STEAM Education System based on the Research in IIS

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

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

STEM: Science, Technology, Engineering, Arts, and Mathematics

Systematizing STEAM Education

Analysis and Evaluation of Programs

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

Teaching Materials
- Development of teaching materials and worksheet
- Development of Digital teaching materials (VR, YouTube, DVD)

Workshops
- Visiting lectures
- Workshops

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

VR Contents
(Yasukawa, S., Master Thesis, 2021)

Visual teaching materials @ONG