## IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1) Interactive Presentations - IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (IPB)

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## SPACE EDUCATION THROUGH STEAM FOR GENERAL AUDIENCES, AN APPROACH TO MEXICO CITY

## Abstract

Nowadays, with the increasing use of technology, society has access to large amounts of information through various means, such as social media. The excess of information and its sources causes much essential information to be overlooked. Therefore, information concerning space and its exploration is also dismissed. Although the general public knows of a few projects- the James Webb telescope being the most popular at the moment- the participation and work put in by different countries tends to be overlooked or ignored; just in Mexico City, many people ignore the grand participation Mexico has had in the development of such projects and the impact these people had and have on the growth of the space industry.

It is essential to draw the attention of different cultures and backgrounds to such information through activities that will allow them to incorporate various aspects of daily life. Integrating their daily lives with space could also inspire younger generations to take an interest in space-related content and development and see it as a possibility of growth later on in their lives, fomenting the evolution of space industries and advances within their own countries or cultures.

As a form of integrating our cultures and drawing attention from the people, we intend to go back to the basics, remembering the connections between science, technology, engineering, mathematics, and the arts (STEAM), and integrating them with space education. Although we tend to forget it, the arts were the beginning of engineering and science in many cultures around the globe. The joint base of human cultures is analyzing beauty and understanding its structure.

Therefore, this paper proposes and inclusive and immersive ways to teach about space and integrate this information into the arts and culture. The activity will focus on teaching and reaching out to the population of Mexico City, integrating local history, representation in media, its importance, and how it all impacted the development of the space industry and the interest of the overstimulated general public in the challenges of space exploration and science.