

The 20th Anniversary Edition of
**International Mathematical Science Creativity Competition &
Conference**

IMSCC 2026 Announcements

Enlightening Imagination

4Dframe × Embodied AI

Make AI Move.

October 30-31, 2026 | Korea National University of Education



Host: Korea National University of Education (KNUE) and Foundation for the Advancement of STEAM (FAS)

Overview

Objective

The International Mathematical Science Creativity Competition & Conference (IMSCC) is held to create a forum for collective intelligence among scholars, researchers, teachers, students, parents, entrepreneurs, and other stakeholders in convergence education. Through STEAM projects addressing sustainable development and the future competencies of the next generation, IMSCC seeks creative and cooperative problem-solving and contributes to the development and spread of convergence science culture around the world.

IMSCC 2026 Event Summary

Item	Details
Theme	4Dframe × Embodied AI: Make AI Move.
Date	October 31, 2026 (Sat.)
Title	The 20th Anniversary “Enlightening Imagination” International Mathematical Science Creativity Competition & Conference
Main Program	Competition, Academic Conference, International STEAM Teacher Award Ceremony, Student Forum, and STEAM-EDU FESTA at Korea National University of Education
Host	Korea National University of Education (KNUE); Foundation for the Advancement of STEAM (FAS)
Competition Organizer	Seoul E&M 4DMS-STEAM-ERA
Conference & Student Forum Organizer	Association for 4Dframe (A4D)
Teacher Forum Organizer	Korea National University of Education (KNUE)
STEAM-EDU FESTA Organizer	Foundation for the Advancement of STEAM (FAS)

Program at a Glance

Day 1 | Oct. 30 (Fri.) | IMSCC STEAM Teacher Award Ceremony | KNUE

Event	Time	Organizer	Venue	Description
① [Teacher] International STEAM Teacher Award	18:30-20:30	KNUE	Faculty Culture Center (Auditorium and International Conference Room)	Announcement of winners in five categories and International Teacher Welcome Night

Day 2 | Oct. 31 (Sat.) | IMSCC 2026 Competition & Conference | KNUE

Event	Time	Organizer	Venue	Description
[Common] Opening Ceremony	09:30-10:10	Joint	Faculty Culture Center (Auditorium)	Official ceremony with national delegations and distinguished guests
② [Competition] Mathematical Science Creativity Competition	10:30-12:30	Seoul E&M 4DMS-STEAM-ERA	Educational Research Building 2F; Faculty Culture Center International Conference Room; Faculty Culture Center Lobby	Judging by division
③ [Academic] Academic Conference	13:30-13:50	Association for 4Dframe	Faculty Culture Center (Auditorium)	Keynote speech
③ [Academic] Breakout Discussions	14:00-15:00	KNUE	Educational Research Building 6F	Breakout discussions by field
④ [Student] Student Forum	14:00-15:00	Association for 4Dframe	Educational Research Building 5F	Joint projects among Korean and international participating students
⑤ [Fair] STEAM-EDU FESTA	15:00-16:00	Joint	Faculty Culture Center Plaza	Convergence education hands-on experiences; open throughout the afternoon

Event	Time	Organizer	Venue	Description
[Common] Awards Ceremony & Closing	16:00-17:00	Joint	Faculty Culture Center (Auditorium)	Competition and academic awards ceremony; announcement of next year's theme

IMSCC 2026 Detailed Schedule (Draft)

Day 1 | Oct. 30 (Fri.) | IMSCC 2026 Welcome Night & International STEAM Teacher Award Ceremony

Venue: Korea National University of Education | Official Language: English

Time	Program	Details	Notes
~18:30	Registration	Attendee registration	Faculty Culture Center Lobby
18:30-18:40	Opening	Opening declaration and MC opening; introduction of domestic and international guests and participating countries	Faculty Culture Center Auditorium
18:40-18:55	Welcome / Congratulatory Speeches	Welcome remarks by President Cha Woo-kyu and Chairman Shin Kee-Hyun; 1-2 distinguished guest congratulatory speeches, including representative(s) from participating countries	Korean-English subtitles
18:55-19:20	International STEAM Teacher Award Ceremony	Introduction to the purpose of the award ceremony (2 min); video introduction and announcement of preliminary awardees (5 min); award ceremony (23 min) - call name, move to stage, present plaque, photo, acceptance remarks, return to seat	Subtitles
19:20-19:30	Celebration and Closing	Group photo with awardees and VIPs; group photo including overseas delegations; short country-by-country photos if needed	MC-led
19:35-19:40	Toast and Dinner Opening	Official toast by one VIP; announcement of dinner opening	Faculty Culture Center International Conference Room
19:40-	Dinner and Networking	Dinner and informal table-by-table networking	Catering

Day 2 | Oct. 31 (Sat.) | International STEAM-EDU FESTA: Enlightening Imagination

Venue: Korea National University of Education | Official Languages: English / Korean

Time	Events ①②	Details	Side Event ③
09:00-09:30	On-site Registration	Participant registration	⑤[Fair] STEAM-EDU FESTA booths at Faculty Culture Center Plaza: national delegations, student clubs, companies
09:30-10:10	Opening Ceremony	Opening remarks, keynote speech, participant oath, announcements	Open booth area
10:30-12:30	②[Competition] EI Competition	Presentations and judging in 10 divisions: Creativity I (Faculty Culture Center 1F International Conference Room); Creativity II and III (Educational Research Building 2F); Invention Maker (Educational Research Building 2F); STEAM I and II (Educational Research Building 2F); Mechatronics I, II, III (Faculty Culture Center Lobby); Capstone Project (Educational Research Building 2F)	Booths open
12:30-13:30	Break Time	Free time	Booths open
13:30-14:00	③[Academic] Academic Conference	Welcome remarks and keynote speech	⑤[Fair] STEAM-EDU FESTA booths at KNUE outdoor booth area: national delegations, student clubs, companies
14:00-16:00	①[Teacher] + ④[Student] Student / Teacher Forum	Presentations and workshops by track	Booths open
16:00-16:30	Awards Ceremony 1 & Event	Awards Ceremony 1 (special education, international, and academic divisions); science magic performance; first raffle draw; presentation of appreciation plaques	
16:30-17:00	Awards Ceremony 2 & Event	Second raffle draw; competition awards ceremony for all divisions not covered in Awards Ceremony 1; third raffle draw	
17:00-	Closing Ceremony	Announcement of the next EI competition theme and closing declaration	

Please note that the event schedule is subject to change. For the final schedule, please refer to the announcements on www.ngfsteam.org.

① [Teacher] Welcome Night and International STEAM Teacher Award Ceremony (Day 1)

IMSCC 2026 Welcome Night & International STEAM Teacher Award Ceremony

Overview

- Title: Welcome Night for International Delegations and International STEAM Teacher Award Ceremony
- Host: Korea National University of Education (KNUE) and Foundation for the Advancement of STEAM (FAS)
- Organizer: Korea National University of Education (KNUE)
- Date/Time: October 30, 2026 (Fri.), 18:00-20:00; Award Ceremony from 19:30
- Participants: International delegations from 10-15 countries and invited domestic VIPs
- Venue: Faculty Culture Center, Korea National University of Education | Address: 250, Taeseongtapyeon-ro, Gangnae-myeon, Heungdeok-gu, Cheongju-si, Chungcheongbuk-do, Korea

Welcome Dinner + Networking + Teacher Award Ceremony

- A welcome dinner will be held for delegations from 10-15 countries to create a warm reception for international participants.
- Networking among domestic and international VIPs and delegations will support continued exchange, including country-level MOUs and reciprocal visits.
- Basis of the International STEAM Teacher Award: In accordance with Article 5 of the Charter of the Foundation for the Advancement of STEAM, the award recognizes individuals who have contributed to the creation and development of convergence science culture in Science, Technology, Engineering, Arts, Mathematics, and other related fields.
- Scope: Teachers from around the world who have contributed to communication, collaboration, critical thinking, creativity, and collaborative problem-solving in STEAM education may be nominated and selected according to the regulations of the awarding authority.
- Purpose: The International STEAM Teacher Award recognizes the achievements of teachers in convergence education and encourages them to continue leading STEAM education in their respective countries.

Awarding Authority

- According to Article 3 of the STEAM Teacher Award Regulations, the awarding authority is the Foundation for the Advancement of STEAM and the official organizer/institution of the Teacher Forum.
- The IMSCC 2026 Teacher Forum is co-hosted by the Foundation for the Advancement of STEAM and Korea National University of Education; [Korea National University of Education is the awarding authority](#) for the IMSCC 2026 International STEAM Teacher Award.

Award Categories

Category	Description
STEAM Program	Awarded to individuals who have contributed to the development of STEAM learning, experience, and evaluation activities through the systematic combination of multiple unit activities.
STEAM Project	Awarded to leaders or members of team activities who have contributed to STEAM education projects through the full cycle of planning, execution, and evaluation for mid- to long-term thematic inquiry.
STEAM Action Research	Awarded to individuals who practice sustainable development STEAM education in schools, homes, and organizations through diverse themes and methods.
C-STEAM: Creativity, Collaboration & STEAM	Awarded to individuals who have contributed to strengthening learners' future competencies by focusing on critical thinking, communication, creativity, collaboration, and collaborative problem-solving through STEAM education.
Next Generation Frontiers of STEAM	Awarded to individuals who share experiences and reflective insights on STEAM education across all generations, from early childhood to high school (K-12), adults, and seniors. There is no age restriction.
4Dframe Special	Awarded to individuals who have contributed to the spread of sustainable development education and STEAM education activities centered on 4Dframe in underserved educational contexts domestically and internationally.

Candidate Nomination

- Application: Submit through the IMSCC 2026 STEAM Teacher Forum & Awards Ceremony page designated by Korea National University of Education.
- Online application URL: https://ngfsteam.org/tforum_apply
- Application categories: Both self-nominations and third-party nominations are accepted.
- Required documents: Online application form; resume (free format); high-resolution nominee photo for website posting, nominee list, and final Hall of Fame.
- Deadline: September 30, 2026 (Wed.)
- Submitted documents will not be returned. The personal information of applicants and nominees will be protected under the Personal Information Protection Act and the IMSCC operating regulations of the Foundation.

Major Schedule

Subject	Date	Content	Remarks
Candidate Registration	May 22-Sept. 30, 2026	Complete and submit online application form	https://ngfsteam.org/tforum_apply ; presentation materials are required upon selection as a finalist
Judging Committee	Oct. 1-Oct. 6, 2026	Selection of finalists from nominated candidates	According to Judging Committee regulations
Finalist Announcement	Oct. 7, 2026	Final confirmation of application results	www.ngfsteam.org
Award Ceremony	Oct. 30, 2026, 18:30	Seven awardees in six categories	Five main-category awards: KRW 1,000,000 and plaque; two special-category awards: KRW 500,000 and plaque
Teacher Forum Presentation	Oct. 30, 2026, 18:30	Presentation in the Teacher Award track	KNUE, building to be announced

Venue: Korea National University of Education, 250, Taeseongtapyeon-ro, Gangnae-myeon, Heungdeok-gu, Cheongju-si, Chungcheongbuk-do, Korea | <https://www.knue.ac.kr>

Date/Time: Award Ceremony - October 30, 2026 (Fri.), 18:30; Presentation - October 31, 2026 (Sat.), 14:00

Benefits for International STEAM Teacher Award Recipients

- Certificate and designated prize money
- Registration and posting in the STEAM Teacher Award Hall of Fame
- Lifetime regular membership in the STEAM Teacher Forum
- VIP invitations to events hosted by the Foundation for the Advancement of STEAM
- Eligibility to serve as a member of the Association for 4Dframe Teacher Committee and appointment as a C-STEAM certification evaluator

2[Competition] International Mathematical Science Creativity Competition (Day 2)

Purpose

- The Competition aims to foster creative idea implementation and entrepreneurship through the collaborative planning, designing, and expressing process of STEAM-related topics integrating Science, Technology, Engineering, Mathematics, Arts, and other fields.
- It also seeks to expand the foundation of convergence science culture through participation from all generations while increasing youth interest in science and technology and strengthening creative thinking competencies.

Competition Overview

Item	Details
Title	"Enlightening Imagination" International Mathematical Science Creativity Competition
Theme	4Dframe × Embodied AI, Make AI Move.
Host	Foundation for the Advancement of STEAM (FAS); Korea National University of Education (KNUE)
Organizer	Seoul E&M 4DMS-STEAM-ERA
Date/Time	October 31, 2026 (Sat.), 10:00-12:30; Awards Ceremony from 16:00
Participants	Korean and international participants in infant, kindergarten, elementary, middle school, high school, university/general divisions
Venue	Korea National University of Education 250, Taeseongtapyeon-ro, Gangnae-myeon, Heungdeok-gu, Cheongju-si, Chungcheongbuk-do, Korea
Fee	Free of charge

Event Timeline

Subject	Date	Content	Remarks
Announcement	May 8, 2026 (Fri.)	Competition announcement	www.ngfsteam.org
Registration	May 22-Sept. 30, 2026	Online application form	www.ngfsteam.org ; material submission is required after registration to participate
Material Submission	May 22-Sept. 30, 2026	Report template and explanatory video (3 minutes)	Refer to material submission guidelines
Participation Number Announcement	Oct. 7, 2026 (Wed.)	Final confirmation of application results	www.ngfsteam.org
Competition	Oct. 31, 2026 (Sat.)	Presentations or Q&A and judging by division	Penalty for absence from on-site presentation judging; refer to the judging criteria table
Awards Ceremony	Oct. 31, 2026 (Sat.)	Grand Award through Encouragement Award	Announcement of winners in 13 divisions

Operating Guidelines

- Teams must consist of 1 to 2 participants. Play I-II and the Capstone Design Division are subject to separate regulations.
- No projects will be constructed onsite on the competition day. Participants must prepare their projects in advance** and submit photos/videos for evaluation and a project description (project report) by the announced material submission deadline. Submitted materials will be used for judging.
- When preparing projects for each division, participants must use the officially designated and approved material, 4Dframe. No materials other than those specified may be used unless permitted by the detailed division regulations. The organizer will not provide competition materials. Participants may bring spare parts for onsite modification or supplementation.
- Final registration is completed only after the online application and required materials (report and video) are submitted within the designated period. A participation number will then be assigned, and final participation is completed when the participant brings the project to the competition and takes part in presentation judging.

5. Submitted documents will not be returned. All personal information provided during registration will be protected under the Personal Information Protection Act and competition operating regulations. Winning entries may be used for journal publication and competition promotion.

Competition Registration and Material Submission (All Categories)

- Registration and material submission: Participants must complete and submit the online application form on the competition website.
- Application and material submission URL: https://ngfsteam.org/competition_apply
- Application deadline: September 30, 2026 (Wed.)
- Required materials: (1) Project report template, (2) Video (50 MB or smaller; submit separately if over 50 MB)

Material	Details
Material 1: Project Report (template available)	Download the project report template from https://ngfsteam.org/competition_apply . Include the background of topic selection, objectives, methods, mathematical and scientific principles, content, results, and photos of the project and participants. Upload the original project photo files compressed together with the report.
Material 2: Introduction Video (within 3 minutes)	The video may freely include the background of topic selection (intention and purpose), project title, preparation process, key features, and demonstration. If recording with a mobile phone, a video within 3 minutes at 1080p (1920×1080) is recommended.

Evaluation Criteria and Regulations

6. Submitted documents (project description, project photos, and video) will be evaluated in advance, and on-site evaluation will be conducted in real time on the day of the competition. Winners will be determined in descending order of total score: Document Review (100) + On-site Evaluation (100) = 200 points.
7. Participants must bring the project corresponding to the submitted materials, or an improved version, to the venue for on-site evaluation. Depending on the division, evaluation may include presentation and discussion (common), exhibition and demonstration (common), mission execution (Creativity III and Mechatronics divisions), and Q&A (common).

Category	Document Review	On-site Evaluation	Total
Criteria	Goal & Value (50) + Storytelling (50) = 100 points	Material Utilization (25) + Effectiveness (25) + Creativity (25) + Presentation/Mission* (25) = 100 points	200 points

* Points allocated to on-site presentation or mission execution. Regulations vary by division; please refer to the detailed division guidelines.

Award Plan (Draft)

- Grand Awards and Gold Awards are certificates from external sponsoring institutions and will be mailed after the event rather than issued onsite.
- Silver, Bronze, and Encouragement Awards will be presented as medals during the ceremony. Upon request, participation and award certificates may be issued later through an official online document.

Award Level	Award Title	Categories	No. of Teams
Grand Award	Deputy Prime Minister and Minister of Science and ICT Award	Creativity (II, III), Mechatronics (I, II, III): 1 team each	5
Grand Award	Minister of Trade, Industry and Energy Award	Convergence (A-Product Maker, D-Product Maker): 1 team each	2
Grand Award	Minister of SMEs and Startups Award	Convergence (Invention Maker, Capstone Design): 1 team each	2
Grand Award	Chairman of the Foundation for the Advancement of STEAM Award	Play (I, II), Creativity (I): 1 team each	3
Gold Award	Commissioner of Intellectual Property Office Award	Creativity (II, III), Mechatronics (I, II, III): 1 team each; Convergence (Invention Maker, A-Product Maker, D-Product Maker): 1 team each	7
Gold Award	President of the Institute for Basic Science Award	Creativity (I, II, III), Mechatronics (I, II, III); Convergence (Invention Maker, Capstone Design): 1 team each; Convergence (A-Product Maker, D-Product Maker): 1 team each	10
Gold Award	Chairman of the Korea Foundation for the Advancement of Science and Creativity Award	Creativity (I, II, III), Mechatronics (I, II, III); Convergence (Invention Maker, Capstone Design): 1 team each; Convergence (A-Product Maker, D-Product Maker): 1 team each	10
Gold Award	Chairman of the Foundation for the Advancement of STEAM Award	Play (I, II): 1 team each	2

Award Level	Award Title	Categories	No. of Teams
Silver Award	Chairman of the Foundation for the Advancement of STEAM Award	Play (I, II), Creativity (I, II, III), Mechatronics (I, II, III), Convergence (Invention Maker, Capstone Design): 2 teams each; Convergence (A-Product Maker, D-Product Maker): 2 teams each	24
Bronze Award	Chairman of the Foundation for the Advancement of STEAM Award	Play (I, II), Creativity (I, II, III), Mechatronics (I, II, III), Convergence (Invention Maker, Capstone Design): 3 teams each; Convergence (A-Product Maker, D-Product Maker): 3 teams each	36
Encouragement Award	Director of 4D Mathematical Science Creativity Institute Award	Play (I, II), Creativity (I, II, III), Mechatronics (I, II, III), Convergence (Invention Maker, Capstone Design): 5 teams each; Convergence (A-Product Maker, D-Product Maker): 5 teams each	60
Special Award	Chairman of the Foundation for the Advancement of STEAM Award	International participating teams (online certificate issued); special-division participating teams (online certificate issued)	Participants
Teacher Advisor Award	Chairman of the Foundation for the Advancement of STEAM Award	Teacher advisors of Grand Award winners: 13 recipients (online certificate issued)	13

Award details are subject to change.

Competition Divisions

Field	Division	Participants	Topic	On-site Evaluation Type
Play	Play I*	Infants under age 3	Let's build and play with a wonderful house!	Online evaluation
Play	Play II**	Infants under age 3	Let's work together!	Online evaluation
Creativity	Creativity I	Ages 3-5 and special education participants	Plants that help the Earth	On-site evaluation + Q&A
Creativity	Creativity II	Elementary grades 1-3 and special education participants	Creating an environment where plants that help the Earth can grow well	On-site evaluation + Q&A
Creativity	Creativity III	Elementary grades 4-6	Building a device that helps grow plants to save the Earth	On-site evaluation + mission execution + Q&A
Mechatronics	Mechatronics I	Elementary school	Build a moving system using a smart robot [mission execution]	On-site evaluation + mission execution
Mechatronics	Mechatronics II	Middle school	Build a disaster-site supply delivery system using a smart robot [mission execution]	On-site evaluation + mission execution
Mechatronics	Mechatronics III	High school	Build a disaster-site supply delivery system using a smart robot [mission execution]	On-site evaluation + mission execution
Convergence	Analog Product Maker	Elementary to middle school	Convenient everyday tools	On-site evaluation + demonstration + Q&A
Convergence	Digital Product Maker	Middle to high school	AI that helps with housework - H.I. (Housework Intelligence) -	On-site evaluation + demonstration + Q&A
Convergence	Invention Maker	High school, university, general	Disaster rescue biomimetic robot	On-site evaluation + demonstration + Q&A
Convergence	Capstone Design	High school, university, general	4Dframe × Embodied AI	On-site evaluation + demonstration + Q&A

Participants must complete advance production and material submission according to detailed division guidelines and bring their project to the venue on the event day.

Since IMSCC 2024, projects are not constructed onsite, and the organizer does not provide 4Dframe materials.

** Play I and II will be evaluated only through submitted online materials. Awards will be presented at the event-day awards ceremony after a separate announcement.*

③[Academic] Academic Conference + [Teacher] Awardee Presentations (Day 2)

Purpose of the Academic Conference

The Association for 4Dframe hosts this academic conference (NGF Talks & Posters) to promote the development and communication of convergence science culture for the next generation by inviting anyone interested in STEAM culture using 4Dframe to participate and share their own methods.

Academic Conference Overview

Item	Details
Event Title	IMSCC 2026 Academic Conference (NGF Talks & Posters)
Host	Korea National University of Education (KNUE); Foundation for the Advancement of STEAM (FAS)
Organizer	Association for 4Dframe (A4D)
Support	4D Land Inc. and 4D Mathematical Science Creativity Institute

Academic Conference Program

- NGF TALKS 2026 will be held together with the 20th International Mathematical Science Creativity Competition (IMSCC 2026).
- Venue: Korea National University of Education | 250, Taeseongtapyeon-ro, Gangnae-myeon, Heungdeok-gu, Cheongju-si, Chungcheongbuk-do, Korea | TEL +82-43-230-3114 | <https://www.knue.ac.kr>
- Date/Time: Saturday, October 31, 2026, 14:00-16:00

Call for Presenters

- Participants: Anyone from children to adults (no age restriction). Researchers, scholars, practitioners, students, children, and parents interested in 4Dframe projects may participate.
- Main Theme: Integrated curriculum learning for strengthening future competencies.
- Tracks: 10 fields.
- Teacher tracks (5): Science, Teacher Education, Engineering, Creative Experiential Activities, Mathematics.
- Student workshops (5): Mechanics, Architecture, Geometry, Maker, Robotics.
- Pre-service teacher track: Open to KNUE students and participants from overseas colleges of education or teachers' colleges.
- Submissions may also cover various free topics related to 4Dframe, regardless of the suggested theme.

Example Topics

- 4Dframe philosophy and principles of teaching and learning
- Introduction to teaching-tool use and understanding dimensions
- What can we do with triangles?
- Directions for teaching 4Dframe in schools
- Examples of gifted education programs
- Orderly Tangles
- Examples of school and local mathematics experience fairs
- Examples of elementary mathematics curriculum application
- Application of dynamic structures
- Creative outputs using mechanical principles
- Elementary creative experiential activities
- Trigonometric ratios and trigonometric functions
- Pythagorean theorem: Khufu's Pyramid
- Exploration of Archimedean solids
- Art Math
- In-depth exploration of regular polyhedra
- The mysterious world of geometry

Academic Conference Divisions

- Oral Presentation - NGF Talks: Oral presentation within 5 minutes on the day of the academic conference.
- Poster Presentation - NGF Posters: Posters displayed in the lobby on the day of the academic conference.
- For details, please refer to www.ngfsteam.org.

Major Schedule

Subject	Documents / Content	Place / Period
Registration	Online application form (after membership registration); https://ngfsteam.org/conference_apply	Online submission by Sept. 30, 2026 (Wed.), 24:00
Material Submission	Download template and submit final report / summary video (within 3 minutes); https://ngfsteam.org/conference_apply	Attach to online application form by Sept. 30, 2026 (Wed.), 24:00
Document Review	Review of submitted documents	Oct. 1-Oct. 6, 2026
On-site Presenter Announcement	Posted on the announcement board at https://ngfsteam.org	Oct. 7, 2026 (Wed.)
On-site Evaluation	Submit presentation PPT for onsite presentation (free format) to korea_kocef@naver.com	By Oct. 18, 2026 (Sun.), 24:00
Demonstration and Presentation	Faculty Culture Center & Faculty Training Center, KNUE	Oct. 31, 2026 (Sat.), 14:00-15:30
Awards Ceremony	Outstanding Presentation (NGF Talks) and Outstanding Poster (NGF Posters)	Faculty Culture Center, KNUE Oct. 31, 2026 (Sat.), 16:00
Publication	Documents for publication in the Foundation journal (award-winning teams only)	Within one year after receiving the award (by Oct. 18, 2027)

4 [Student] IMSCC 2026 International Student Forum (Day 2)

Purpose of the International Student Forum

- The IMSCC Student Forum allows participating students from around the world in IMSCC 2026 to visit convergence education sites in Korea and experience multinational team projects.
- It promotes joint efforts on issues related to social justice, economic development, and environmental conservation based on the Sustainable Development Goals (SDGs), which are shared challenges and agendas of the international community.
- Students from different countries will demonstrate collective intelligence and collaborative problem-solving as future leaders of the international community through mutual respect, exchange, and negotiation.

Event Overview

- Theme: A creativity-based problem-solving project among multinational students for international exchange in convergence science culture.
- Date/Time: October 31, 2026 (Sat.), 14:00-16:00
- Venue: Korea National University of Education | 250, Taeseongtapyeon-ro, Gangnae-myeon, Heungdeok-gu, Cheongju-si, Chungcheongbuk-do, Korea
- Participants: Students from IMSCC international delegations; Korean elementary, middle, and high school students and groups
- Host: Korea National University of Education (KNUE); Foundation for the Advancement of STEAM (FAS)
- Organizer: Foundation for the Advancement of STEAM (FAS) (discussion may be held on possible organization by the KNUE-affiliated high school and/or local institutions)
- How to apply: Online application at https://ngfsteam.org/sforum_apply. Team-by-team, country-by-country, or individual applications are accepted.

Program Example (Operated Together with Academic Presentation Tracks)

Time	Track 1	Track 2	Track 3	Track 4	Track 5	Booth Experience
Venue	TBA	TBA	TBA	TBA	TBA	Outdoor Booth Zone
13:30-14:00	Mechanics Basics	Architecture Basics	Geometry Basics	Maker Basics	Robotics Basics	OT-1
14:00-14:30	Workshop 1	Workshop 1	Workshop 1	Workshop 1	Workshop 1	OT-2

Time	Track 1	Track 2	Track 3	Track 4	Track 5	Booth Experience
14:30-15:00	Mechanics Application	Architecture Application	Geometry Application	Maker Application	Robotics Application	OT-3
15:00-15:30	Project and Demonstration	Project and Demonstration	Project and Demonstration	Project and Demonstration	Project and Demonstration	OT-4
15:30-16:00	Certificate Ceremony and Networking	Gift exchange and photo session	Adoption of the IMSCC International Student Forum Declaration by student representatives			

Please note that the event schedule is subject to change. For the final schedule, please refer to the announcements on www.ngfsteam.org.

Application Schedule

Subject	Date	Content	Remarks
Student Forum Application (group/individual)	June 1-Oct. 11, 2026	Complete online application form and submit participant list	https://ngfsteam.org/sforum_apply ; teacher advisors may register all students by country, or individuals may apply separately
Participation Confirmation Announcement	Oct. 14, 2026 (Wed.), 16:00	Final confirmation of application results	www.ngfsteam.org
Student Forum Participation	Oct. 31, 2026 (Sat.), 14:00	On-site attendance by country group or individual	Korea National University of Education
Certificate Ceremony	Oct. 31, 2026 (Sat.), 15:30	Presentation and certificate ceremony	Korea National University of Education

Please note that the event schedule is subject to change. For the final schedule, please refer to the announcements on www.ngfsteam.org.

5 [Fair] International STEAM-EDU FESTA (Day 2)

IMSCC 2026 International STEAM-EDU FESTA

Purpose

The IMSCC 2026 venue will serve as a fair in which domestic and international stakeholders in convergence education, including teachers, scholars, parents, students, companies, and the local community, participate together.

Event Overview

Item	Details
Event Title	International STEAM-EDU FESTA
Date/Time	October 31, 2026 (Sat.), 09:00-16:00
Venue	Outdoor booths at Faculty Culture Center Plaza, Korea National University of Education
Organizer	Foundation for the Advancement of STEAM (FAS)
Format	Outdoor fair-type exhibition, experience, promotion, and cultural exchange event
Scale	Approximately 30-50 booths based on 3×3 m canopy tents
Official Languages	English / Korean
Participants	Domestic and international STEAM-related companies, country delegations, Korean student clubs, teacher clubs, educational institutions, and related organizations

Objectives

- The International STEAM-EDU FESTA aims to create an experiential fair where domestic and international STEAM-related companies, students, teachers, and international delegations participate together, realizing a true educational festival that combines exhibition, hands-on experience, exchange, promotion, and presentation.

- Each country delegation will operate exhibition and experience booths integrating its own culture and education; student and teacher clubs will present and share creative achievements and project outcomes; companies will expand points of contact with educational sites through product exhibition, experience, promotion, and sales.
- The FESTA further aims to promote cultural convergence across countries, the formation of sustainable educational networks, and global communication competencies for future generations.

Operating Direction

- The fair will be operated as an outdoor convergence education festival combining exhibition, experience, presentation, cultural exchange, and sales promotion.
- All booths should be open for visitors to experience freely. Participatory and interactive programs are encouraged over simple displays.
- The fair will bring companies, students, teachers, and international delegations together in one space where education, industry, culture, and international exchange are connected.

Booth Composition and Participation Categories

- The basic booth unit is one 3×3 m canopy tent (one booth unit).
- Participants may apply for multiple booth units as needed.
- Participation categories are as follows.

Category	Company Booth	Student Club	Teacher Club	International Delegation
Target	Domestic and international STEAM companies, education companies, edutech companies, teaching-tool and textbook companies, content companies, etc.	Korean elementary, middle, high school, and university STEAM clubs and teams	Teacher research groups, teacher learning communities, teacher STEAM clubs, etc.	International participating schools, institutions, and national delegations
Program	Product exhibition, hands-on experience, promotion, consultation, sales promotion, and onsite sales	Presentation of project outcomes, exhibition of products, operation of hands-on programs	Sharing of classroom cases, exhibition of educational materials, operation of hands-on programs	Exhibition and hands-on booth integrating national culture and STEAM elements
Participation Method	Sponsorship contribution	Free	Free	Free
No. of Booths	20-30	10	5	10-15

Main Contents

- Company section: Exhibition of convergence education-related products, hands-on experiences, brand promotion, and onsite sales promotion.
- Student section: Presentation of creative project outcomes, exhibition of maker products, and demonstrations.
- Teacher section: Exhibition and sharing of teaching materials, program cases, and convergence classroom models.
- International section: Experiential content combining each country's culture and STEAM.
- Common section: Visitor-participatory missions, stamp tours, onsite interviews, photo documentation, and other linked activities may be organized.

Application and Selection

- Applications will be received online through the official IMSCC 2026 website.
- Applicants should submit a booth introduction, operation plan, number of booth units needed, electricity needs, and hands-on activity details.
- Booths may be selected based on relevance to the purpose of the event, completeness of the operation plan, experiential quality, safety, internationality, and sustainability.
- If the number of applications exceeds booth capacity, the organizer may adjust participation scale and booth location.

Subject	Date	Content	Remarks
International STEAM-EDU FESTA Application	June 1-Oct. 11, 2026	Complete online application form	https://ngfsteam.org/sforum_apply ; companies may reserve up to four booths depending on sponsorship contribution
Participation Approval and Booth Assignment	Within one month after submission	Final confirmation of application results	Individual notification
Exhibition / Experience Plan Submission	Sept. 4, 2026 (Fri.), 16:00	Submit materials for event website announcement and final posting	www.ngfsteam.org

Subject	Date	Content	Remarks
On-site Setup	From Oct. 30, 2026 (Fri.), 17:00	On-site setup by participating institutions and groups	Korea National University of Education
STEAM-EDU FESTA Operation	Oct. 31, 2026 (Sat.), 09:00-17:00	On-site attendance by country group or individual	Korea National University of Education

Please note that the event schedule is subject to change. For the final schedule, please refer to the announcements on www.ngfsteam.org.

Participation Fee Criteria

- Companies: Sponsorship contribution (voluntary sponsorship)
- Student clubs: Free
- Teacher clubs: Free
- International delegations: Free
- Detailed sponsorship criteria, provisions, and additional booth costs will be announced separately.

Provided Items (Draft)

- Basic provision: One canopy tent (3×3 m), table, chairs, and participant name display.
- Optional provision or separate consultation: Electricity, additional furniture/fixtures, space for promotional materials, and additional booth units.
- For company booths, separate promotional benefits may be provided according to sponsorship level.

Operating Principles

- The fair pursues educational value, international exchange, cultural convergence, and sustainability.
- Participants must operate exhibition and hands-on content aligned with the purpose of the event and follow principles of mutual respect and cooperation with other participants and visitors.
- Even for company booths that may conduct onsite sales, excessive commercial activity or sales activity inconsistent with the purpose of the event may be restricted.
- All booth operations must comply with the organizer's safety management and onsite operation guidelines.

Expected Outcomes

- Realization of a practical international convergence education festival where STEAM-related companies, schools, teachers, students, and international delegations participate together.
- Establishment of a complex fair model combining educational achievement sharing, industry linkage, and international cultural exchange.
- Creation of an international convergence education platform reflecting sustainable development, future competencies, and cultural diversity.

IMSCC 2026 Announcements

2026 “Enlightening Imagination” International Mathematical Science Creativity Competition & Conference

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