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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Humans have just landed on an alien planet and they’ve staked out an area for their first city, City X. They need inventions that solve challenges relating to health, safety, communication, transportation, and more. These inventions are to be created by a vast team of young designers all around Earth.

It’s up to the City X designers – teams of 8-12 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.

**Empathize, Define, & Ideate**

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

**Prototyping & Testing**

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

**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.
Students around the world create solutions to challenges in City X. Their inventions are uploaded to an online gallery that can be shared and printed in any classroom, anywhere.

City X isn’t all imaginary. Researchers 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. The City X Project has partnered with a team of these researchers at a company called Made In Space, and one lucky City X designer will have their invention sent to and printed onboard the International Space Station in 2014!

“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

Julia got to know her character, Emilia, who needs a solution to a traffic problem in City X. After brainstorming she made this clay prototype of a hovercraft that’ll fly over traffic jams.

Steve in Beirut, Lebanon modeled an automated dental contraption on an iPad to help solve the health problems that his character, Adam, was facing.

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.

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.

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

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