STEAM Education based on the research in IIS

Research for educational activities based on the cutting-edge research in IIS

Aim: Research and development of STEAM (Science, Technology, Engineering, Arts, and Mathematics) education and outreach programs based on the cutting-edge research in IIS by cooperating with industries in order to improve science and technology literacy among younger generation.

Systematizing these educational activities academically

Evaluation of programs

Educational Activities
Planning and running the educational activities based on the cutting-edge research in IIS by cooperating with industries

- Visiting lectures
- Workshops

Development of Teaching Materials
Development of teaching materials based on new educational activities

- Experimental teaching materials
- Worksheets
- Digital teaching materials (DVD, YouTube)

Science and Technology Communication Activities

- Science cafe
- Seminar
- Workshop for girls
- Stargazing event