Vision
The Network is a collective of Change Agents who are pooling their knowledge, experience, resources and vision to build a robust platform for transdisciplinary research, practice and community outreach bridging the arts, sciences, engineering and design.

Mission
The network operates in sustainable and regenerative ways to maintain current and future relevance and to demonstrate openmess to new stakeholders.

Goals

Advocacy
The Network recognizes that leadership and advocacy at the local, state, and federal levels is necessary to support the field in gaining greater recognition of its impacts on national priorities including the development of a diverse creative innovation economy; strengthening education in Pre-K to Gray lifelong learning; improving workforce development and opportunity; and improving the quality of life in our culturally diverse nation.

Education
Network participants acknowledge the importance of – and accept responsibility for – nurturing knowledge development through the lifetime about content and methods of the interdisciplinary realms we combine.

Research and Creative work
The network builds platforms for creativity and collaboration; as a fundamental element of research such work is groundbreaking in multiple fields and transforms existing discipline areas.

Partnering
The network evolves smart, synergistic partnerships among government, private, and academic communities to grow transdisciplinary initiatives.

Innovation and economic development
The Network contributes to the innovation economy through creative efforts among university, industry and community partners to revitalize urban neighborhoods sustainably, develop rural areas sensitively, and spur fiscal and social entrepreneurship conscientiously.

Vision, mission, goals, objectives
The concise Vision statement helps to imagine "a world in which" things are better because our mission has been achieved. Just a sentence is best, clean and simple without multiple parts. (Some say this is a WHAT sentence.)

The concise Mission statement says how we go about changing the world in order to arrive at the one we envision. Just a sentence is best, clean and simple without multiple parts. (Some say this is a HOW sentence.)

Goals break out the big action items needed in order to achieve the mission. Generally several goals are required, but there should not be too many.

Objectives enumerate measurable accomplishments corresponding to each goal. There may be quite a few (moderated by sanity and parsimony). Each objective needs to be clearly doable and we should be able to tell when it is done. To this end we should state indicators and measures for each accomplishment.
Advocacy
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Opportunities
- Contribute to field articulation
- Advocate for policy change
- Academic leadership
- Leverage the power of art and science to create a new field or “field of fields” with new categories for research and practice
- Advocacy to Science Community: Demonstrate to the science community the benefits of the art and science transdisciplinary field. Convince science agencies to include arts and humanities engagement as part of their program scope.

Objectives
- Interact with policy makers
- Create a new interagency
- Disseminate high impact projects that show peer recognition by more than one public in publications, awards, funding, exhibition, tenure
- A national event to start things off
- A scholarly journal
- A study on the potential economic impact of the network in local, regional, and national communities
- Initiate a shared program between the NSF and NEA, with the intent to increase the number over time.
- Address Issues of societal urgency, for example, climate change, sustainable development, global health.
- Establish sets of standards for new disciplines through NSEAD-hosted peer review of projects

Education
Network participants acknowledge the importance of – and accept responsibility for – nurturing knowledge development through the lifetime about content and methods of the interdisciplinary realms we combine.

Opportunities
- Embrace multiple understandings of disciplines
- Incubate young leaders
- Support humanist literacy
- Integrate Art+science+technology into PK to gray learning curriculum as an emerging discipline
- Foster individuals to contribute to signposts for future leaders
- Foster success of future leaders
- Propose new models for citizen scientists/peoples scientists
- Propose new Models for art/science/technology programs
- Build platforms and mechanisms that bridge existing institutions.

Objectives
- Identity and foster career paths for students and future professionals
- Research underrepresented communities critical to the network
- Support humanist literacy and STEAM educational initiatives
- Evaluate and Disseminate alternative models for lifelong education relating to STEAM education
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- Young leaders incubation program
- Re-grant program, seed grants
- Working groups and white papers on educational issues arising from the growth of PhD programs for art/science/technology
- Art as Research Issues
- Best practices.
- Manpower pipelines
- Establish networks of K-12 initiatives on STEAM to share best practices
- Create new models for initiatives in Citizen Science and Peoples Science
- Research new international models for how art-science and art technology practices can be supported (Symbotica, IMERA, Arts Catalyst, Ars etc)
- Inform Network Users of events and opportunities

Research and Creative work

Opportunities
- Facilitate creativity as a fundamental element of research
- Build/articulate evaluation practices, metrics
- Support work that’s groundbreaking for both art and science
- Provide access to innovation
- Enable tech transfer knowledge in public and private making communities
- Disseminate knowledge and impacts created by transdisciplinary work
- Connect to existing archives
- Develop new methods for documenting and peer reviewing professional work in the field
- Enable professional recognition for the work created
- Provide a place where users may substantiate their credentials

Objectives
- 20 articles in the next year in public media highlighting the importance of the artscientist
- P&T relevant publication/exhibition
- Identify a group to develop a proposal to find funding for the art+science gurus
- Investigate rights to Stephen Wilson’s work/site
- Re-grant program, seed grants
- Publish case studies of cross-disciplinary work
- Develop assessment criteria and best practices for cross-disciplinary work
- Initiatives in cross disciplinary approaches between Art Historians, Science Historians and Technology Historians. (the RE conferences are an initial step -- R. Malina)
- Cross link the various efforts to archive work of historical interest. There are numerous archiving initiatives but there is a real need to consolidate and transmit best practices.
- Pure research funds; Good Idea Grants (GiGs) – like Maine State; Awards for things like kit development or mod’ing
- The ability to publish one’s work via NSEAD (i.e., book and paper publications)
- Provide tools or toolkits for collaboration (i.e., software, templates, guidelines, etc)
- Professional workshops on collaboration
- Provide publicity for the projects
- A sales site – where the ‘products’ of some projects could be sold (etsy)
- A lecture series
- A DIY workshop series
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**Partnering**
The network evolves smart, synergistic partnerships among government, private, and academic communities to grow transdisciplinary initiatives.

**Opportunities**
- Forge partnerships
- Address crossover in goals and methods among government, private, and academic communities
- Recognize and validate cross disciplinary work [with XSEAD]
- Identify and disseminate high impact projects [with XSEAD]
- Engage transdisciplinary work among arts+sciences+engineering+design
- Conduct synergistic matchmaking among individuals, institutions, and agencies
- Develop partnerships across multiple sources
- Blend forms of corporate, government, and private funding
- Articulate areas of common ground including learning and tech transfer
- Bridge maker, DIY, research, and academic communities

**Objectives**
- Create hybrid partnerships
- Develop funding, project, and resource/facility database [with XSEAD]
- Appoint matchmaker for online presence
- Collective facility dedicated to locate/identify/host art+science funded projects
- Scientist in art studios / artist in science labs program
- Explore analogous communities: Astronomers, etc.
- Articulate policies on funding partnerships for individual, collaborative, and institutional projects
- Appoint a legal advocate / consultant
- A group to address inter-funding issues among corporate, academic, and private partners; a test project developed for this goal
- Develop guidelines for network-supported IP ownership and sharing
- Fund matching grants, in-kind donations, and/or microdonations
- Generate in-kind project support in the form of materials, space resources, strategic planning, advice on legal issues, intellectual property, etc.
- Fund for a Creative Conversations series (as in Portland)
- Partnership grants – grants based on building unique partnerships (or collaborations) between entities (people, communities, businesses, institutions)
- Assisting Users with tools to establish a budget for materials, travel, insurance, a site for production and a venue for exhibition/publication
- Networking with other Network Users and administrators
- A place where Users will be treated professionally even if not affiliated with an academic institution or design firm, etc
- A place where Users may gain a clearer understanding (or even establish) of the value of their skills and time

**Innovation economy**
The Network contributes to the innovation economy through creative efforts among university, industry and community partners to revitalize urban neighborhoods sustainably, develop rural areas sensitively, and spur fiscal and social entrepreneurship conscientiously.

- Urban revitalization
- Rural development
- Cross-sectoral partnerships

**Opportunities**
- Foster and develop a new, creative innovation economy
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- Provide a forum where one can ‘give back’ to the community
- Identify new creative economies; new creative clusters of study and practice
- Establish a public values framework

Objectives
- Funds or guidance to enable communities to discover their cultural infrastructure (artists, designers, organizations, for-profit businesses), similar to Maine’s Discovery Research program
- Help to develop policies and even ordinances that encourage the creation of affordable project production spaces
- provide tools for negotiating with property owners and business persons to use the vacant and under-utilized space
- Keep people apprised of new trends (local, national, and international)

This material is based upon work supported by the National Science Foundation under Grant No.1142510, Collaborative Research: EAGER: Network for Science, Engineering, Arts and Design (NSEAD) IIS, Human Centered Computing. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Science Foundation.