

Thursday, 18.May 2023 - Schedule in Central European Time CEST
Abstracts of Presentations

STREAMING:

<https://www.youtube.com/@LinzSTEAMEducation>

9:00	Conference Opening	
9:10	Invited Speakers	Andreja Spernjak
9:30		Réka Livits
9:50		Carla Pinto
10:10		Mirjana Maričić
Coffee Break		
10:50	Session 1 <i>Pastita Laksmiwati, Mintzu Jeong</i>	Jozef Hvorecký Preparing Good Videos: A Guide
11:05		Peter Gonscherowksi Instruments that address the digital competence of pre-service teachers
11:20		Agnese Del Zozzo Geogebraizing classical mathematical texts as a learning experience with a communicative purpose
11:35		Youdarith Ngeth Exploring the effectiveness of using modern technology tools for Teaching Mathematics at the High School in the Kingdom of Cambodia
11:50		Monika Dockendorff (1) Digital Fabrication in Initial Teacher Education
Lunch Break		
13:30	Invited Speakers	Chronis Kynigos
13:50		Mara Alagic
14:10		Eva Schmidthaler
14:30		Diego Lieban
Coffee Break		
15:00	Session 2 <i>Eva Ulbrich, Guillermo Bautista, Jr.</i>	Laura Frentescu Tordai Towards STEAM Curriculum Through Transdisciplinary Teacher Training
15:15		Gastón Ibarburu, Lucía Lempesi, Melissa Gobbi Recreation of 3D modeling software commands with Multiple Variables Functions in GeoGebra
15:30		Maria-Stella Nikolaou Design and development of a digital kinesthetic tool for classification skills cultivation by secondary school students
15:45		Wahid Yuniato GeoGebra based Computational Thinking-Mathematics Lessons for Junior High School Students
Coffee Break		
16:00	Session 3 <i>Wahid Yuniato, M. Tejera</i>	Cecilia Russo Discovering Game Elements: A Journey into Gamification for Education
16:15		Angelika Schmid Gamification in virtual reality environment as a learning tool for teacher training
16:30		Brigitta Bekesi SMART + STEAM - ET = MARS
16:45		Natalija Budinsky STEM identities and food culture

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9:00	Invited Speakers	Lukas Rokos
9:20		Shereen El Bedewy
9:40		Lilla Koreňová
Coffee Break		
10:30	Session 4 <i>Andrea Mate-Klatyik, Brigitta Bekesi</i>	Thierry Noah Dana-Picard Modelling from reality to mathematics and further creation
10:45		Monika Dockendorff (2) Levels of Technology Integration and Beliefs of Chilean Mathematics Teacher Educators
11:00		Pasttita Ayu Laksmiwati STEAM-EDPowered in hybrid learning
11:15		Abril Armenta Franco Dancing with Physics in STEAM Education
11:30		Greta Biganzoli How the Method of Varying Inquiry Can Support the Students in the Learning of Fractals
Lunch Break		
13:00	Session 5 <i>Cecilia Russo Branko Andjic</i>	Fadhlan Muchlas Abrori How Do Elementary School Teachers Introduce Socioscientific Issues through Educational Comics?: A Study on Teacher Practices
13:15		Guillermo Bautista, Jr. Quantifying Students' Creativity in Function Arts
13:30		Peter Feher, Dora Orsolya Aknai Augmented Reality applications from Kindergarten to Secondary School Classroom
13:45		Minju Jeong How students' appreciation of object influences their design of 3D models
14:00		Musa Saimon The Marriage between Mathematics and Language: How can teachers visualise it in the Classroom?
Coffee Break		
14:20	Workshop	Branko Andjic - Filiz Mumcu