

H.U.M. S.T.E.A.M. Lab: Creating Interactive Artwork Inspired by African American Artists

Host: Hampton University Museum

Instructor: Boyd Smith

Duration: 5 Days (Monday–Friday), 9:00 AM – 5:00 PM, July 6th - July 10th, 2026

Target Age Group: 11 –13 years old

Capacity: 10 -15 students max

Program Overview

H.U.M. S.T.E.A.M. Lab is a full-day summer enrichment program where students explore the work of influential African American artists and apply science, technology, engineering, art, and mathematics (**STEAM**) principles to create interactive fine art paintings.

Throughout the week, students will study visual storytelling, experiment with materials, and design interactive paintings that incorporate movement, texture, structure, and optional light elements.

Rather than viewing art passively, students will create museum-quality pieces that respond to artistic legacy through innovation and hands-on design.

Educational Goals

- **Analyze and interpret** artwork by Black American artists using visual literacy skills.
- **Apply STEAM principles** (science, technology, engineering, art, and math) to the design of an interactive painting.
- **Experiment with artistic materials** to understand color theory, texture, and paint chemistry.
- **Use measurement and design planning** to create balanced, structurally sound artwork.
- **Integrate interactive elements** (movement, layering, or simple circuits) into their paintings.
- **Communicate their creative process** through an artist statement and public presentation.