Objectives & Code

Objectives
The Juxtopia Group has the following objectives to advance underserved and disadvantaged learning and application of science, technology, engineering, and math (STEM) proficiency.
- Integrate innovative early learning experiences in formal and informal learning environments to enhance the application, learning, and value of STEM skills that may be accessible anytime, anywhere, at any-pace, and by anyone.

- Conduct empirical research to prototype approaches and publish results that lead to more effective learning science and technology tools, that tailor to individual learning needs, and that competitively augment learning capabilities.

- Develop methods to expose underserved and disadvantaged groups to and identify with historical figures from their culture and racial background who have made significant contributions to STEM.
- Promote the value and dispel negative cultural perceptions of acquiring STEM knowledge in American culture.

- Motivate underserved and disadvantaged children, students, and adults to study and enter STEM careers.

- Collaborate with organizations, universities, and industry to significantly increase the number of underserved and disadvantaged students who complete STEM related PhD degrees and who actively guide the next generation of STEM leaders.

- Continually measure STEM learning performance with science and technology interventions in traditional and non-traditional learning environments.

Code of Achievement
For a commitment to augment STEM achievement in the United States especially for those underserved and disadvantaged, The Juxtopia Group pledges to:
- Dispel the negative stereotypes, societal perceptions, and environmental factors preventing significant achievement in STEM learning.
- Build pedagogically effective science and technology interventions that significantly improve STEM performance in informal and traditional learning environments.
- Continually promote STEM literacy and increase its public interest inside and outside traditional learning environments.
- Significantly increase the number of STEM PhDs in the United States.
- Increase the number of entrepreneurs with self sustaining science, technology, and engineering related businesses.
- Create an extremely competent and competitive American work force with unparalleled STEM proficiency.
- Impact policy to realize a ubiquitous learning infrastructure that reinforces, accelerates, and motivates STEM learning.