

Edacity's geekStarter MANDATE

edacity's geekStarter program is a project-based education program, which engages students in finding and solving real-world challenges and building solutions based in emerging STEM fields such as synthetic biology, nanotechnology, and new ICT and robotics.

The program is open to teams of junior-high, high-school, and university students from Alberta, whose projects and initiatives align with the edacity's geekStarter mandate, the key points of which are:

- To support student teams working on original, self-chosen projects and challenges which involve emerging STEM tools and have tangible outcomes with commercialization potential.
- To promote experiential learning where students strive to create and build new products (devices, solutions) useful and relevant to their communities and the world. The experience must emphasize and foster skill sets which are critical to students' future and the future of Alberta, Canada and the world:
 - independence and accountability
 - creativity and innovation
 - collaboration with teammates and the wider community
 - ability to apply STEM in a responsible and sustainable manner
 - communication to both specialists and non-specialist audiences

edacity's geekStarter program aims to assist teams in multiple ways, including workshops, access to experts, learning resources, funding and mentorship.

For more information, see our program guidelines at <http://edacity.ca/programs/geekstarter-2/>