



# CITY X PROJECT

The City X Project is an international education workshop for 8-10 year old students that teaches creative problem-solving using 3D technologies and the design process.

## EDUCATOR TOOLKIT

Bring City X to your elementary school with our free, downloadable toolkit that includes everything you need to get kids innovating. Coming 2014.

## MAKER ED & STEAM

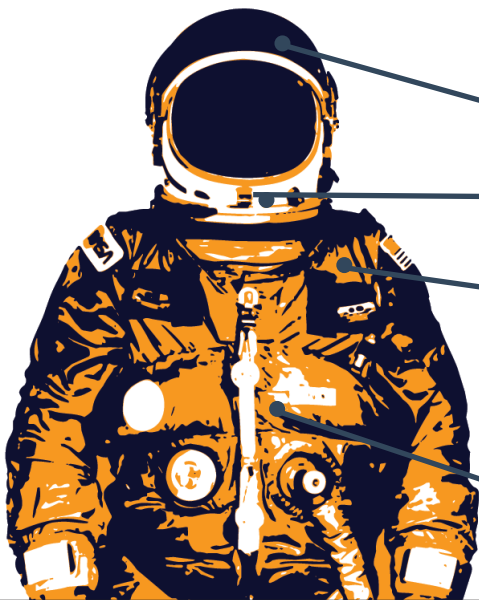
City X teaches basic 3D modeling, printing and design skills to highlight the importance of creativity in problem solving.

## MEDIA INSTALLATION

A global media experiment that puts 3D technologies in the hands of kids to explore how culture influences shared hopes and assumptions about the future. Exhibiting 2014.

## GLOBAL CONNECTIONS

City X fosters cultural exchange & awareness by introducing possibilities for global collaboration.



*In a world dominated by exponential change, the next generation must be equipped with the tools to adapt, empathize, collaborate and innovate. The City X workshop helps prepare children for the world of tomorrow, starting today.*



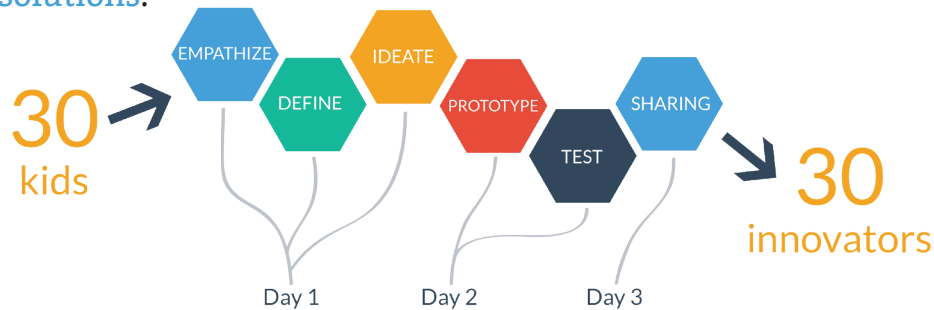
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# THE WORKSHOP

“Humans have just landed on an alien planet and they’ve staked out an area for the first settlement, City X. Starting a city on another planet is hard, though! They need solutions to challenges relating to health, safety, communication, transportation, and food supply. The settlers in City X have sent messages of their needs back to Earth. Now their challenges must be solved by the engineers at home, a vast team of young designers around the world...”

It’s up to the City X designers – teams of 8-10 year old students – to solve the real-world problems of 32 characters living in City X. During the three-day workshop, students use the Stanford d.school **design process** along with **3D modeling and printing** technologies to invent, prototype and test their **solutions**.



DAY 1

## EMPATHIZE, DEFINE & IDEATE

Students are introduced to the challenges on City X and each are assigned a character whose problem they will solve. Brainstorming gets the best ideas to start developing



DAY 2

## PROTOTYPING & TESTING

Using basic tools like clay, paper, and markers, student designers create prototypes of their inventions and pitch them to testing groups of peers and teachers for feedback that can help improve their creations.



DAY 3

## SHARING

Students use simple 3D modeling software to create 3D models of their inventions, which can then be printed on a 3D printer in the classroom and can be instantly shared with anyone in the world.



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# GLOBAL SHARING + REAL WORLD SKILLS

*The world is changing – faster than ever before – from a society run by elites to a society in which everyone can be a changemaker.” - Ashoka*

Teams of students from around the world work to create solutions to challenges in City X. Their inventions are uploaded to an online gallery so they can be shared and printed in any classroom, anywhere, enabling the communication of ideas like never before.

And it's not all imaginary. Researchers around the world are working on developing 3D printers that can be sent into space with a new generation of explorers that will need to do exactly what the City X designers are learning. They will settle new planets and produce what they need when they get there with 3D printing technology. Thanks to a partnership a team of these researchers at a company called Made In Space, at the end of the City X Project, one lucky designer will have their invention sent to and printed on the International Space Station!



Julia got to know her character, Emilia, who needs a solution to a traffic problem in City X. There are too many cars, and she needs a way to get around! After brainstorming she made this clay prototype.

Steve prototyped an automated dental contraption to help solve the health problems that were facing his character, Adam, in City X. Here he's designing a 3D model of it in 123D Design.



James in Appleton, WI invented a health coaster to heal people in City X, and brought his idea to life with 3D printing. Here he is with his clay prototype and the 3D model he designed and printed using 123D Design and a 3D Systems Cube printer.



Mathis in Beirut, Lebanon also solved a health problem for City X, and found James' invention in the online database. He liked it, and duplicated his invention to be part of Beirut's City X too.



# EXAMPLE CHARACTERS



FOOD SUPPLY



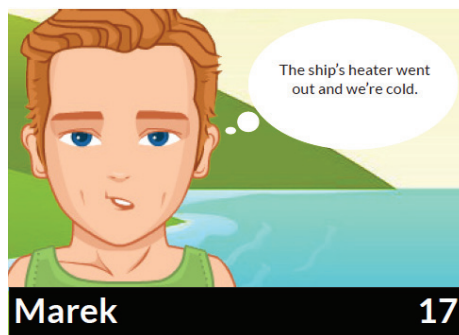
HEALTH



COMMUNICATION



ENVIRONMENT



INFRASTRUCTURE



ENERGY



3DSYSTEMS

**MADE  
IN SPACE**  
Additive Manufacturing for Space



**CITYXPROJECT**

*Given the opportunity to create without limits,  
what kind of world would kids imagine?*



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