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

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# 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.

