



STEAM
PLATFORM

**Asian Youth Driven
Leadership Platform
Towards Smart CE
Transformation**

SKILLS AND
MINDSET

ENTREPRENURSHIP
FOR SDGs 2030

KNOWLEDGE
CONVERGENCE

Digital
Physical

Global
Local

STEAM

Industry 4.0

Circular Economy

AI

Big Data

Digital Factory

Robotics

Biotechnology

Information technology

Nanotechnology

Platform of Transformation

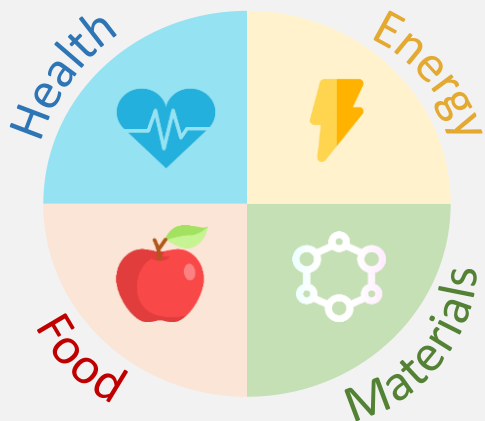
Dynamic

Evolving

Global

Knowledge Convergence

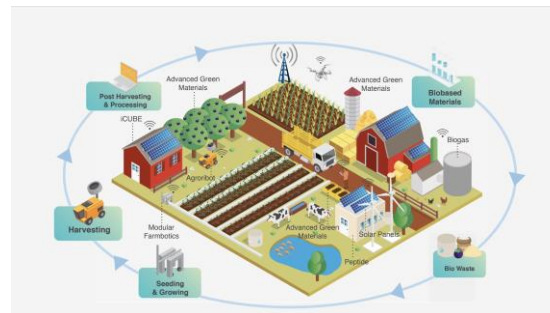
WHAT?...



- Convergence of all knowledge in Science, Technology, Engineering, Arts/Humanity and Mathematics (STEAM) coupled with Life Cycle Thinking (LCT)
- Developing holistic & sustainable innovation in production & consumption of food/energy/materials /healthcare

HOW?...

SCENARIO CREATION



ROUNDTABLES



- Strategic innovation communication in STEAM knowledge through scenario creation ,infographic & structured presentations/pitching
- Organizing roundtables for bringing cross-disciplinary researchers together for collective impact

IMPACT!...



Young Researchers' Global mobility
(mindset & positioning)



Young Students' Cross-Disciplinary
Engagement

Skills and Mindset

WHAT?...

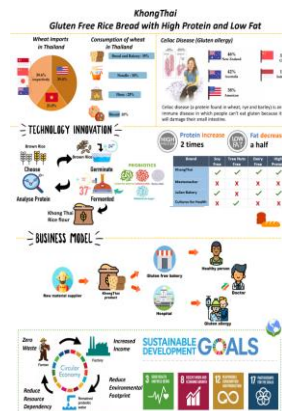


- Youth Leadership Training (Internship with Experiential Learning)
- Youth Mindset Trainings (peer-to-peer learning)
- Youth Internship (Learn emerging technologies)
- Young Student Training (LCA & Strategic Communication)

HOW?...



- Creating global mindset & youth leadership through **peer-to-peer learning**
- Life-cycle/design thinking
- Global expert engagement



- Infographic poster structuring (WHY, WHAT, HOW & IMPACT), value chain positioning, business modeling & lay-man friendly interpretation.

IMPACT!...



Transformation of young undergraduate/graduate students on strategic innovation communication, life-cycle thinking, sustainability business modeling design and etc.

Entrepreneurship for sdgs2030

WHAT?...



Technology Value Chain Positioning

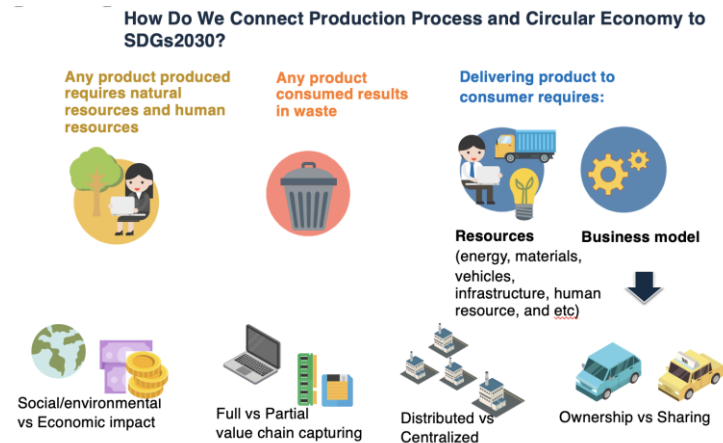
HOW?...



Business model design
Guided by sustainability



Experiential
Learning



STEAM Entrepreneurship Practices

IMPACT!...



Experiential learning for trained entrepreneurs of KMUTT through participation and presentation in global events like ADB-ACEF, Tech Planter, iCAN 2018 etc.



Award Winning Performances

GLOBAL

PARTNERSHIPs



Nanograd Camp 2019



Conclusions & Future Outlook

PHYSICAL



3,000



training



workshop



seminar

DIGITAL



10,000



facebook



youtube



website



newsletters



100+
companies



20%

50+
innovations



STEAM has attracted industry interests from over 100 companies and 20% companies have focused interest, global partnerships, and promoted over 50 innovations of KMUTT

300

young researchers/students/faculties



Provided personalized training to over 300 young researchers/students/faculties, reached out physically & digitally to nearly 10000 people and interacted with over 3000 physically

THANK YOU!



STEAM
PLATFORM

Join us!

**Be the leader of
the Smart Circular Economy!**



STEAM Platform



STEAM KMUTT



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