

Updated 19.11.2023

EUROPEAN STEAME-ACADEMY SYMPOSIUM 2024 Presentations and Workshops 12-16 March 2024, Tor Vergata University of Rome, Italy		
1	HOW THE INVENTION OF THE MICROCHIP CHANGED OUR WORLD Bernd Deutschmann, Professor of Electronics, Head of Institute of Electronics, Technical University of Graz, Austria	Presentation
2	ONLIFE: Empower hybrid Competences for Onlife Adaptable Teaching in School Education in time of pandemic University of the National Education Commission, Krakow, Poland	Presentation
3	STEAME-STUDENTS: European Networking of STEAME School Students for Exchange and Co-creation Gregory Makrides, THALES Foundation of Cyprus	Presentation
4	Tasks with proofs as a tool for deep understanding in the mathematics classroom Valentina Gogovska, UKIM, Faculty of Natural Sciences and Mathematics-Skopje, North Macedonia	Presentation
5	BLINKING LIGHTS: SOLDER YOUR OWN CIRCUIT *DEUTSCHMANN Bernd, **MAIER Christoph, **JUCH Nikolaus** **TU-Graz, Head of Institute, **TU-Graz, Master Student, ***TU-Graz, Bachelor Student, Austria	Workshop
6	STEAME: Guidelines for Developing and Implementing STEAME Schools Gregory Makrides, Professor of STEAME Education, University of the National Education Commission, Krakow, Poland	Workshop
7	STEAME GOES HYBRID: Blueprint Guidelines and Policy Recommendations Cyprus Mathematical Society	Workshop
8	LEARN+ : Building communities of teachers producers to implement personalized learning of mathematics supported by machine learning and block chain to assess competences Mauro Figueiredo, UNIVERSIDADE DO ALGARVE	Workshop
9	Artificial Intelligence applications in education Kyriakos Matheou, Cyprus Mathematical Society	Workshop
10	BYOD-Learning: Learning at Any Time, at Any Place via any Device University of the National Education Commission, Krakow, Poland	Workshop

11	Beyond the Classroom Walls: Exploring VR in Education Vlasis Kasapakis, Professor, University of Aegean, Greece	Workshop
12	The role of blended mobility in advancing STEAME education Nuno Escudeiro, ISEP Polytechnic, Porto, Portugal	Workshop
13	ACTIVELY INCORPORATING ARTS IN MATHEMATICS AND SCIENCE – INTRODUCTION TO EDUCATIONAL THEATRE Mathematics Teacher (STEAME education) at Pagkyprion Gymnasion, Cyprus	Workshop
14	How can we use learning analytics to improve mathematics understanding in high school through STEAM approaches? Andreas Skotinos, Cyprus Mathematical Society	Workshop
15	Best math strategies for fostering creativity Valentina Gogovska, UKIM, Faculty of Natural Sciences and Mathematics-Skopje, North Macedonia	Workshop