

PRESS RELEASE

IPinSTEAM has arrived!

A European Project Aiming to Empower Innovation in STEAM teaching through Intellectual Property awareness

Welcome to [IPinSTEAM](#), a 2 years Erasmus+ project with partners from UK, Portugal, Greece, Cyprus, Romania and Spain, to boost the way schools use and implement IP!

The context

Within a world that technology and inventions are outpacing developments in the field of education, protecting ownership of creative works becomes especially important to STEAM subjects, where regular innovations occur on a daily basis. Therefore, the inclusion of intellectual property (IP) in STEAM education rapidly becomes a pivotal element establishing the protection of creators' rights bestowed to their achievements. Nevertheless, due to its complexity, a surprising lack of IP education occurs in schools, with the European educational ecosystems rarely integrating IP teaching into school curricula, whereas teachers have not been introduced to IP assets in their own education as well. Within the endeavor of preparing students for the future under the prism of kids of today being properly qualified for jobs of tomorrow, school teachers should find their freedom to innovate utilizing fundamental IP practices.

“To that end, simply teaching students how to invent within STEAM subjects is not enough; they should also learn how to protect their work from potential legal attacks”

IP education in early age is equally crucial as early exposure to innovation in terms of equipping children to become future inventors. Besides, IP rights play a hugely important role in stimulating innovation and creativity, and thus their promotion is a matter of economic growth.

The IPinSTEAM solution

The project aims at supporting K-12 teachers incorporate Intellectual Property (IP) in education in order to embrace IP strategies in innovative concepts related to STEAM subjects. The goal is to tackle inadequacies in the preparation of students participating in the creative processes of STEAM innovations by highlighting the importance of IP Rights.

Our very first task is complete!

Not losing any time, IPinSTEAM dived into researching the state of the art regarding IP in education. Several questionnaires, interviews and focus groups were conducted and it has been confirmed that there is a very clear gap across all countries of the project, in the teaching of specific intellectual property concepts and issues in STEAM subjects, but also across all subjects generally. This does appear to reinforce the goals of IPinSTEAM to promote the inclusion of such concepts in the teaching of STEAM at this age group.

Visit our website on <https://www.ipinsteaam.eu/> to find out more about the project and the expected results, and don't forget to follow our social media!

