Future STEAM Cities

Oulu, Finland
217 400 inhabitants

Challenge

Oulu needed to find ways to keep the working talent in the city, maintain its status as the city of innovations and design actions that enable STEAM for all.

Local heroes

The main engine behind the actions is the educational and cultural services of the city, especially the active STEAM in Oulu network and STEAM guidance group. The guidance group has representatives from cultural and educational services, the museum, libraries, university, Business Oulu - all working to find the best ways to implement STEAM into their services. Together, these participants represent almost all the areas of public services and are in a key role when spreading STEAM to all.

Funding

As STEAM is part of the city strategy, the main funder is the city of Oulu as it is for the other public services as well. For the robot, the equipment needed in the future classroom, the supplies needed in the artistic residency and the technical devices needed in the Hackathon external funding and collaborations with several, suitable companies are planned as needed.

The Plan

STEAM 2.0 - STEAM for all

Oulu aims to make STEAM accessible to all citizens by promoting digital skills through inclusive initiatives. The Future Classroom allows companies to test innovations while teachers and students learn to use them, reaching thousands of students. A hackathon for students over 16 helps address digital skill gaps and ensures equal opportunities in upper secondary schools. An artistic residency programme, developed with the city museum, will engage all 2nd and 4th grade students as well as other citizens, using arts to develop future skills. Additionally, a literacy skills robot will support students with reading and writing difficulties, improving their self-esteem and academic performance across several subjects.



URBACT CITY FESTIVAL

URBACT

Co-funded by the European Union
Interreg

OULU

Future STEAM Cities

Płock, Poland
110 000 inhabitants

Challenge

Płock faces the challenge of keeping young graduates in the city. Apart from other demographic challenges, a great number of students move to larger cities to look for employment and never come back to Płock.

Local heroes

Local heroes are our most active ULG members: Warsaw University of Technology - Płock Branch, Mazovian Self-Government Teacher Training Center - Płock Department, Mazovian Museum in Płock, Płock Industrial and Technological Park, Primary School no. 11, Primary School no. 12 and Primary School no. 20.

Funding

City's budget, external funds (EU, national).

The Plan

Future STEAM Cities Investment Plan for Płock

Establishing Tech Labs in 15 primary schools by 2035 based on the Finnish model.

The core innovation is the integration of interdisciplinary STEAM methods directly into the mandatory curriculum, ensuring equal access for all students rather than limiting it to expensive extracurriculars.

The investment must go hand in hand with training and mentoring for teachers.



URBACT CITY FESTIVAL

URBACT

Co-funded by the European Union
Interreg

PŁOCK

Future STEAM Cities

Aveiro, Portugal
88 000 inhabitants

Challenge

Sustaining and scaling a proven STEAM ecosystem beyond formal education, reaching communities, families and those furthest from the digital economy, while empowering partner communities and European cities to foster sustainable growth and create added value through new skills and employment opportunities.

Local heroes

Success depends on the involvement of the public sector (municipalities and authorities), academia (schools, universities and research centres), the private sector (companies, investors and innovation hubs) and civil society (NGOs, associations, training providers and community groups), working together to drive innovation and inclusion.

Funding

European funds can help co-finance the plan: Horizon Europe; Digital Europe Programme; Single Market Programme; European Social Fund+; Erasmus+; European Regional Development Fund (ERDF); Cohesion Fund (CF).
National funds: Portugal 2030 and Centro 2030.

The Plan

Aveiro Tech City

Aveiro developed and improved its STEAM City model while sharing its experience with other cities. Through digital literacy and STEAM workshops, the city engages families, seniors and unemployed young people, making science and technology more accessible and enjoyable for everyone. These activities promote social inclusion, reduce barriers to learning and help increase digital literacy across the community by around 20% each year.
The municipallity is also developing a Digital Twin: a virtual model of the city that combines urban, mobility and sensor data in real time. This tool supports better decision-making, improves municipal efficiency and helps prepare for future urban challenges.



URBACT CITY FESTIVAL

URBACT

Co-funded by the European Union
Interreg

AVEIRO CÂMARA MUNICIPAL