

# Full STEAM Ahead: Traveling Tech Carnival Launches

By [Adam Popescu](#) on April 30, 2013



The circus is coming to town -- the [Two Bit Circus](#) that is. And today the think tank troupe of self-described artisanal engineers is launching a [Kickstarter](#) campaign to produce the [STEAM Carnival](#).

This isn't bearded ladies and strong men carnival fare. This is a tech bent affair focused on hooking kids with the thrill of cool education. STEAM stands for science, technology, engineering, art and math. Think educational entertainment. The makers behind this



circus maximus want to inspire the youth to pursue careers in the sci-tech world. It's like a World's Fair for the iPhone set.

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“We’ve found that high-tech games spark curiosity about engineering and science, so we created the STEAM Carnival to inspire the next generation of inventors,” explains Eric Gradman, Two Bit's CTO and co-founder.

The goal of the project is to raise \$100,000 in the next 33 days to take the circus on the road. That means you're going to see roboticists, scientists, engineers, designers all coming alive in an old-fashioned big tent at a fairground near you, if the project gets the needed funding. The carnival will begin in spring 2014 in Los Angeles and San Francisco and is polling users to see what city they should hit next.

If things go as planned, STEAM will keep its kid-friendly focus and showcase its creations via competitions, digital art galleries, a musical robot concert, and a fashion with wearable electronics.

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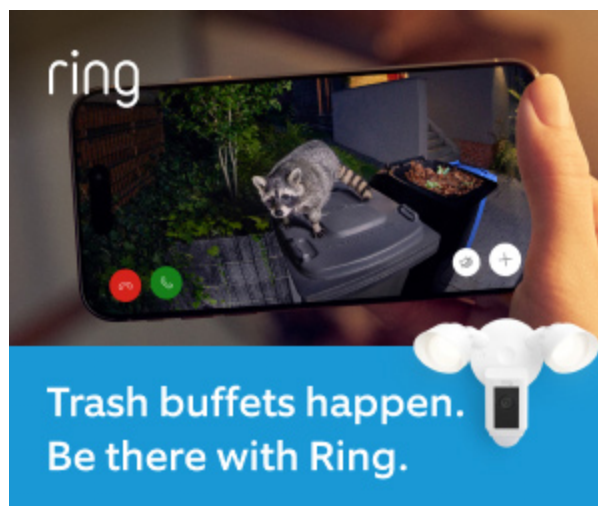
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Here's a video to see what's in store:

There's a good chance this could get big. Some of the team behind Two Bit were involved in the band OK Go's huge web hit "[This Too Shall Pass,](#)" building the [Rube Goldberg machine](#) for the video. Lead engineer Dan Busby says the interest and support the group received from math and science educators, based on the video, "spawned the idea for the STEAM Carnival."



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