Volatile

 Great spead and turbulence in the dynamics of change

Uncertain

 It spands over unfamiliar territory where outcomes are unpredictable

Complex

 It creaters multiple interdpendencies amidst global interconnectivity

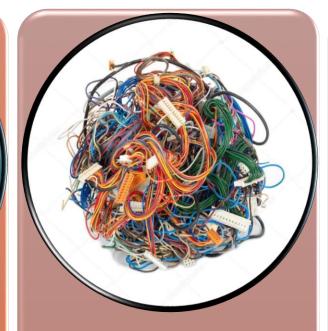


Ambiguous

 It produces multiple scenarios with different perspectives and interpretations

The World of Globalization is VUCA







2003 = 5 Exobytes (5 Billion Gigabytes) of data in 1 year

2010 = same amount in 2 days

2013 = same amount in 10 minutes

SURPRISING STATISTICS ABOUT BIG DATA



People who have funding power love Big Data

Hence, emphasis on STEM: Science, Technology, Engineering, Mathematics

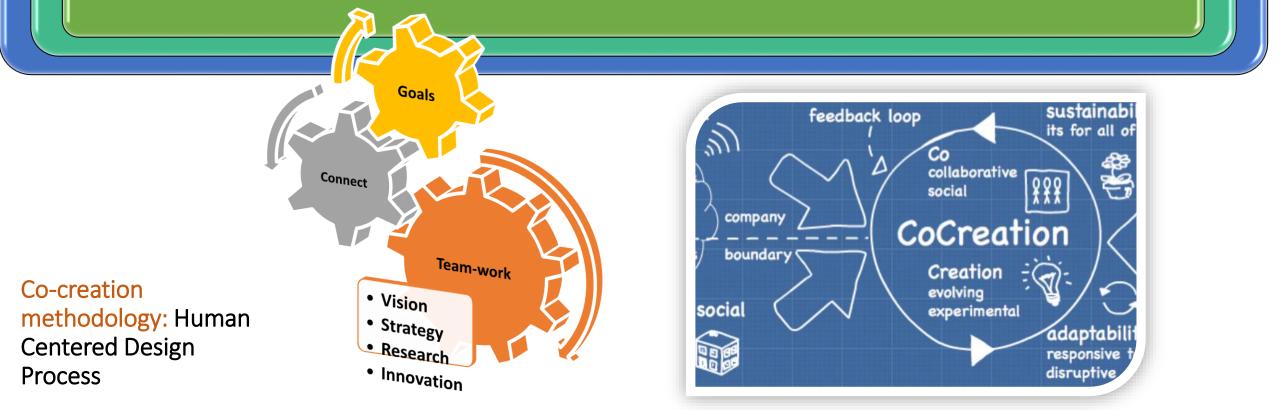
The World of Data is Divergent Do we need Convergence?

Interconnection/Interdependence/Interrelation



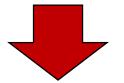
This challenge must be addressed effectively and is leading us to question educational systems, based on a historical separation between SSH and the so-called Hard Sciences.

Our future requires **co-creation mechanisms** to re-conduct ideas differently. Co-creation is a collaborative process that transforms visions and requirements into high-potential social innovation concepts.



STEM

Science, Technology, Engineering, Mathematics



STEAM

Science, Technology, Engineering, Art, Mathematics

Convergence is important in order to deal positively and productively with 21st-century global challenges (i.e. environmental crisis, migratory movements, the interaction between diverse cultures etc.)



To support the integration of STEM and the Arts, this paper

- Offers a diagnosis of the problem (i.e. statistics, CEO's insights, etc.);
- Suggests a methodology (Human Design Thinking) for prototyping solutions;
- Creates an order of operations and offers some models to turn problems into solutions/opportunities (Soft Skills, RRI);
- Tries to integrate some feedback/takeaways > evaluate/evolve/improve the prototype

