Storytelling, Play and the Rise of STEAM

a work in progress collections of curiosities, findings, and proofs

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This is an abstract of a work in progress research of Playful Design. Art has strived and prospered as an individual element on its own for centuries. It creates empathy, communications, stories, and vice-versa. It was often left alone as a crucial aspect of our humanity and as a way for human expression. Some have been associated with and connected to Science and Math. But, it has changed throughout years. Entrepreneurs and Start-ups have proven that, by adding the aspect of art in products, prototypes and much more, the end result is phenomenal.

This study examines the importance of the role of Art and Play in different areas of studies, focusing on STEM (Science, Technology, and Math), with the support of research that addresses the inclusion of Art and Play. The hope is to encourage people in the field of STEM can collaborate with artists and designers to make meaningful designs. Moreover, to see STEAM recognized in the field and grow further collaborations, especially in places that still only focus on STEM and omit it.

By showing proof and ways to collaborate with Art, we also prove that empathy gives us the capacity to share feelings and understand others with whom we do not have a shared experience. It is a trait fundamental to all humanity. And, a story allows us to step into the world of someone completely different from ourselves and show us how we can better understand them, how we might "walk in their shoes." A good story does far more than just say be empathetic. Narrative-based arts help us develop empathy and understand its power to transcend barriers, both terrestrial and other-worldly. Then we're ready to let stories help us exercise our empathetic muscles in order to practice it. By bringing it into STEM, it creates better designs.

The goal of the research is not showing new findings but to serve as a bridge to strengthen the current collaborating state.