



STEAM
PLATFORM

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



SKILLS AND MINDSET

ENTREPRENURSHIP FOR SDGs 2030

KNOWLEDGE CONVERGENCE



STEAM

Industry 4.0

Circular Economy

AI
Big Data
Digital Factory
Robotics

- AI: Brain with circuit lines
- Big Data: Data cubes
- Digital Factory: Factory building
- Robotics: Robotic arm

Biotechnology
Information technology
Nanotechnology

- Biotechnology: Green leaves with DNA helix
- Information technology: Laptop with data charts
- Nanotechnology: Molecular structure

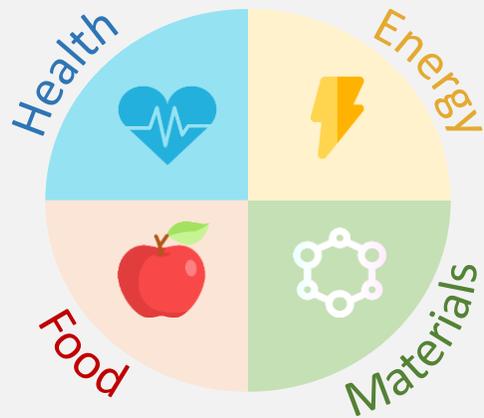
Platform of Transformation

Dynamic Evolving Global

- Dynamic: Wave icon
- Evolving: Person icon with shapes
- Global: Globe icon

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

How Do We Connect Production Process and Circular Economy to SDGs2030?



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.



2nd prize

in Thailand
inventors' day 2019

1st prize

of Thailand
innovation 2018

1st prize

of Novel Research and
innovation (NRIC) 2019
university Sain Malaysia

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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