

# SciArt Exchange Summer Externship

## *Suggested Subthemes for DesignYourHabitat*



For general information about the SciArt Exchange Summer Externship or how to get professional development credits for participating, please review:

[https://www.sciartex.net/uploads/1/1/4/2/114293043/sciart\\_exchange\\_sch\\_externship\\_credit\\_5-22-20\\_v8.pdf](https://www.sciartex.net/uploads/1/1/4/2/114293043/sciart_exchange_sch_externship_credit_5-22-20_v8.pdf)

For information to help you choose a theme for registration and design a proposed activity, please read on.

The overall prompt for the Design Your Habitat Campaign was: *What would be the perfect space you imagine for yourself, either here on Earth, in space, or on another planet?*

We had 8 subthemes under this overall prompt. Each of the themes are quite large and have many potential subthemes that could inspired additional activities and other content. Many subthemes are totally cross-cutting and others are suitable under many themes. Formats for activities under any theme/subtheme can be any form of media, for both the description of the activity and the student activity-associated hands on creations. For example, they could use literature, music, video, visual art, VR/AR/XR, gaming, apps, dance, theater, etc.

Below are a few suggested subthemes associated with each of Design Your Habitat's 8 over-arching themes. This list does not include every potential subtheme, only a few examples to help someone think about how they might like to contribute an activity. A contributor may have some other subthemes in mind not listed, or may want to apply a subtheme to a different theme.

*If you have an idea not listed but that you think is relevant and related, you can propose it. If at all uncertain about an idea or its placement, please check with the SciArt Exchange organizers.*

Themes (bold) followed by some subthemes are:

### **Getting Started** (Introducing multiple concepts that recur)

Human space exploration and development - past, current and future

Isolated and confined conditions of living and working in space and elsewhere on Earth

STEAM Education - 21st century skills, including communication, creativity, collaboration and more

Problem solving using multiple approaches  
Storytelling for effective communication  
Career identification and development  
Multimedia applications and the intersection of science and technology and the arts  
Neuroscience, neurotechnology and biosensor monitoring

### **Space Architecture & Taking Ideas to Realities**

Architecture for space and Earth and comparisons  
User-centered design  
Design-thinking in general  
Importance of overall wellness  
Creative mindset and the science of creativity  
Art as therapy

### **Space & Perspective**

Overview effect  
Behavioral and emotional health and wellness and therapy.  
Perception, perspective and mindset for positive and globally supportive viewpoints  
Music for wellness, fun. representation and communication and the power of integrating it with science and technology  
Influential imagery and other icons  
Environmental awareness and caretaking.  
International collaboration  
Virtual Reality, Augmented Reality, Mixed Reality

### **Space, Science Fiction & Superheroes**

Power of literature, imagery and film to communicate about space, science and technology and lead to potential advances  
Personal empowerment  
Power of the arts to change viewpoints  
Self-awareness and expression  
Literature and storytelling of all types  
Comics/serial art  
Realistic or nonrealistic visual art about space and science

### **Isolated Earth Habitats & Cities in Space**

Isolated places on Earth and how people live and work there  
More habitat Design, prototyping and modeling.  
Interpersonal relationships and effective teams  
Moving from personal habitats to functional Cities - systems for water, food, waste, building, energy, health, protection, entertainment, ethics, education, economics, etc.  
Astronomy, including our solar system and beyond.  
Continuing to push our own limits of knowledge through exploration, creativity and perseverance.

### **Space & Physical Health**

Nutrition  
Food – growing, preparation and recipes  
Sustainable farming on Earth and in space

Multisensory perception and interplay  
Effects on space environment on the human body  
Fitness and exercise  
Medicine, especially remotely (Telemedicine)  
Personal habits for optimal health

**Making & Doing Science in Space (and on Earth)**

Creative design thinking and more user-centered design  
Engineering, including simple machines and more  
Science (biology, physics, chemistry, math, etc.)  
The experimental process  
Science communication

**Not just Surviving but Thriving in Space & Smart Fashions!**

Having purpose and a positive mindset  
Skills for life to thrive, not just survive  
Teamwork  
Human-centered design for functional clothing for space and Earth  
Smart Fashions with wearable technologies  
Designing clothing for not just function but comfort and enjoyment  
Multimedia and biosensor technology integration for personal enjoyment, relaxation, and art