



Interdisciplinary and Innovative Educational Practices at the University of São Paulo with STEAM approach

Hadassa Harumi Castelo Onisaki | Advisor: Roseli de Deus Lopes

STEAM & UNIVERSITY?

Challenges in Higher Education:

- Traditional barriers that hinder interdisciplinarity.
- The goal to break down these barriers and create a more cohesive educational experience.



Context:

- The research aims to investigate strategies for implementing high-impact STEAM practices at the University. STEAM integrates Science, Technology, Engineering, Arts, and Mathematics;
- Engagement in solving complex interdisciplinary problems by students;

Methodology:

- Undergraduate students from the University of São Paulo, in the fields of engineering, physics, and mathematics.
- They will participate in educational experiments at the STEAMLab, a new space created to encourage innovative practices in education, located at the Inovacenter - USP.
- Interviews, curriculum analysis, and surveys.



Bibliography:
CLAPP, Edward P., JIMENEZ, Raquel L. Implementing STEAM in maker-centered learning. Psychology of Aesthetics, Creativity, and the Arts, v. 10, n. 4, p. 481, 2016.

