



School is **fractured**, but we can put it back together. **STEAMHAMLET** can help.

**What is STEAMHAMLET?** It is a mixed reality hologram projection tool that allows users to manipulate information in a collaborative environment. Pulling from existing databases, clearinghouses, and digital archives, all ideas and artifacts in recorded history will become movable objects projected by STEAMHAMLET in a shared space. No glasses necessary: Imagine people working collaboratively around a table where they can pinch, move, scale, mashup, replace, alter, add, and edit any informational object in an easily manipulated hologram projection. Limitless innovation with a vast storehouse of recorded data, that is **STEAMHAMLET**.

- Science**
- Technology**
- Engineering**
- Art**
- Mathematics**
- History**
- Art**
- Music**
- Language**
- English**
- Theater**

**Why is it called STEAMHAMLET?** It consciously puts back together into one learning experience all of the subjects that school artificially separates. Further, the focus on STEAM in school excludes the Humanities.

**Why does art appear twice in STEAMHAMLET?** It is on purpose because art is our most valuable form of irrationality where we can be emotional and expressive in pursuit of ideas.



Inventor, Bryan Philip Sanders  
**STEAMHAMLET** is a registered trademark

Educational Use Software  
<https://steamhamlet.com>