

IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1)
Enabling the Future - Developing the Space Workforce (5)

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EMPOWERING YOUTH FOR INNOVATION THROUGH NASA SPACE APPS CHALLENGE IN
NEPAL

Abstract

For a country where traditional content based education is dominating the education ecosystem, implementing STEAM based approach is a real challenge. STEAM stands for Science, Technology, Engineering, Arts and Mathematics. In such situation, implementing a challenge at each province of the country which calls for the solutions of the global pressing issues within 48 hours of hackathon is another biggest challenge for us. This paper shares our experience organizing NASA Space Apps Challenge virtually at eight different locations with one event in each of the seven provinces of Nepal. NASA Space Apps gives you the opportunity to bring projects to life for a wide range of applications during open space data. It will also share the impact that has been created among the youths who are looking for an opportunity to express their creative and innovative ideas to the society, country and the world. It will share how we implemented a strategy to run this program successfully using Information and Communication Technologies (ICT). The challenge to arrange judging panels with 50