

## Project Interview Guiding Questions

### Connection to Theme

- How does your project connect to the theme? *Sustainability*

### Purpose

- What was your reason or purpose for developing your project?
- What is the purpose of your showcase artifact(s)?
  - *Education of public, prototype of design, artistic expression, etc*
- What impact do you hope your project will have?
- If you were to continue with your project, how might it change other people's lives or perspectives?

### Integration

- Which areas of STEAM (Science, Technology, Engineering, Arts, Mathematics) are represented in your project?
- How does the inclusion of different STEAM areas make your project stronger?
- How would your project be different if you didn't include one of the STEAM areas you integrated?

### Process

- Describe to us the documentation in your GoogleFolder.
- Describe the feedback you received. Who did you get feedback from? What did you do or change as a result of feedback?
- What are your thoughts about your project now? What would you change or keep the same if you had time to work on it further?

### Content Mastery

- What content/information did you have to learn in order to work on your project?
- How does your project (documentation, showcase artifact, etc) show the content or information you learned?

### Exhibition

- Describe or show your artifact or product. How does it relate to your overall project?