

20 high tech student fashion projects were presented at MakeFashion EDU's inaugural STEAM Runway event on Sunday, May 27th. Held at Shenzhen's Seaworld Culture & Arts Center, the STEAM Runway featured fantastic, futuristic, and playful designs created by students with access to technology and the MakeFashion community.

At the show, the audience saw the dreams of these students made into fashion. What would kids really like to wear if they made their own clothing? Gears, feathers, shadows, veins – things you would have never thought of to be the focus of shirts and dresses. Nobody argued over patterned versus plain textiles, or the color of the season. Everyone hungrily expressed what they love in the digital media and stories of today's world. Fashionista's, take note! If we are all lucky, these people will be setting trends in just a few years.

MakeFashion EDU builds communities by merging fashion and STEAM learning. Students participate in a 3-month program culminating in an annual show. The experience exuberantly displays their ideas, records their mark on the Maker world, connects them to a multi-national group of designers, and gives them further opportunities to pursue the combination of technology and art in a supportive community.

This initiative began when MakeFashion founders Shannon and Maria Hoover reached out to Carrie Leung, founder at SteamHead Makerspace and Makerspace Director at SAIS, Shenzhen American International School. Having established the MakeFashion brand in the international fashion world, Shannon and Maria recognized Carrie as an educator empowered by Shenzhen's progressive learning culture and technology enthusiasm. SteamHead's continual Maker Education presence in Shenzhen's community, and SAIS's leadership in sharing and coordinating high tech educational community events led to the beginning of a combined initiative, MakeFashion EDU!

Over 50 students in 20 teams had their design applications accepted by MakeFashion EDU's team. Each team sent a representative to SteamHead for training several times a month, and the representatives brought back methods, materials, and vision to their home team spaces. They hail from 13 schools and organizations in Shenzhen's Nanshan district. Over 200 parents, teachers, and education community members volunteered time to help this program succeed.

Compared to traditional maker education programs, MakeFashion EDU focuses on the application of technology rather than its deep study. Engineers and artists alike were welcomed onto each team, with their goal being to turn a meaningful story into a physical product.

For more information visit SteamHead Makerspace, SteamHeadSZ.com, and MakeFashion EDU, MakeFashion.org/EDU. They will continue to bring this program to Shenzhen's communities year-round. Shenzhen American International School, SZsais.org, is hosting another STEAM Runway show next year and additionally will host the Nanshan School Makerfaire in November 2018 where MakeFashion projects and more from schools in Nanshan can be seen by the public.

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