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	EUROPEAN STEAME-ACADEMY SYMPOSIUM 2024 Presentations and Workshops OPEN to Euromath & Euroscience participants 12-16 March 2024, Tor Vergata University of Rome, Italy	TYPE	DURATION IN MIN
PL1	Mathematics Competitions Around the World in 2024 Robert Geretschläger President World Federation of National Mathematics Competitions (WFNMC), Austria	Plenary talk1	30
PL2	STEAME EDUCATION: A CAREER CATALYST Georgios Tzachristas Student, National Technical University of Athens	Plenary talk2	30
SY1	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	30
SY2	STEAME ACADEMY: STEAME Teacher facilitators Academy Gregory Makrides, University of the National Education Commission, Krakow, Poland and THALES Foundation of Cyprus	Presentation	45
SY3	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	15
WS1A WS1B	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 for students With repetition in the programme	60
WS2	Pedagogical differentiation with the MILAGE LEARN+ platform Mauro Figueiredo, UNIVERSIDADE DO ALGARVE	Workshop for teachers	75
WS3	Play to learn with the MILAGE app Mauro Figueiredo, UNIVERSIDADE DO ALGARVE	Workshop for students	75
WS4	Artificial Intelligence applications in education Kyriakos Matheou, Cyprus Mathematical Society	Workshop for students and teachers	60
WS5A WS5B	Beyond the Classroom Walls: Exploring VR in Education Vlasis Kasapakis, Professor, University of Aegean, Greece	Workshop for students and teachers With repetition	60
WS6	The role of blended mobility in advancing STEAME education Nuno Escudeiro, ISEP Polytechnic, Porto, Portugal	Workshop for teachers	45
WS7	The powerful role of Entrepreneurship inside an effective STEAME learning environment: Theory and practice on real examples of Project Based Learning in STEAME schools Yiannis Lazarou	Workshop for students and teachers	60

	Mathematics Teacher (STEAME education) at Pagkyprion Gymnasion, Cyprus		
WS8	How can we use learning analytics to improve mathematics understanding in high school through STEAM approaches? Andreas Skotinos, European Association of Career Guidance (EACG) and Cyprus Mathematical Society	Workshop for teachers	45
WS9	Best math strategies for fostering creativity Valentina Gogovska, UKIM, Faculty of Natural Sciences and Mathematics-Skopje, North Macedonia	Workshop for teachers	45
WS10	Triangles and Quadrilaterals – Some of my Favorite Problems President World Federation of National Mathematics Competitions (WFNMC), Austria	Workshop for students and teachers	75
WS11	GENCRAFT AI image Generator Georgios Tzachristas Student, National Technical University of Athens	Workshop for students	45
WS12	Project-Based Learning STEAME activities for STEAME Schools Eleni Papageorgiou, Cyprus Pedagogical Institute, Cyprus	Workshop for teachers and students	60
WS13	MATHEMATICAL GAMES <u>Mara Grašić</u> , Čarda 43 Koprivnica 48000, Croatia	Workshop for students	45
WS14	SCIENTIFIC DECATHLON Hiie Asser, Maksim Ivanov, Natalia Ivanova, Julia Klochkova Tartu Annelinna Gymnasium, Kaunase pst. 68 50708, Tartu Estonia	Workshop for teachers and students	45
WS15	EDUCATIONAL WORKSHOP "BRAIN LABORATORY" Madlen Kirkor Christova, Teodora Stanislav Vasileva 125 th Secondary School "Boyan Penev", Sofia, Bulgaria	Workshop for students	45
WS16	EDUCATIONAL WORKSHOP "MY SMART HOME" Jasena Valerieva Christova, Ivayla Ivaylova Radkova, Desislava Ananieva Chergarska 125 th Secondary School "Boyan Penev", Sofia, Bulgaria	Workshop for students	45