

DESIGNING INNOVATIONS IN STEAM EDUCATION CONFERENCE - May 2021

Wednesday, 26.05.2021 - Schedule in Central European Summer Time CEST

13:30 - 13:45	Welcoming Words
13:45 - 14:45	Diego Lieban Digital and Physical Resources with GeoGebra: from playing to making them
14:50 - 15:50	Houssam Kasti Designing the Design for STEAM Education
16:00 - 17:00	Miracles in Education Julia Wolfinger - Latest GeoGebra Developments Adi Nur Cahyono, Shereen ElBedewy, Eva Ulbrich, Branko Andjic
17:00 - 17:30	Math Puzzles in Geogebra: our proposal for the quarantine - open ended Aniura Milanés, Leandro Araújo, Lorenzo Albalat Lipp

Thursday, 27.05.2021 - Schedule in Central European Summer Time CEST

08:30 - 08:40	Opening
08:40 - 09:30	Keynote by Benjamin Rott & Moritz Suemmermann : "On the value of design in mathematics education research"
09:30 - 09:40	Break
09:40 - 11:15	Presentations in Parallel Sessions – 10 Minutes each
11:15 - 11:30	Break
11:30 - 12:00	Discussion - Reflections moderated by Zsolt Lavicza & Eva Ulbrich
12:00 - 13:15	Break
13:15 - 14:30	Panel Discussion moderated by Kristof Fenyvsi Keynote by Suné Stassen, Brady Peters, Zsolt Lavicza
14:30 - 14:40	Break
14:40 - 16:00	Presentations in Parallel Sessions – 10 Minutes each
16:00 - 16:10	Break
16:10 - 17:00	Discussion on STEAM Design and Policy Maryvonne Nieboer, Ella Cosmovici Idsøe, Zsolt Lavicza

STEAM Austria Day

Friday, 28.05.2021 - Schedule in Central European Summer Time CEST

08:30 - 08:40	Opening
08:40 - 10:10	Presentations in Parallel Sessions – 10 Minutes each
10:10 - 10:20	Break
10:20 - 11:20	Keynote by Andreas Bauer
11:20 - 11:30	Break
11:30 - 12:00	Discussion for STEAM Austria in the future

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Presentations Part 1 on Thursday 27th of May 2021

Session #	Session 1	Session 2	Session 3	Session 4
<i>Chair</i>	<i>Péter Körtesi Karin Tengler</i>	<i>Yves Kreis Imam Rahmadi</i>	<i>Petra Ackerlauer Shereen El Bedewy</i>	<i>Houssam Kasti Eva Ulbrich</i>
09:40-09:55 CEST	Piedad Tolmos Introducing linkages for STEAM Teacher Education: an experience	Alberto Rina MathCityMap Digital Classroom	Kucisti Ike Retnaningtyas Suryo putro Lesson Study Based on STEM Answers to the Challenge of Industrial Revolution 4.0	Erzsébet Deliné Pőcze Tiles and curves - The story behind a mathematical jewelry
09:55-10:10 CEST	Cristina M.R. Caridade Solids of revolution inside Augmented Reality	Yves Kreis First results of the iterative STEAM design process in 3D modelling and printing with pre-service teachers	Ebru Büşra Yılmaz Investigations of Mathematics Teachers' Experiences of Preparing STEM Based Lesson Plans and Implementing in Online Education	Edina-Timea Opriş Gamification for developing self-regulation during mathematical problem-solving
10:10-10:25 CEST	Karin Tengler Tell, Draw & Code – a Narrative Introduction in Computer Science Education	Tommy Tanu Wijaya Elementary Students' Attitudes towards an Online Visiting Lecture in Covid-19 School Closure Period	Axel Eghtessad VidNuT: Video-Vignettes in Science, Technology and Textile Education – eLearning Modules to Enhance Professional Vision	Nils Mevenkamp Integrated Tools for Teaching & Learning Statistics
10:25-10:40 CEST	Laura Elidedt Rodriguez Art and Science Center of ITMO University	Wahid Yuniarto Developing STEM Activities for Junior High School Students in Indonesia	Ipek Saralar-Aras Steps of Writing a STEAM Learning Scenario for Geometry Lessons	Musa Saimon Implementing STEAM Education in Business Communication Course through Mobile Applications
10:40-10:55 CEST	Péter Körtesi Computer algebra programs as tools in STEAM	Pham Sy Nam Using dynamic modelling of the area of cone in GeoGebra towards supporting STEM education	Rocío Guede-Cid Training Teachers in a real Mathematics Classroom using Flipped Learning before and after COVID- 19	Mansoos ul hassan Importance of online education
10:55-11:10 CEST	Reinhard Oldenburg Technology based optimization in modeling	Felix Schwarz Mastory. Turning Math Education Into Interactive Science Fiction Stories	Eszter Kovács-Kószó Supporting Student's Interactions through Pair Work	A.P.Jayaraman Design and Development of Museum Object Oriented Narratology to Enrich Science Capital: An Indian Experience

DESIGNING INNOVATIONS IN STEAM EDUCATION CONFERENCE - May 2021

Presentations Part 2 on Thursday 27th of May 2021

Session #	Session 5	Session 6	Session 7	Session 8
<i>Chair</i>	<i>Carla Pinto Oi Mei Teo</i>	<i>Imam Rahmadi Clemens Jäger</i>	<i>Noah Dana-Picard Shereen El Bedewy</i>	<i>Houssam Kasti Branko Andjic</i>
14:40-14:55 CEST	Anna Kiladze How could geometrical artworks be connected to STEAM education using technology	Johanna Zöchbauer GeoGebra in the classroom	Duree Shahwar Rising Strong	Abdallah Asley Teaching applications of Mathematics in other disciplines: teachers' opinion and practice
14:55-15:10 CEST	Carla M.A. Pinto Emergency Remote Teaching vs Online Teaching: lessons learned	Iuliana Zsoldos - Marchis Designing board-games for developing calculation skills in primary school	Zetra Hainul Putra Prospective elementary teachers' first experiences on designing Geogebra learning activities	Valentyna Pikalova Designing STEM-oriented Explorations for Pre-service Mathematics Teachers' Training
15:10-15:25 CEST	Oi Mei Teo Designing an arts-integrated mathematics task with GeoGebra		Corrado Falcolini Solving challenging problems using GeoGebra	Adela Muntean STEAM storytelling in dome cinema
15:25-15:40 CEST	Monika Dockendorff Digital fabrication in a mathematics teaching and learning course	AnnMarie Flynn Everything you need to know about ENGINEERING but didn't know to ask - Workshop	Noah Dana-Picard Construction of plane curves as models of spatial movements	Alla Stolyarevska Serendipity and randomness in generative art
15:40-15:55 CEST	TBA		Marina Rottenhofer Modeling as Computational Thinking Language: Developing a Reference Framework	TBA

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STEAM Austria Day

Presentations on Friday 28th of May 2021

Session #	Session 1	Session 2
<i>Chair</i>	<i>Tony Houghton Oliver Kastner-Hauler</i>	<i>Clemens Jäger Corinna Hörmann</i>
08:40 - 08:55 CEST	Oliver Kastner-Hauler Adapting an OER Textbook for the Inverted Classroom Model– How to Flip the Classroom with BBC micro:bit Example Tasks	Marie-Sophie Attems MINT4future: Advancing the synergy of STEM Education and Education for Sustainable Development (ESD) in Austria
08:55 - 09:10 CEST	Susanne Thrainer The implementation of GeoGebra in mathematics classes in Austrian high schools	Martin Mayerhofer Using Personas To Characterise Secondary School Mathematics Students
09:10 - 09:25 CEST	Bogdan Pammer ORGdtk - STEAM goes ROSE	Clemens Jaeger Designing Expert Tutoring Training - Using a Model-Centered Instruction Approach for Rapid Competency Acquisition
09:25 - 09:40 CEST	Tony Houghton STEAMTEACH Austria: Towards a STEAM professional development programme	Markus Seidl Creative Computing (BA) - Experiential Learning on a Curricular Scale
09:40 - 09:55 CEST	Konrad Krainer On impact and findings of the Austrian IMST initiative	Corinna Hörmann Digital Literacy in Austrian Lower Secondary Education -- Evaluation of Experiences in the First Two Years
09:55 - 10:10 CEST	Anita Kloss-Brandstätter Digital Transformation of "Engineering Mathematics" including innovative YouTube-Tutorials as major cornerstone	Franz Fidler Using Art & Tech Thinking to Integrate the Teaching of Future (Work) Skills