

STEAM STAFF WEEK:

An educational approach to develop interdisciplinary
in higher education

Dates

October 15th-16th

Learning objective:

Empower educational developers and teachers to implement the STEAM approach
in higher education courses on APC (competency-based approach) pathway.

Language of instruction: UNITA languages & English

Contacts

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TUESDAY- October 15th

Objectives:

- Identify the Foundations of STEAM in Higher Education
- Analyse the implementation of the STEAM approach
- Compare and contrast the implementation of STEAM experiments in the alliance
- Solve a scientific problem using an artistic form

Time	Description	Speakers
9.00-9.30	Welcome coffee & registration (Hall/Room 052 Pôle Montagne-building 3)	
9.30 10.25 Amphi 3 Pôle Montagne	<p>Presentation of the STEAM STAFF WEEK - programme & objectives</p> <ul style="list-style-type: none"> - Thorough understanding of STEAM: introduction to the STEAM approach, the fundamental principles of STEAM, the importance of integrating disciplines, objectives and benefits of the STEAM approach in higher education - Understanding of the STEAM design methodology - Exhibition of a successful STEAM experiment 	<p>aniara rodado PhD-artist & researcher at the Ecole Supérieure d'art Annecy Alpes</p>
10.25 10.40	Break & networking (Room 052)	
10.40 12.00 Amphi 3 Pôle Montagne	<ul style="list-style-type: none"> - Presentation and feedback of STEAM experiments within UNITA - Round table: reflection on the implementation of the STEAM experiments 	<p>Fabienne Gillonier Accredited Teacher/PhD in Language, Literature and Society Laboratory Cross-border and international studies at the USMB</p> <p>Anna Maria Biedermann PhD Assistant Professor in the Area of Graphic Expression in Engineering at the University of Zaragoza</p> <p>Hervé di Dominico Teacher-researcher in Motor Biology Laboratory at the USMB</p> <p>aniara rodado artist & researcher at the Ecole Supérieure d'art Annecy Alpes</p>
12.00 12.55	Lunch (Room 052)	
13.00 17.20	<p>Interactive workshops on "Art and Science "</p> <p>How to put the STEAM approach into practice: solving a scientific problem using art to find innovative solutions.</p> <ul style="list-style-type: none"> - Orange Workshop: " Assembling the turntable " (Amphi 3 Pôle Montagne) - Yellow Workshop: " Stories, colours and soils" (Room A 106 Polytech) - Blue Workshop: " Draw me a tree " (Amphi Polytech & Room D12) 	<p>Margaux Pinto Artist-author at the Ecole Supérieure d'art Annecy Alpes</p> <p>Thibault Carcassonne Artist-author at the Ecole Supérieure d'art Annecy Alpes</p> <p>aniara rodado PhD-artist & researcher at the Ecole Supérieure d'art Annecy Alpes</p> <p>Nathan Willerval Artist-author at the Ecole Supérieure d'art Annecy Alpes</p>
17.30 18.00 Amphi 3 Pôle Montagne	<p>Workshop feedback</p> <p>Synthesis: strengths, obstacles and areas of improvement</p>	<p>Chairperson: Laurent Tabourot full professor in mechanics at the USMB and Head of APPRENDRE (educational support department)</p>

WEDNESDAY- October 16th

Objectives:

- Recognize the importance of tools and technologies in STEAM
- Recognize STEAM institutional framing principles in relation to APC (competency-based approach)
- Design teaching scenarios using the STEAM approach

Time	Description	Speakers
9.00-9.20	Welcome coffee (AGORA-building 6)	
9.20 10.15 AGORA building 6	<ul style="list-style-type: none"> - Conference on “How to implement tools and new technologies in the STEAM approach” - Presentation & Feedback on STEAM experiments with the use of technology: robotics, virtual reality, augmented reality, AI, etc - Presentation of an inspiring STEAM project within UNITA 	<p>Francisco Javier Galan Perez PhD in Art History and Master’s degree in Digital Arts from the University of Zaragoza</p> <p>Ana Isabel Rodrigues Gouveia Assistant Professor at Faculty of Health Sciences in University of Beira Interior</p>
10.15 10.35	Break & networking (AGORA-building 6)	
10.35 12.30 AGORA building 6	<ul style="list-style-type: none"> - Introduction to the competency-based approach in higher education for STEAM and focus on STEAM-specific skills - Arts and Media: Information and communication Skills - Working groups: “How to create teaching scenarios using the STEAM approach” 	<p>Jean-Louis Ferrarini Associate Professor in Chemistry and educational advisor at the USMB</p> <p>Carole Brandon artist & PhD in research-creation in LLSETI laboratory at the USMB</p> <p>Jordan Emery teacher-researcher in Information and Communication Sciences in LLSETI laboratory at the USMB</p>
12.30 13.45	Lunch (AGORA-building 6)	
13.45 16.30 AGORA building 6	Presentation and feedback of working groups: Creation of teaching scenarios to enhance STEAM skills	<p>Jean-Louis Ferrarini Associate Professor in Chemistry and educational advisor at the USMB</p> <p>Laurent Tabourot full professor in mechanics at the USMB and Head of APPRENDRE (educational support department)</p>
Closing		

*Programme might be subject to modification

STEAM stands for (Science, Technology, Engineering, Arts and Mathematics)