

# I4all (Interests for All): A Smart Socio-Technical Infrastructure to Identify, Cultivate, and Sustain Youth STEAM Interests in a Diverse Midsized American City

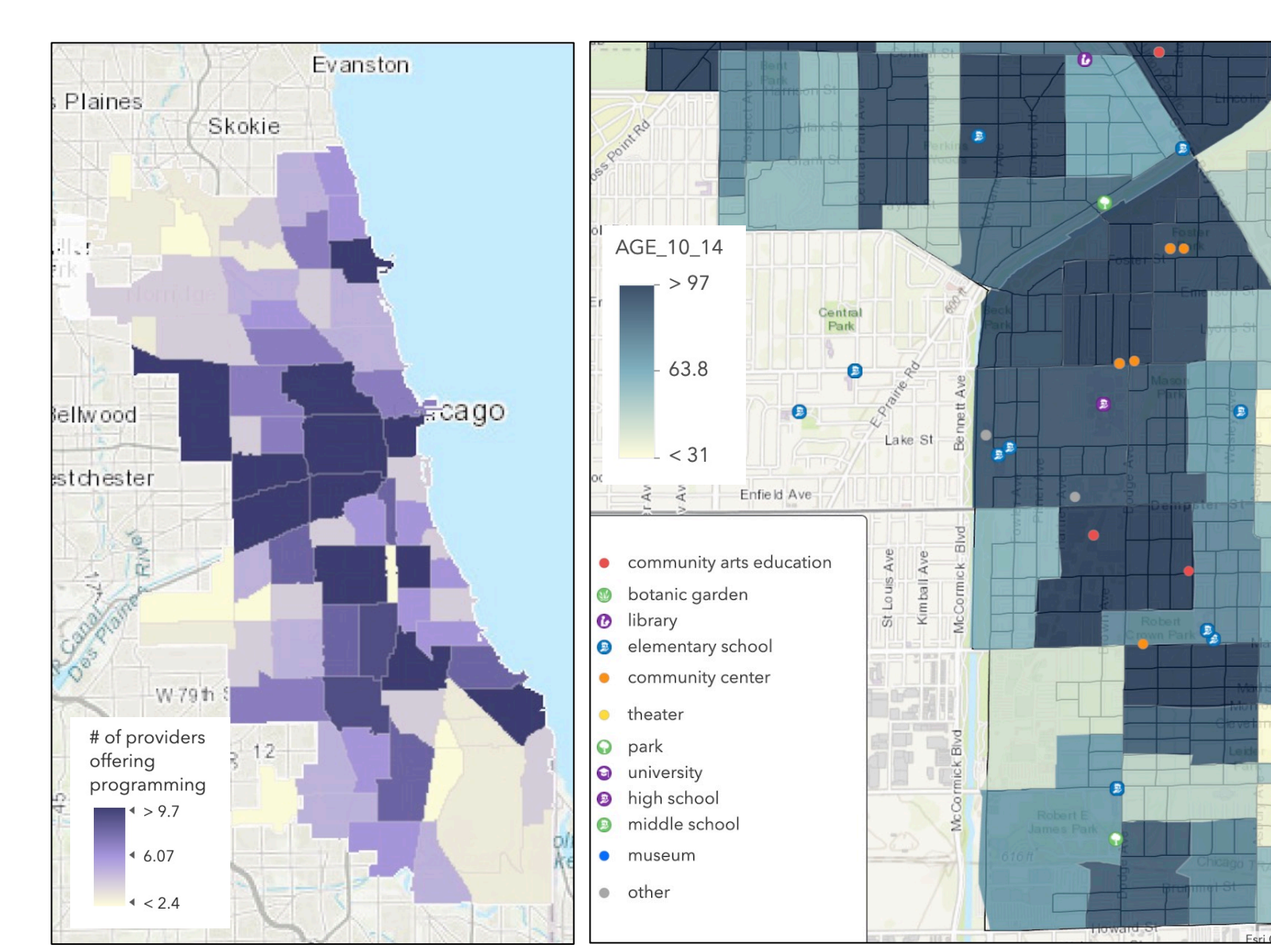
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**Problem of Practice:** A community's civic learning institutions (i.e., parks, libraries, schools, family services, museums, etc.) seldom co-plan and share learning resources to ensure equitable access to and distribution of learning opportunities (e.g., location, time, costs, age).

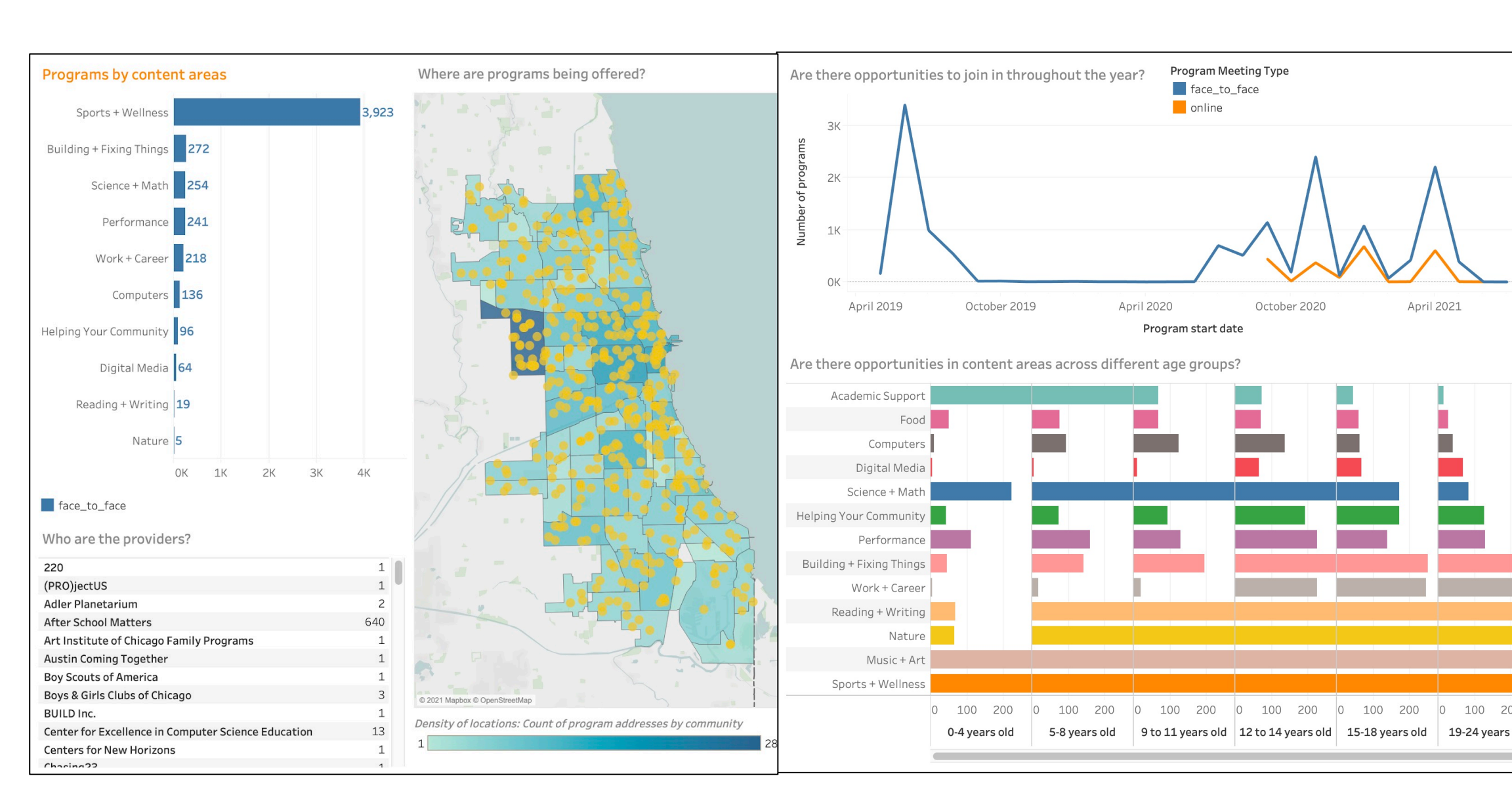
**Intellectual Merit:** Our project has developed a grammar, data capturing tools, and visual representations to support civic institutions and community-based organizations to engage in cycles of planning, communication, and enactment of distributed and varied learning activities in culturally familiar accessible spaces.



Established partnership with citywide OST networks to create a common platform for sharing program offerings and providing a common dataset to power a collective approach to equitizing offerings.



Developed of language, taxonomy, data structure, and baseline maps to articulate learning landscapes informed by practitioner and policy perspectives.



Developed a series of interactive dashboards revealing learning landscapes across time and within geographic boundaries identified by partners. Continued community interpretation and refinement of tools and data structures.

## Broader Impacts

1. Integrated LTI and developed activity structure templates to support CBOs in creating, sharing, and contextualizing content across L3 instances increasing access to high quality STEAM content.



2. Addressed shortage of Black and Latinx STEAM workforce through the establishment of the STEAMBassador Workforce Initiative to provide programming in civic-learning spaces



## Next Steps

Launch a national Opportunity Landscape website to ignite a conversation focused on equitizing hyperlocal access to and programming of civic-funded learning resources.