



STEAM in the Digital Age: Innovations in STEAM Education and Technology Integration



Wednesday, 19 March 2025

13:30–15:30 hrs (GMT+1, Linz Time), 19:30–21:30 hrs (GMT+7, Bangkok Time)

Visual Summary





STEAM in the Digital Age:

Innovations in STEAM Education and Technology Integration



- Highlighted JKU's interdisciplinary STEM model & innovation



- Strengthened SEAMEO STEM-ED's partnership with JKU

- * Encouraged global learning opportunities & broader collaborations

- Reflected on each speaker's topic



AI's potential & risks in education
(Dr Andic)

Flow & balance of challenge vs. enjoyment
(Ms Infanger)

Startup ecosystems & AI in EdTech
(Dr Mumcu)

Well-being in learning
(Dr Fenyvesi)

Hybrid webinar hosted in collaboration with Johannes Kepler University (JKU), Linz, Austria



- Welcome 2,000+ participants from 47 countries



- Valued global perspectives enriching STEM dialogue

- Called to rethink success metrics in the age of AI



Welcome & Closing Remarks



Dr Kritsachai Somsaman
Centre Director, SEAMEO STEM-ED



STEAM in the Digital Age:

Innovations in STEAM Education and Technology Integration

- Celebrated strong, growing JKU-SEAMEO partnership



- Highlighted JKU's interdisciplinary STEAM approach



- Shared GeoGebra's impact & Function Art expansion in Southeast Asia



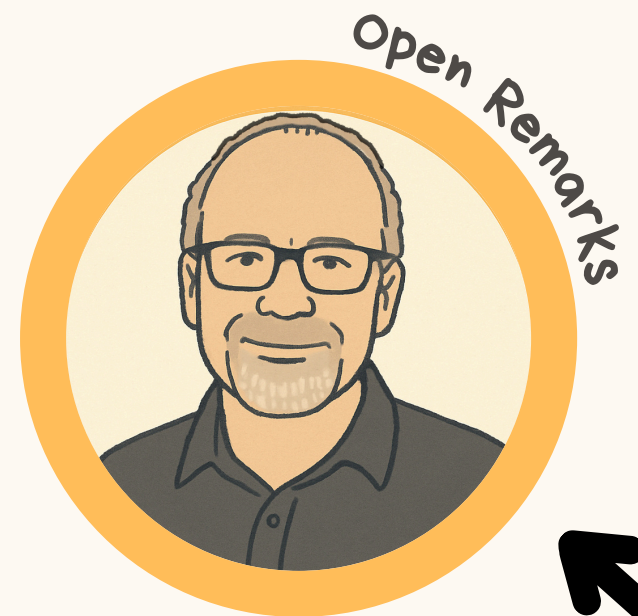
- Encouraged PhD opportunities.

- Promoted scholarships, PhD Fellowship, tech-driven research, and visiting research programme



- Advised small steps for STEAM in resource-limited settings

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Univ-Prof Dr Zsolt Lavicza
Professor in STE(A)M Education
Research Methods,
Johannes Kepler Universität (JKU),
Linz, Austria

STEAM in the Digital Age:

Innovations in STEAM Education and Technology Integration



- Showcased AI's role in personalised & inclusive learning

- Highlighted ethical use, transparency & "lazy cognition" risks



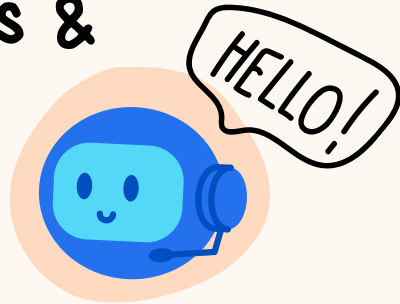
AI

- Emphasised AI literacy & responsible content validation

- Encouraged small-scale AI adoption & multi-format access



- Introduced JKU's AI chatbots & multimodal feedback tools



AI in Higher Education



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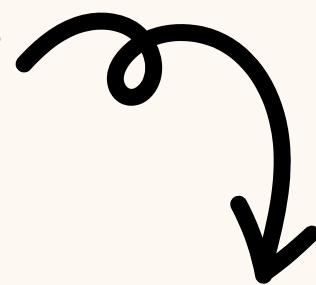
Dr Branko Andic
Center for University Didactics and
AI-Competent Teaching in Higher Education,
Johannes Kepler Universität (JKU),
Linz, Austria

STEAM in the Digital Age:

Innovations in STEAM Education and Technology Integration



- Introduced MatheArena as a gamified, AI-powered math app



- Tackled education equity with low-cost, multilingual access



- Highlighted key features: microlearning, offline access, multilingual support, and AI-powered learning paths

- Addressed EdTech adoption barriers & teacher training needs



- Stressed teacher readiness, critical thinking & guided AI use in resource-limited schools



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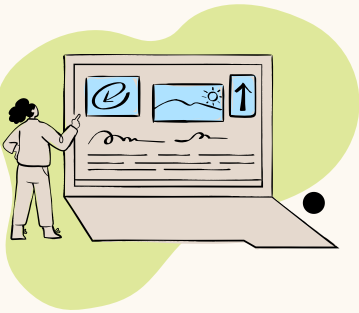
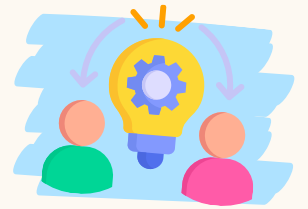


Eva-Maria Infanger
Founder and Managing Director,
MatheArena



STEAM in the Digital Age:

Innovations in STEAM Education and Technology Integration



- Presented EdTech Talents project linking universities & EdTech companies

- Promoted cross-country knowledge exchange to improve STEM tools

- Emphasised instructional design & usability testing for effective EdTech

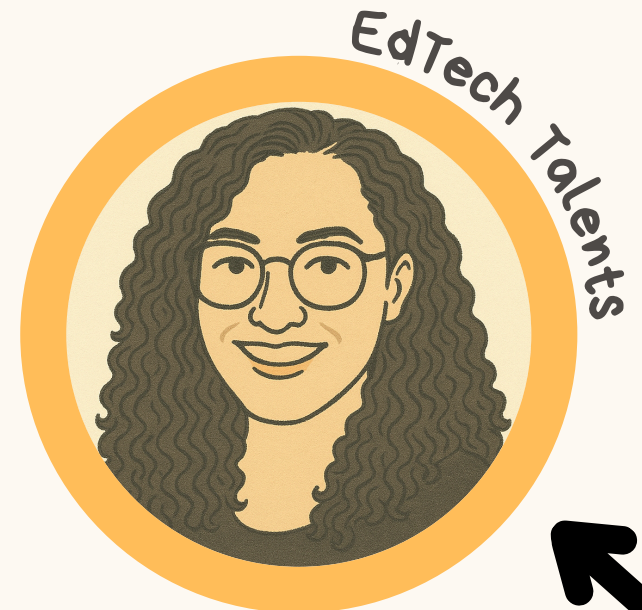


- Advocated for inclusive pathways into STEM, especially for women



- Invited educators to join the Project Academy for funding & collaboration

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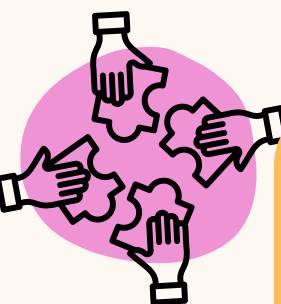


Dr Filiz Mumcu
Expert in Computer Science Education



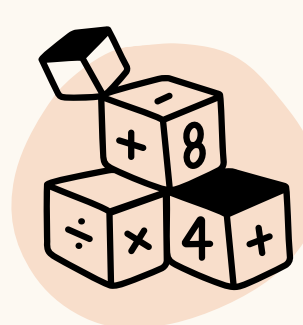
STEAM in the Digital Age:

Innovations in STEAM Education and Technology Integration

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- Showcased STEPAM project merging STEM & physical activity

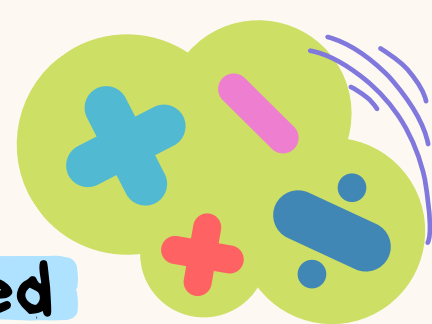
- Highlighted teachers as education researchers & well-being advocates



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- Advocated for localised, hands-on solutions using low-cost materials

- Encouraged balance between digital tools & real-world engagement



- 
- Promoted embodied learning through movement & "math in motion"



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Dr Kristóf Fenyvesi
Senior Researcher in STEAM,
Finnish Institution for Educational Research,
University of Jyväskylä, Finland



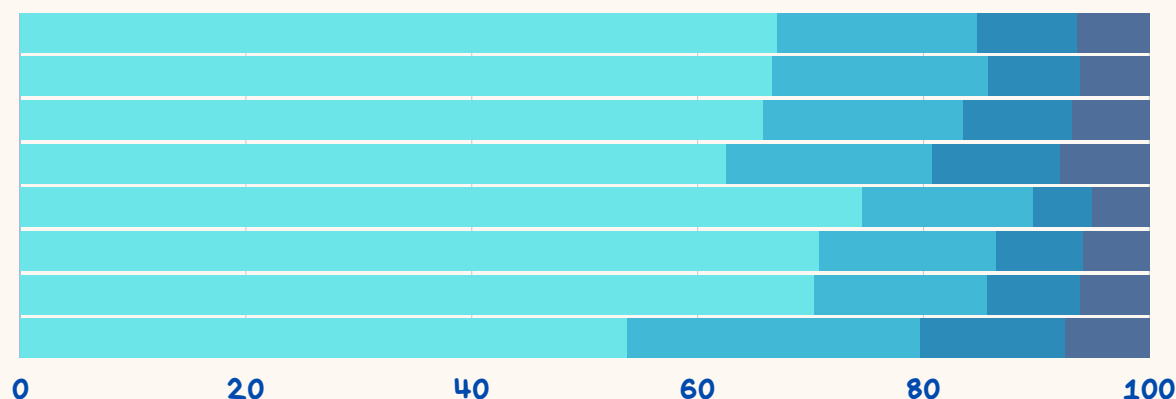
STEAM in the Digital Age:

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Percentage of Participants' Satisfaction

10 points 9 points 8 points 7-1 points

The session delivered the information I expected to receive.
The subject matter was presented effectively.
The pace of the hybrid webinar was satisfactory.
The duration was sufficient for the material covered.
The speakers were knowledgeable.
As a result, I gained new knowledge applicable to my roles.
I plan to apply what I learned in this hybrid webinar.
Average Satisfaction



2,218

Participants

47

Countries

Participant's Echo

"... I also learned that we can implement STEAM education in our own context by using low cost or no cost materials ..."

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Dr Drawan Sriboonruang
Knowledge Management Manager,
SEAMEO STEM-ED