

KAWAGOE LAB.

Practical Research for STEAM Education



Department of Mechanical and Biofunctional Systems

Department of Interdisciplinary Information Studies
Science Interpreter Training Program

Engineering Literacy

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

STEAM Education System based on the Research at IIS

We are developing a STEAM education system based on cutting-edge research at IIS to foster next-generation science and technology literacy, focusing on the keywords **engineering, education, and communication**.

* STEAM : Science, Technology, Engineering, [Liberal-] Art [s], and Mathematics

Practical Research and Systematization of STEAM Education and Science and Technology Communication

Assessment, Educational Data Analysis, and Evaluation Methods

STEAM Education Design

Development of Educational Interface

Design of Workshops

Evaluation and Analysis

年度	担当	担当科目	担当内容	担当成果
2019	藤原 隆	STEAM教育	「STEAM教育」の重要性を踏まえ、STEAM教育の普及を図る。	STEAM教育の重要性を踏まえ、STEAM教育の普及を図る。
2020	藤原 隆	STEAM教育	STEAM教育の重要性を踏まえ、STEAM教育の普及を図る。	STEAM教育の重要性を踏まえ、STEAM教育の普及を図る。
2021	藤原 隆	STEAM教育	STEAM教育の重要性を踏まえ、STEAM教育の普及を図る。	STEAM教育の重要性を踏まえ、STEAM教育の普及を図る。
2022	藤原 隆	STEAM教育	STEAM教育の重要性を踏まえ、STEAM教育の普及を図る。	STEAM教育の重要性を踏まえ、STEAM教育の普及を図る。

Lecture plans

Teaching Materials

Development of Digital teaching materials (VR, YouTube, DVD)



VR Contents (Yasukawa and Kawagoe, 2021)

Development of teaching materials and worksheet



Digital Contents (Kurata and Kawagoe, 2022)

Practice of STEAM Education and Science and Technology Communication



Workshops
Visiting Lectures



Workshop
for girls



Science café
Lecture



Stargazing
event

