STEAM Educational System based on the Research in IIS

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

We are developing STEAM educational system based on the cutting-edge research in IIS to improve next-generation science and technology literacy with the keywords of education × engineering × communication.

* STEAM : Science, Technology, Engineering, Arts, and Mathematics

Systematizing STEAM Educational Activities Academically

Evaluation of Programs

STEAM Education
- Development of Educational Interface
- Design of Workshops
- Evaluation and Analysis

Visiting lectures
Workshops

Teaching Materials
- Development of teaching materials based on educational activities
  - Experimental teaching-materials
  - Worksheets
  - Digital teaching materials (YouTube, DVD)

Science and Technology Communication Activities
- Science cafe
- Seminar
- Workshop for girls
- Stargazing event

Graduate School of Interdisciplinary Information Studies
Science Interpreter Training Program

http://www.kawagoe-lab.iis.u-tokyo.ac.jp

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