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 cutting-edge research in IIS to improve next-generation science and technology literacy with the keywords of engineering × education × communication.

STEAM: Science, Technology, Engineering, Arts, 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

Lecture plans for STEAM education

Teaching Materials

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

Development of teaching materials and worksheet

Practice of STEAM Education and Science and Technology Communication

Workshops, Visiting Lectures

Workshop for girls

Science cafe

Stargazing event

Emerging Design and Informatics Course, GSII
Science Interpreter Training Program, Graduate School of Arts and Sciences
http://www.kawagoe-lab.iis.u-tokyo.ac.jp