultura in which all the groups briefly presented the activities that each one created following the STEAM methodology.

The conference is part of an international project of educational innovation in art and science that began three years ago and that through educational centers and science dissemination associations of seven European countries and Turkey are working to integrate the STEAM methodology within the educational process is used by museum environments.

El Museu de L'Hospitalet is currently at a turning point that must mark a transformation in the way we work and interact with the local and international community. In this context, an alliance has been created with different European partners to create a project that brings together the integrative approach of the STEAM methodology within the educational process and applied to museum environments.

In short, Era's Muse was an enriching day regarding the introduction of STEAM projects into the world and their functionality within the new educational proposals in search of organic and dynamic forms of learning.



Exhibition STEAM JOURNEY

The Museu de L'Hospitalet, in the context of the STEAM Conference at the Museums, has inaugurated the exhibition **TRAJECTE STEAM/STEAM JOURNEY**, from 4 May to 5 June 2022, on the second floor of L'Harmonia.

The exhibition promotes #STEAM, an integrative educational approach that brings together science and art. With this premise, the exhibition takes a tour of making available to visitors the knowledge and key tools to implement STEAM in their facilities.

In the context of the day, the exhibition STEAM Journey was inaugurated, where the STEAM methodology will be discussed, and a series of success stories will be highlighted, to be implemented in museum facilities. This proposal weaves a framework, as if we were on a journey, to guide visitors through the references and key knowledge of this interdisciplinary approach. The educational method based on learning through STEAM (Science, Technology, Engineering, Arts and Mathematics) aims to help students develop their skills, enhancing their creativity, critical thinking and ability to solve. problems through innovation and multidisciplinary.

With this premise, "A STEAM Journey" was born.

The exhibition, which is open to the public, can be visited until 5 June at the L'Hospitalet Museum - L'Harmonia (PL Josep Bordonau i Balaguer 6, L'Hospitalet de Llobregat).