



Geeks Night Out – 13th Anniversary

Tempe's annual STEAM Festival

Wednesday, March 25, 2026

5 – 7:30 p.m.

Tempe Community Complex

Southwest Corner of Rural Rd. & Southern Ave.

Calling all Scientists, Techies, Engineers, Artists and Mathematicians. Come be part of Tempe's annual STEAM festival, Geeks Night Out!

The City of Tempe is excited for the 13th Anniversary of Geeks Night Out, an Arizona SciTech Festival Signature event, from **5 – 7:30 p.m. on Wednesday, March 25** at the Tempe Community Complex.

The free, family-friendly, in-person event is a celebration of Science, Technology, Engineering, Art and Mathematics that provides interactive, hands-on learning opportunities for our community to enjoy.

Researchers have found that teaching STEAM topics in a more connected manner, especially in the context of real-world issues, can make the subjects more relevant to the students and teachers. This in turn can enhance motivation for learning and improve student interest, achievement and persistence.

In 2025, Geeks Night Out featured more than 60 different vendors showcasing STEAM activities to a crowd of approximately 3,000. Highlights included rocket building and launching, forensic crime scenes, robotics, a makerspace, and so much more. Geeks Night Out has families and their budding scientists/engineers/technicians/artists/mathematicians covered!

We are excited that you want to be part of the fun. The success of Geeks Night Out depends on people like you, who bring interesting ideas and activities to the event.

There is no cost to host a booth at Geeks Night Out, but we do have some guidelines and information you need to know in advance to ensure you have a successful time at Geeks Night Out. Please continue reading to learn how you can be part of the 2026 Geeks Night Out team and discover the science with us!



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Event guidelines and booth logistics:

The majority of the Geeks Night Out event footprint will once again be in the Library’s north parking lot, which is covered by solar panels. This is a **BYOB (Bring Your Own Booth)** event, which means you will need to bring everything you need for your booth and activities.

Booths are one parking space (approximately 9’ wide). Event attendees will approach the booth the same way a car approaches the parking space. If more space is needed, please indicate the additional space on the Booth Registration Form.

In each parking space, **we will provide one (1) 6’ table and two (2) folding chairs.**

1. All booths should have an interactive element (product demonstration, games, experiments, etc.). Please keep all content related to STEAM learning.
2. Each booth should have at least one designated person to describe and explain the science behind what is being featured, demonstrated, etc.
3. Please provide a description of what will happen at your booth on the Booth Registration Form. This info will be used to promote the event.
4. Each participant will receive one (1) booth unless additional space is requested on the Booth Registration Form.
5. Each booth will have one (1) 6’ table and two (2) folding chairs. If additional tables and chairs are needed, please request them on the Booth Registration Form.
6. Wi-Fi and access to electricity will be available. You **MUST** note that access to power is needed on the Booth Registration Form in order for booth to be assigned near a power source. You will need to supply your own extension cords, surge protectors, tape to cover cords, etc.
7. Booths should be **set up and ready to go by 4:30 p.m. on Wednesday, March 25.**
8. You will be able to unload next to booth beginning at noon on Wednesday, March 25. All vehicles must leave the area by 4:30 p.m.
9. If you are planning on selling anything at the event, you will need a City of Tempe Sales Tax License. www.tempe.gov/salestax/PDF/SpecialEventTaxApp.pdf Contact www.tempe.gov/salestax if you have any questions.



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Booth Suggestions

- We encourage each booth to be as interactive as possible. Potential ideas include:
 - Inviting attendees to assist in a demonstration
 - Having materials and objects on display that attendees can directly interact with
 - Having small experiments or labs that attendees can conduct on-site
 - Providing handouts with activities that attendees can do at home on their own
 - Asking attendees questions as a part of an activity
 - Rewarding attendees with prizes (such as small toys, candy, etc.,) for completing an activity or answering a question correctly
- Have at least one person explaining the scientific concepts that the booth highlights
- Strive for educationally-focused exhibits
- Offer unique experiences that are not available to attendees at home, work or school
- Evoke wonder in attendees and strike their curiosity
- Make exhibits welcoming – give STEAM a friendly face
- Encourage visitors to interact with each other

What to avoid

- Avoid exhibits that are overly complicated and/or overly informative. The average visitor will be engaged in an exhibit for only a few minutes, so avoid teaching a lesson on academic material and focus on providing a memorable experience and creating a desire to learn more.
- Avoid overwhelming attendees with too many activities. Instead, provide one or two with greater depth.
- Avoid using audio unless it is truly needed. There will be many exhibitors at this event and noise should not interfere with other exhibits.

We are looking forward to working with you to continue to bring this electrifying event to the Tempe community. Please feel free to reach out to Denise Rentschler at 480.350.5209 or denise_rentschler@tempe.gov with any questions.