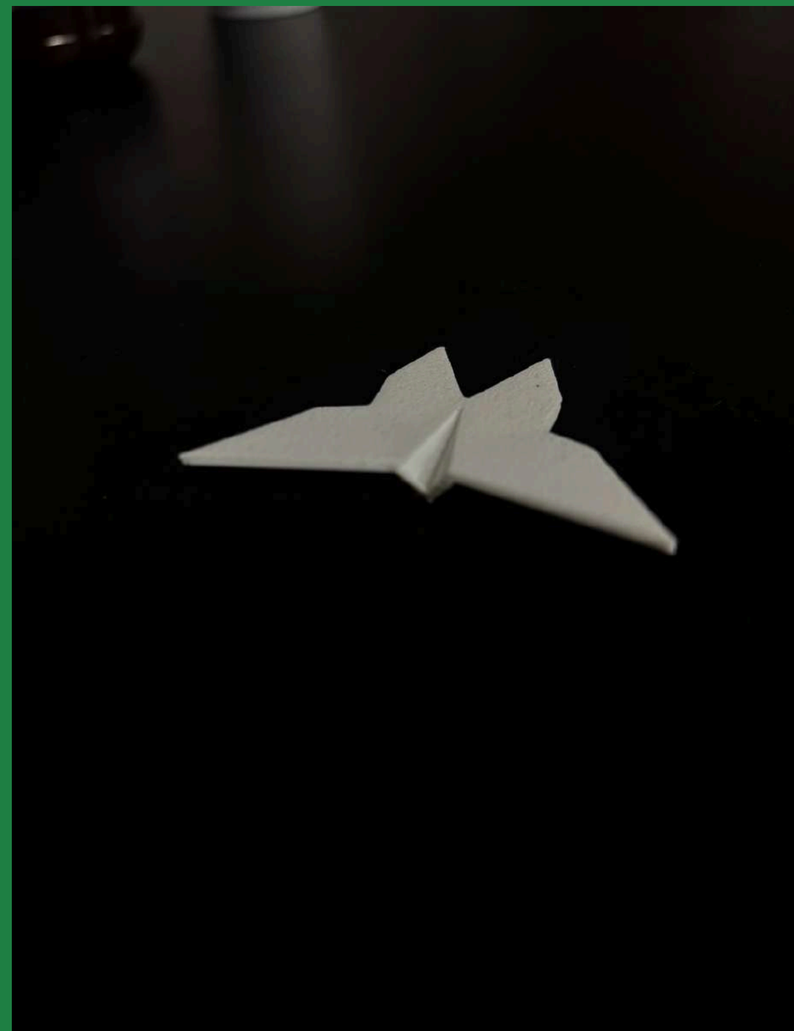








YOUTH EXCHANGE

YOUTH STEAM ACADEMY

WHERE TECHNOLOGY MEETS ART

11–20.11.2025
CÂMPINA, ROMANIA

Grant agreement no. 2025-1-RO01-KA151-YOU-000302167

Co-funded by the European Union

About the project

STEAM education (Science, Technology, Engineering, Arts and Mathematics) plays a key role in young people's personal development and in preparing them for a rapidly changing society and labour market. It develops critical thinking and problem-solving skills, fosters creativity, innovation and entrepreneurship, encourages lifelong learning, collaboration and communication, and promotes inclusion and gender equality, empowering young people to address global challenges and shape their future.

The youth exchange brought together 37 young people and 6 group leaders from 6 countries, who were directly involved in all project activities. The project was entirely based on the principles of non-formal education, whose essence is to combine concrete action with the learner's conscious reflection.

Partner organisations

Fundația Zamolxes
Romania (coordinator)

Danscentrumjette
Belgium

Children with Special Needs
Bulgaria

EDU Lab
Italy

ASOCIACIJA TAVO EUROPA
Lithuania

Barış Gençlik Derneği
Türkiye

ERASMUS+ & VOLUNTEERING





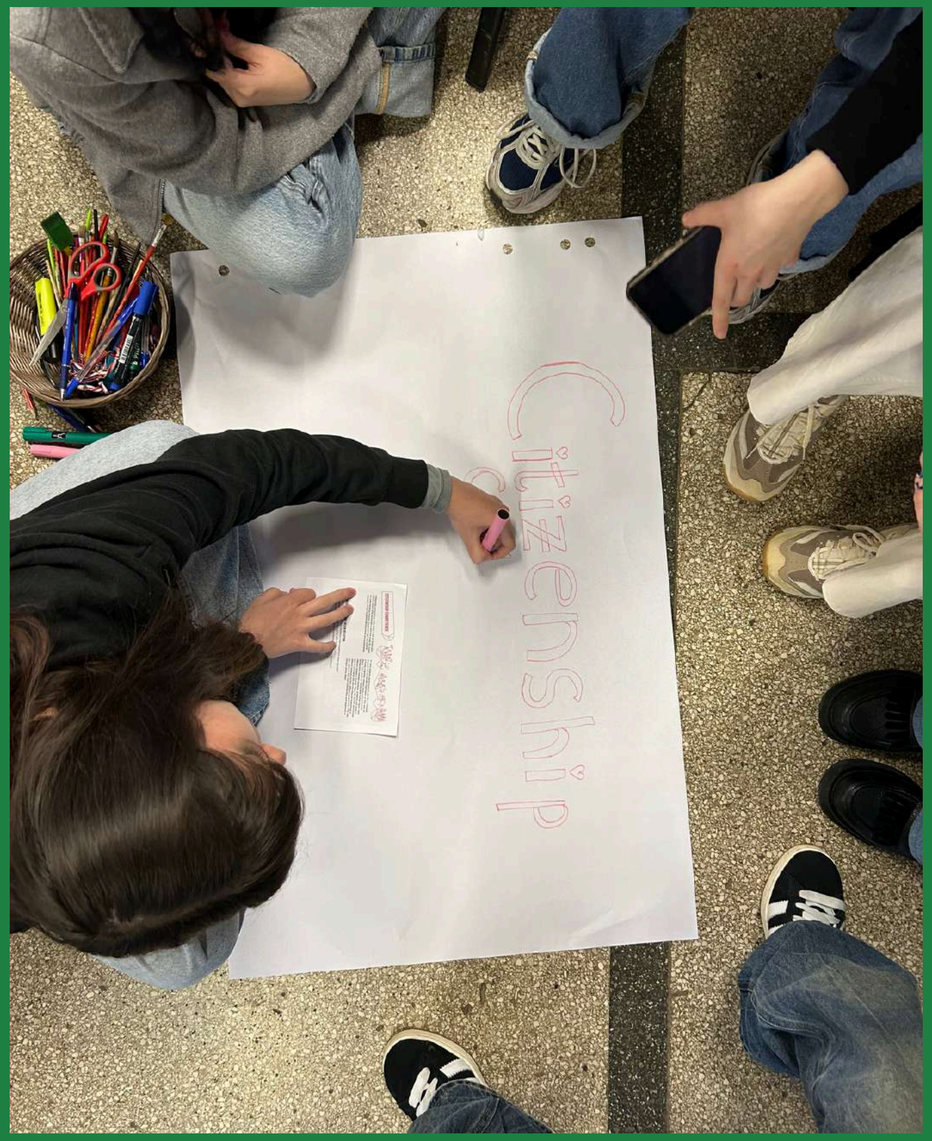
CITY HUNT

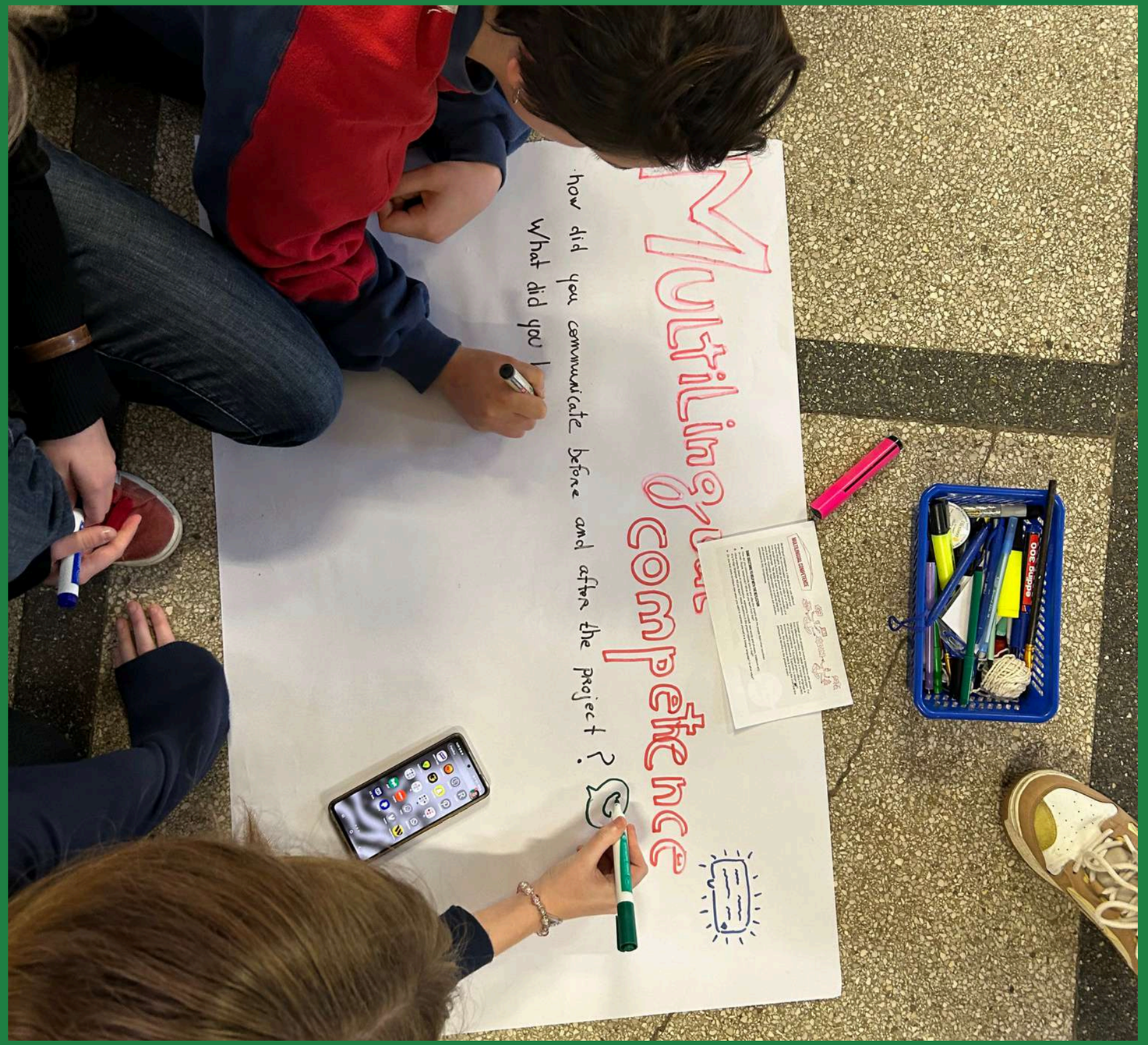






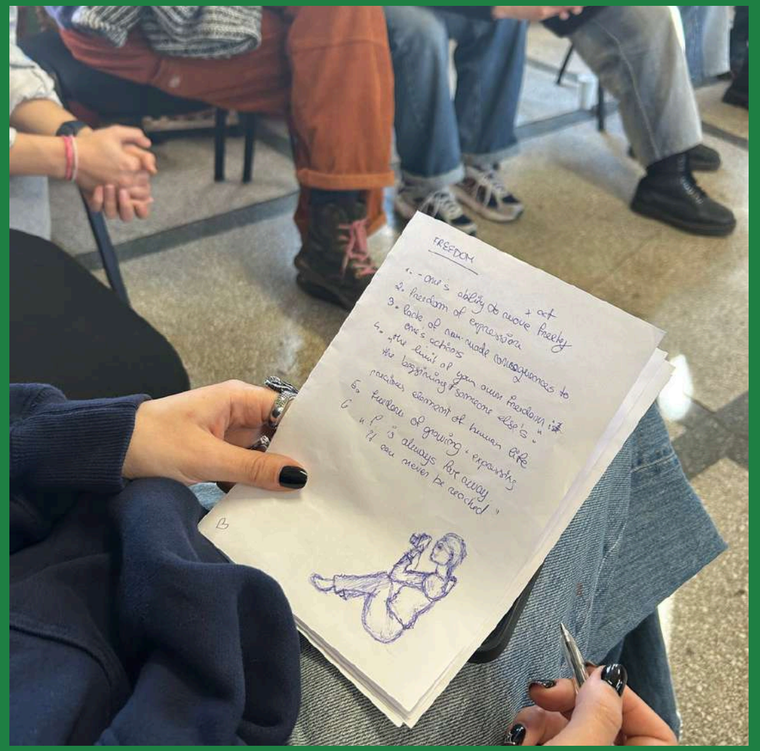
YOUTHPASS


Citizenship


competence
how did you communicate before and after the project ?

CRITICAL THINKING WORKSHOP







3D PRINTING WORKSHOP



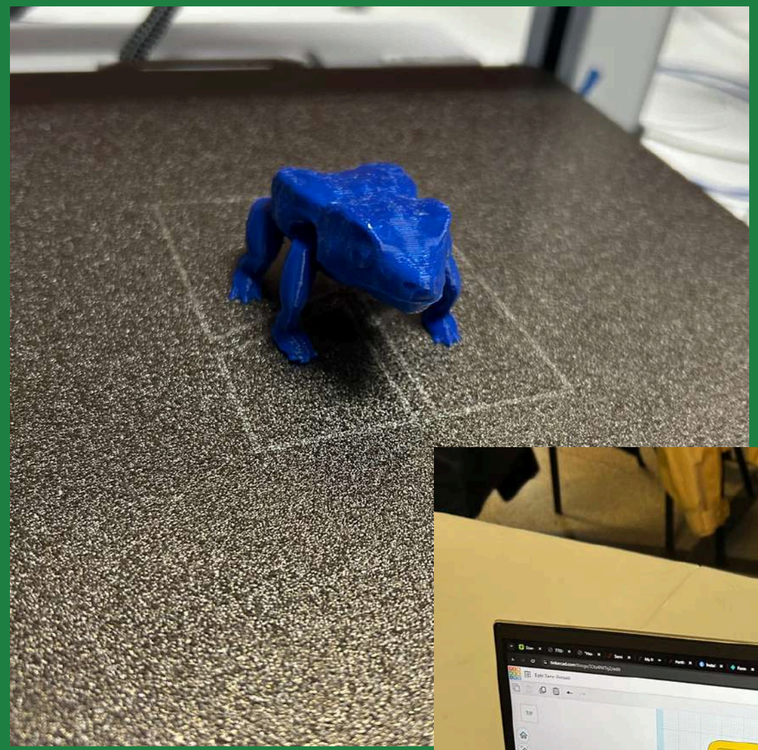




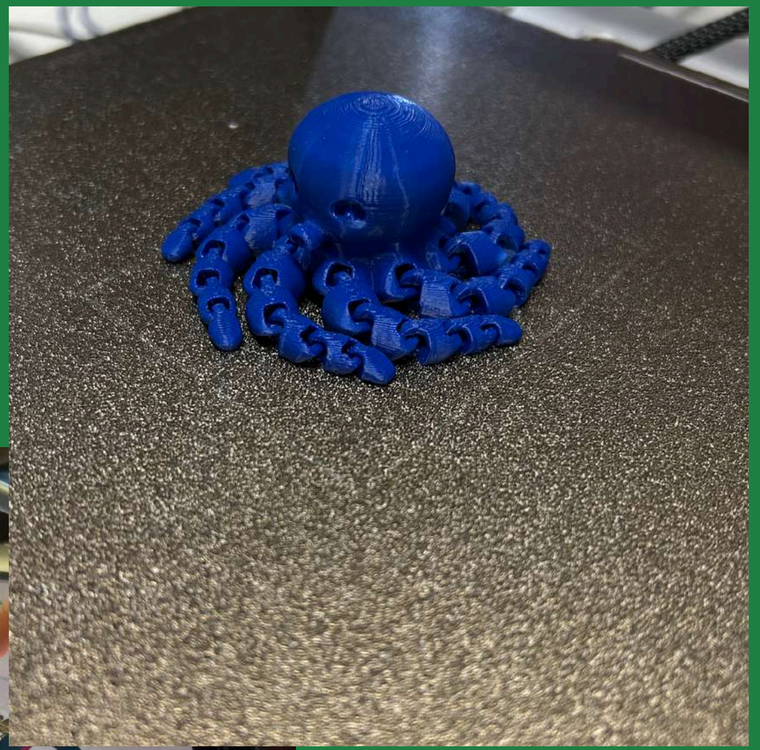


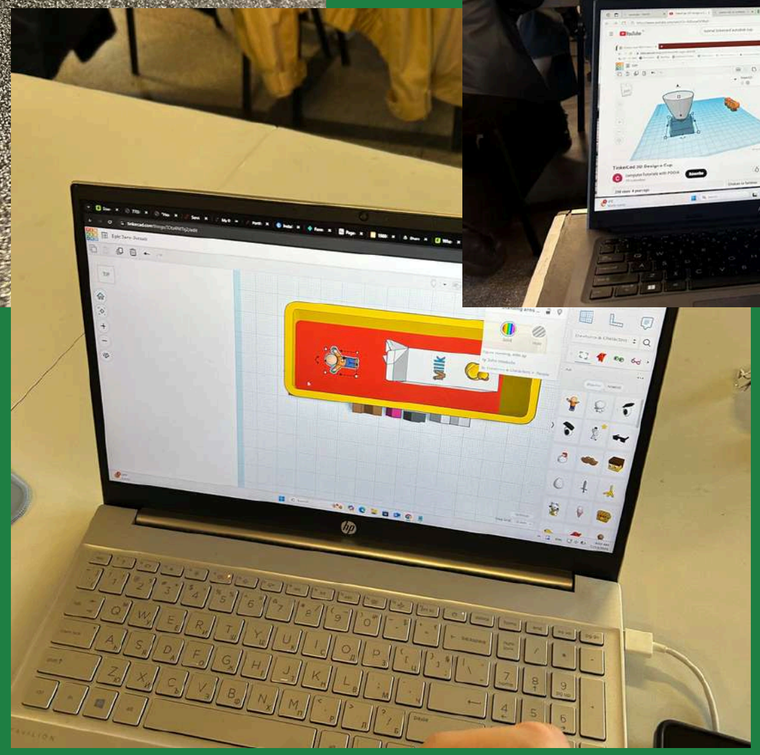


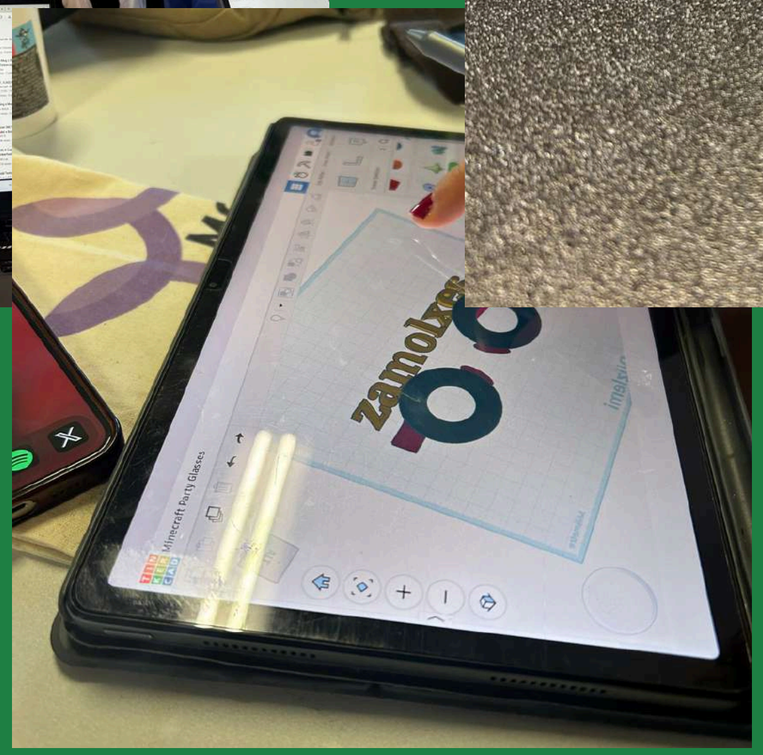
3D PRINTING RESULTS







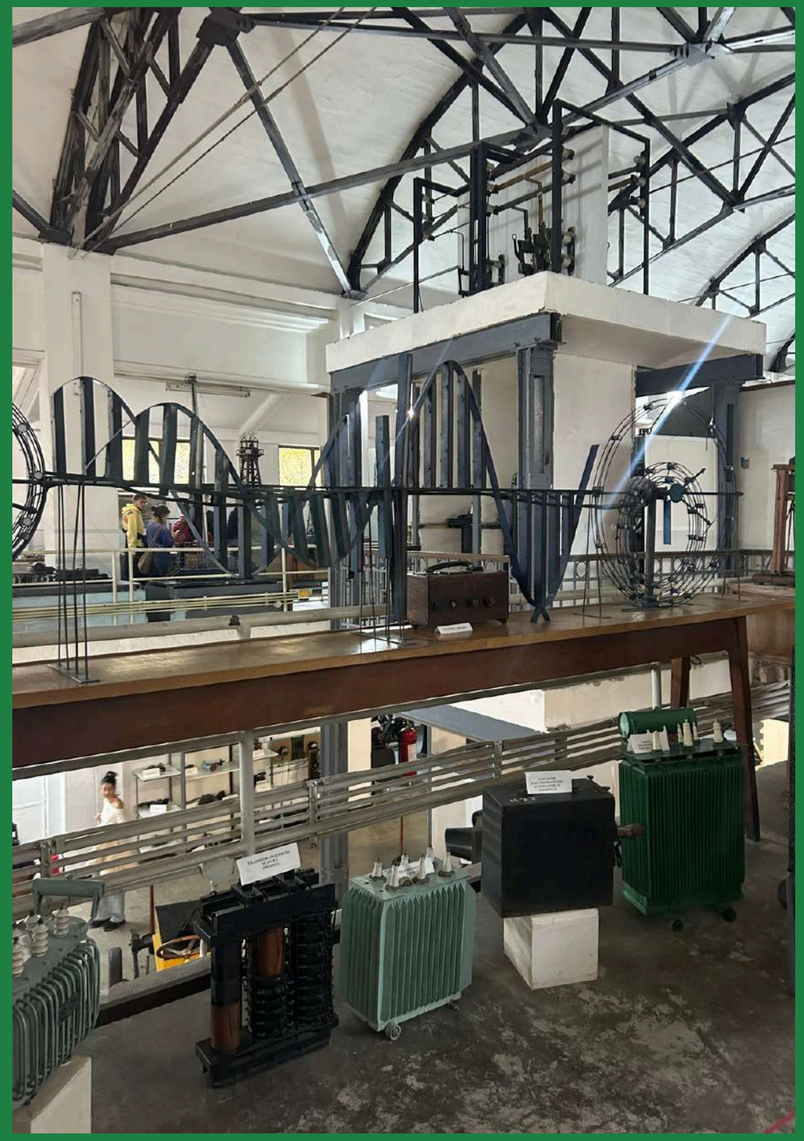




STUDY VISIT – BUCHAREST







INTERCULTURAL NIGHTS







INTERCULTURAL NIGHTS







NATIONAL PRESENTATIONS









WORKSHOP – CODING IN PYTHON

Objectives

1. Development of hybrid (technical and artistic) competences

- To cultivate the ability to combine technology and creativity by acquiring practical skills in digital design tools and software (e.g. 2D/3D graphics, video editing, animation) and using them to translate technical ideas into visual concepts, stories and digital art.
- To guide participants in creating collaborative projects that integrate technological functionality with artistic design, developing meaningful, real-world solutions such as a mobile app with an intuitive, visually compelling interface or an interactive, story-driven installation.

2. Stimulation of critical and creative thinking

- To apply the design-thinking process, enriched with storytelling techniques, helping participants approach challenges from multiple angles and design with empathy, creativity and intent, using complementary tools from art and technology.
- To deepen participants' understanding of how art acts as a catalyst for technological innovation, through inspiring case studies and creative exercises.

3. Empowerment of young people to become local multipliers

- To equip participants with practical communication and presentation skills so that they can clearly articulate, share and promote their ideas and project results within and beyond their communities.

Learning outcomes (1/2)

During the ten-day youth exchange, the 37 young participants developed STEAM-related, digital, creative, social and intercultural competences through practical workshops, study visits, teamwork, media production and artistic experimentation.

STEAM knowledge and technical competences

Through national presentations, participants researched and compared approaches to STEAM education in their countries, strengthening their understanding of how science, technology, engineering, arts and mathematics can be integrated. The 3D design and printing workshop introduced them to digital modelling and to the process of transforming an idea into a physical object. During the introductory Python workshop, they became familiar with basic coding concepts, logical thinking and the use of programming in technological and creative activities.

Artistic and technological experimentation

The cymatics workshop helped participants explore the relationship between sound, vibration, visual patterns, science and artistic expression. During the “HI–AI” workshop, they reflected on the interaction between human intelligence and Artificial Intelligence and explored how AI can support creativity. Participants applied the knowledge acquired by collaboratively creating six art-and-technology works, which they presented during the final event.

Critical and creative thinking

Critical-thinking activities encouraged participants to analyse information, question assumptions, consider different perspectives and make reasoned decisions. The practical workshops and the development of the final works strengthened their creativity, interdisciplinary thinking, problem-solving skills and capacity to transform ideas into concrete results.

Learning outcomes (2/2)

Communication and digital media

Through national presentations, one-minute videos, participant interviews and the presentation of the final works, the 37 participants improved their public-speaking, storytelling, active-listening and audiovisual communication skills. They became more confident in explaining ideas, presenting creative results and adapting messages to different audiences.

Teamwork and intercultural cooperation

Outdoor activities, team games and collaborative workshops improved participants' cooperation, leadership, adaptability and task-management skills. Working in international teams encouraged empathy, mutual respect, openness to cultural differences and the ability to integrate different perspectives into a shared creative process.

Institutional awareness

The visit to the "Dimitrie Leonida" Technical Museum expanded participants' understanding of technological development and technical heritage. Visits to the Energy High School, the "Nicolae Grigorescu" National College and Câmpina City Hall helped them understand how educational institutions and local authorities support education, technology, culture and youth participation.

Reflection, personal development and multiplication

Participant interviews and reflection activities helped the young people identify and articulate what they had learned and evaluate their contribution to the mobility. Overall, the project strengthened their self-confidence, initiative, responsibility and willingness to experiment with unfamiliar technologies and forms of artistic expression. Participants also improved their capacity to share the knowledge, methods and results of the project within their organisations and local communities.

Outputs

The implementation of the project generated concrete outputs with potential for further development, dissemination and use within the participants' organisations and local communities.

Six collaborative art-and-technology works

The main tangible outputs were six collaborative works combining artistic expression with technological experimentation. Developed during the workshops on 3D design and printing, introductory Python coding, cymatics and Human Intelligence–Artificial Intelligence interaction, the works reflected the participants' creativity, critical thinking and interdisciplinary approach. All six works were presented during the final art-and-technology event.

Technical and creative workshop results

The practical workshops generated 3D designs and experimental printed objects, introductory Python coding exercises, visual and artistic experiments based on cymatics, and creative explorations of the relationship between human intelligence and Artificial Intelligence. These results demonstrated how technological tools can support artistic expression, experimentation and collaborative problem-solving.

Audiovisual and communication materials

Participants created one-minute videos on the relationship between art and technology, communicating the project's central themes in a concise and engaging format. They also prepared national presentations on STEAM education, presenting examples, approaches and perspectives from their countries.

Documentation and dissemination materials

Participant interviews documented their experiences, learning and personal perspectives on the mobility. Together with the one-minute videos, the national presentations and the documentation of the final event, these materials support the dissemination of the project results within the participants' organisations and local communities.

Transferable STEAM approaches

The critical-thinking activities, technical and artistic workshops, teamwork exercises and study visits provided practical examples of how non-formal education can connect science, technology, engineering, arts and mathematics. These approaches can be adapted for future youth activities focused on creativity, digital competences and interdisciplinary learning.

YOUTH STEAM ACADEMY

WHERE TECHNOLOGY MEETS ART

Youth exchange organised by Fundația Zamolxes in Câmpina, Romania, 11–20 November 2025,
under the Erasmus+ Youth accreditation 2020-1-RO01-KA150-YOU-095928.
Grant agreement no. 2025-1-RO01-KA151-YOU-000302167



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