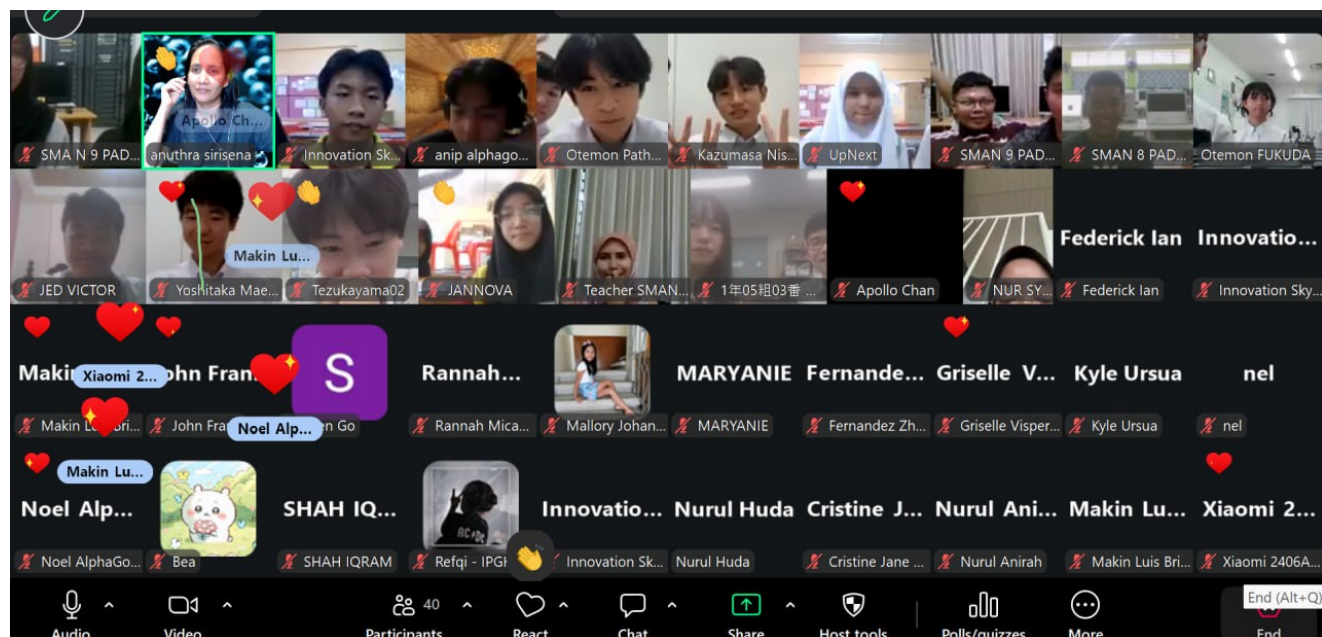


Meeting Report & Impact Snapshot

International Virtual STEAM & Robotics July Meet

DATE	18 July 2026	FORMAT	Virtual / Zoom
COUNTRIES	Japan • Malaysia • Indonesia • Philippines	EXIT POLL	28 responses



Participants reconnect after the breakout-room prototype sharing session.

1. Executive summary

The July Meet brought together students and teachers from Japan, Malaysia, Indonesia and the Philippines to present evolving STEAM and robotics prototypes, exchange constructive feedback and learn from different approaches to real-world challenges. After informal introductions and technical troubleshooting, participants moved into four mixed-country breakout rooms for project discussions. The session closed with an exit poll, Padlet reflection, encouragement from partner teachers and a group photograph.

A notable development was Fukuda-sensei's introduction of Mr. Ogawa from Kubota, who had expressed interest in the international STEAM project. This signals promising external interest while the student teams continue improving their work for the next exchange in August.

2. Purpose and intended outcomes

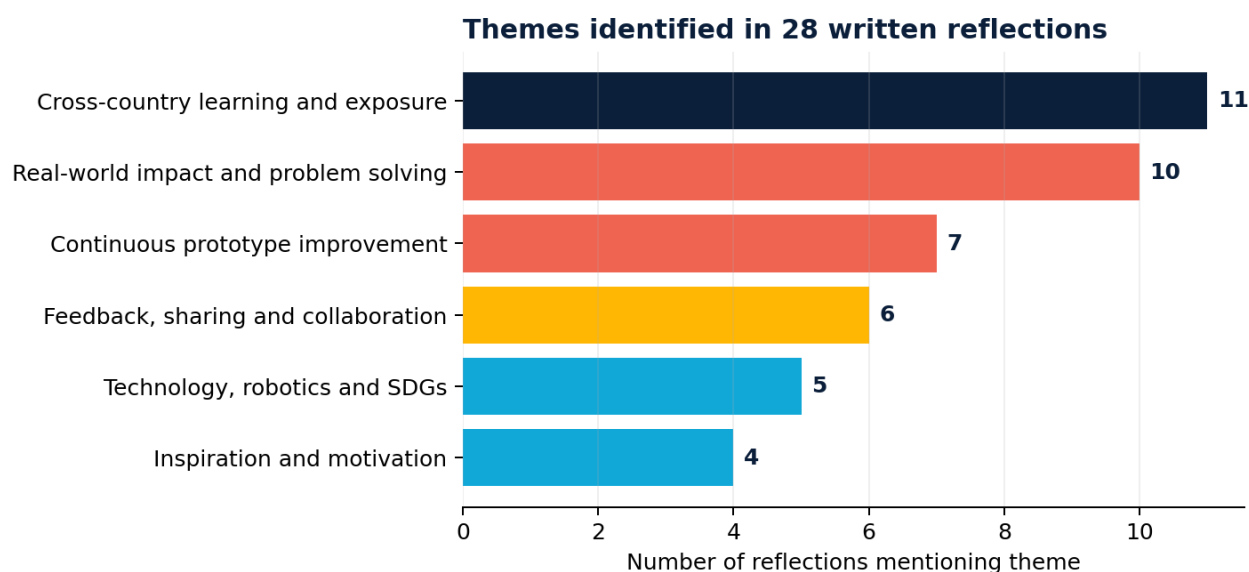
- Give student teams a safe international platform to explain their prototypes in progress.
- Expose participants to innovations, problems and perspectives from four countries.
- Help teams receive actionable peer and teacher feedback before the August meeting.
- Build confidence, curiosity, collaboration and a sense of shared responsibility through STEAM.

3. Meeting flow

- 1. Welcome and connection:** Participants introduced themselves in the chat and shared informal lunch and location updates while attendance and audio issues were resolved.
- 2. Team introductions:** Schools and teams greeted the international community and identified their project affiliations.
- 3. Prototype sharing:** Participants selected one of four breakout rooms designed to mix teams from Japan, Malaysia, Indonesia and the Philippines.
- 4. Feedback and reflection:** Teams discussed progress, listened to ideas, received advice and recorded learning through Padlet.
- 5. Exit poll and closing:** Participants completed a three-question exit ticket. Teachers offered encouragement, Mr. Ogawa's interest was acknowledged, and the meeting ended with a group photo.

4. Exit-poll findings

96% enjoyed the discussion. Twenty-seven of 28 respondents selected “yes”; one selected “maybe.”



Theme coding note: each written reflection could contribute to more than one theme. Counts are therefore indicative, not mutually exclusive.

What participants valued

- Cross-country exposure: students valued hearing different ideas, projects and ways of looking at problems.
- Purposeful innovation: reflections connected prototypes to health, environmental sustainability, daily life and helping humanity.
- Iteration through feedback: participants recognised that innovation improves through sharing, suggestions and continuous refinement.
- Collaboration and confidence: several responses highlighted teamwork, friendly engagement and the excitement of explaining ideas to others.
- Technology for the SDGs: participants specifically mentioned robotics, Arduino and technology-enabled solutions linked to sustainable development.

Scale-data limitation

The four statements — learning something, feeling inspired, curiosity to learn more, and feeling good about helping others — each received 28 responses. However, the Zoom CSV retained the choices only as “Column 1”, “Column 2” and “Column 3” and omitted the original response labels. The report therefore preserves the distributions without assigning meanings such as low/medium/high or disagree/neutral/agree.

Statement	Column 1	Column 2	Column 3
I learn something	7	10	11
I am inspired	6	10	12
I am curious to know and learn more	6	8	14
I feel good knowing we are here to help others	5	8	15

5. Key strengths and learning

International mix — The breakout structure supported exposure beyond each team’s own school and country.

Authentic work in progress — Students were not expected to present only finished products; they discussed evolution, obstacles and next improvements.

Reflection embedded in the experience — The poll and Padlet moved the meeting from presentation to sense-making.

Strong purpose orientation — Many reflections framed innovation as a way to help people or address environmental and social problems.

6. Challenges observed

- Audio echo, participant verification and attendance tracking slowed the opening.
- At least one team was unable to share slides because of technical issues.
- Open breakout-room selection created flexibility, but room assignments may need clearer advance guidance to ensure a balanced country mix.
- The exported poll scale lacked response labels, limiting quantitative interpretation.

7. Agreed next steps

Owner	Action
All teams	Complete the Padlet reflection: one inspiring innovation, useful advice received, and improvements to make before August.
All participants	Complete the three-question exit ticket if not already submitted.
Student teams	Refine prototypes and prepare an updated progress story for the next international meeting.

Owner	Action
Facilitators	Confirm breakout-room allocations, technical backup arrangements, attendance method and slide-sharing protocol before the August session.
Organising team	Follow up appropriately on Kubota's interest and clarify possible engagement with the student innovation exchange.

8. Recommended focus for August

- Show what changed: each team should identify the specific feedback acted upon and the evidence of improvement.
- Strengthen the problem-user connection: explain who experiences the problem and how the prototype will help.
- Test, document and learn: bring simple testing evidence, observations, failures and next questions.
- Keep the exchange interactive: reserve time for questions and feedback rather than using the entire slot for presentation.

9. Closing reflection

The July Meet demonstrated that an international STEAM conference can be more than a showcase. It can become a shared learning studio where young innovators practise explaining, listening, questioning and improving. The strongest message from the participants was clear: meaningful innovation grows when ideas cross borders and feedback is welcomed.