**Mentorship Showcase and Reflection: Technology for Social Change**

(description)

Participants engage in a 4-hour workshop focusing on STEAM technology for social change. By the end of this workshop, they will have gained practical experience in leveraging technology for social impact. They will leave with a deeper understanding of the challenges and opportunities in this field, as well as the broader societal implications of their work.
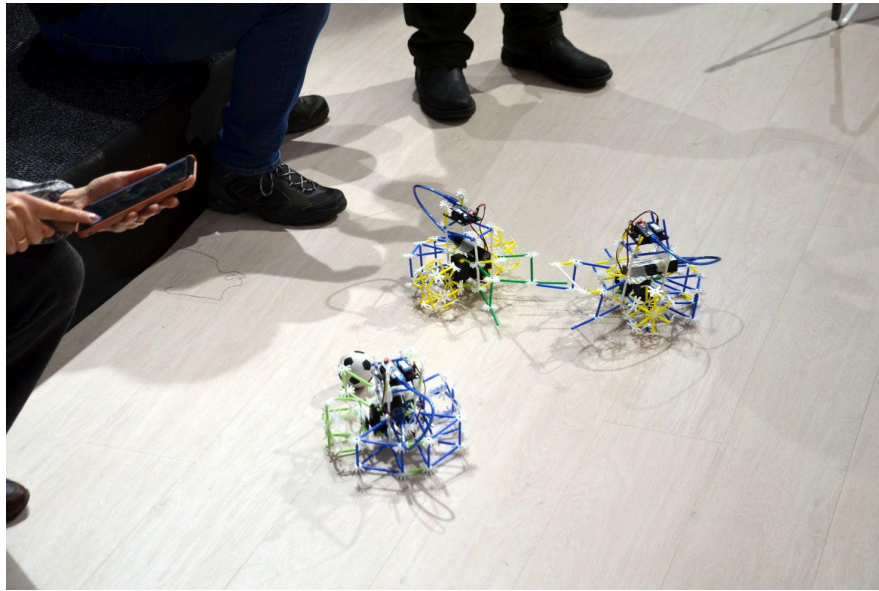
Description of Activity

Mentors and mentees showcase their collaborative project centered around using technology for social impact. The mentorship project could involve developing mobile applications, websites, or digital tools that address social issues, such as healthcare access, education, or community engagement. Participants will have the chance to revisit and review their approaches to the previously developed sessions, focusing on many different social issues like plastic waste, urban mobility, and renewable energy. Participants share success stories, challenges faced during the project, and the broader implications of technology-driven solutions in creating positive societal change.

Agenda:

1. Introduction and Overview (20 minutes)

- Briefly introduce the concept of technology for social change and its relevance in today's world.

2. Project Showcase (1 hour)

- Mentors and mentees present their technology projects aimed at social impact.
- Discuss the technology used, the problem addressed, and the solution implemented.

3. Review and Reflection (40 minutes)

- Participants revisit and review their approaches to previously developed sessions.
- Discuss what worked well and what could be improved.

4. Success Stories and Challenges (30 minutes)

- Share success stories and challenges faced during the project.
- Discuss how challenges were overcome and what was learned in the process.

5. Broader Implications (30 minutes)

- Explore the broader implications of technology-driven solutions in addressing social issues.
- Discuss potential scalability, sustainability, and impact.

6. Wrap-up and Reflection (20 minutes)

- Summarize key takeaways and open the floor for participants to share their experiences and insights.

STEAM Category: All / Technology

Image: www.experienceworkshop.org