

Visualizing the future of education through digital 3D technologies

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<http://lingid.ee/Leo3D>



Research seminar

Institute of Informatics, Tallinn University

February 4, 2015

Outline

- Who am I? What is my background?
- What am I doing at the University of Tartu?
- Why are new 3D technologies important for teachers and education?
- What significant research questions related to 3D technologies should be investigated in education research?

Who am I?

BA Computer & Electrical
Engineering, 1997-2001



University of Florida

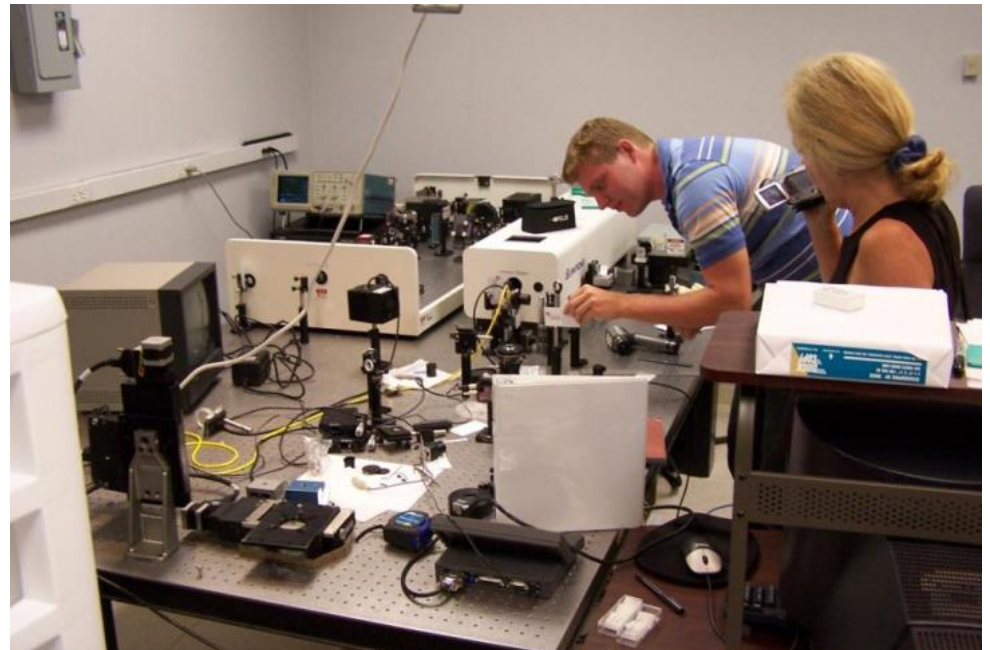
Who am I?

BA Computer & Electrical
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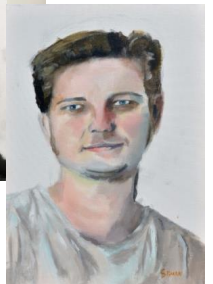
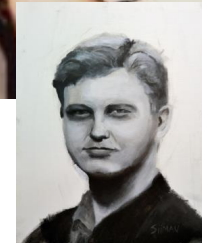
University of Florida

PhD laser physics,
2003-2008

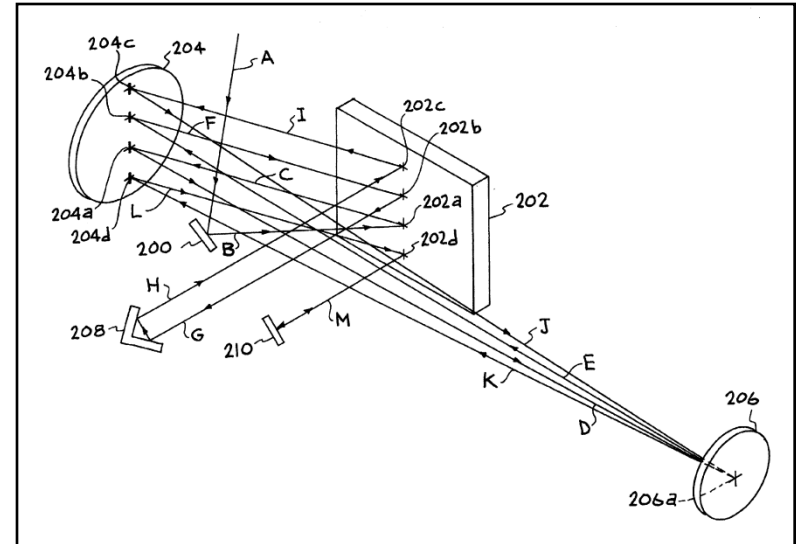
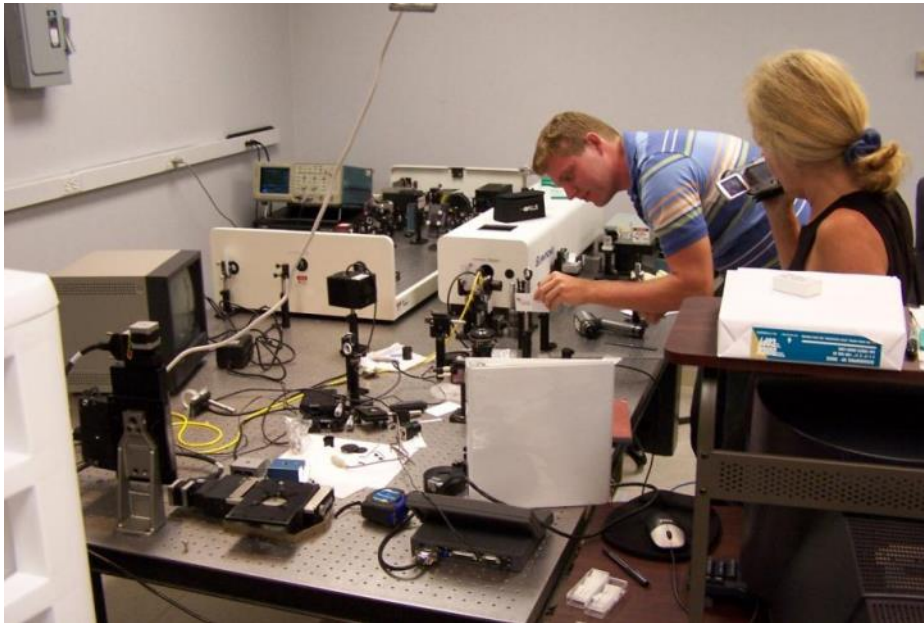


Laser Institute, Orlando, Florida

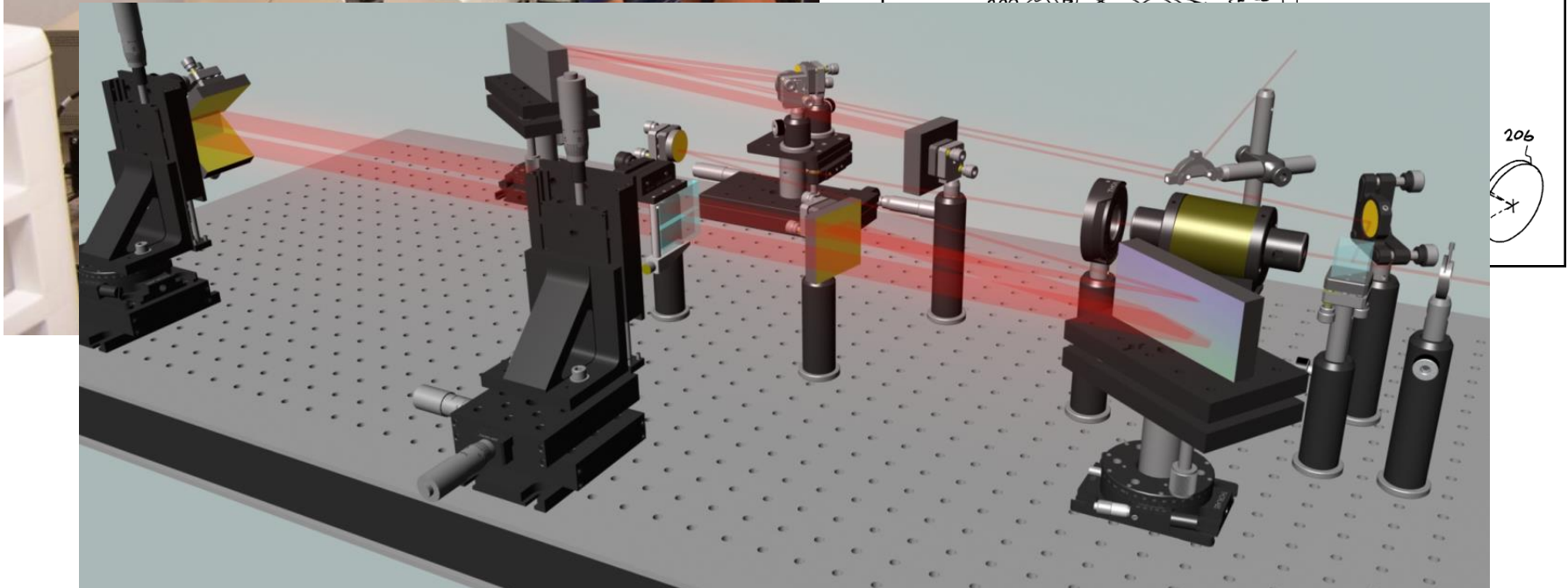
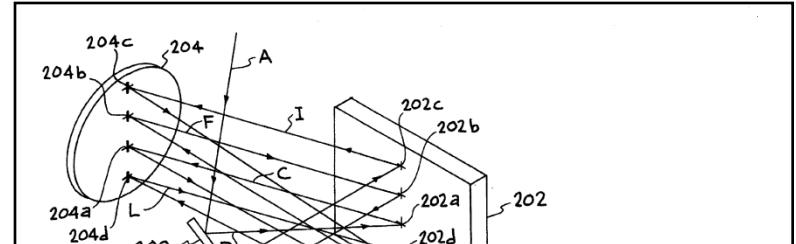
Creative hobbies



Complex laser experiments



Complex laser experiments



Communicating ideas

Coherent femtosecond pulse combining of multiple parallel chirped pulse fiber amplifiers

Leo A. Siiman,^{1,2,*} Wei-zung Chang,¹ Tong Zhou,¹ and Almantas Galvanauskas¹

¹Center for Ultrafast Optical Science, University of Michigan, Ann Arbor, Michigan 48109, USA

²Note: All authors contributed equally to this paper.

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Abstract: We report on femtosecond pulse combining with up to four parallel chirped-pulse fiber amplifier channels. Active phase locking is implemented using the LOCSET (Locking of Optical Coherence by Single-detector Electronic-frequency Tagging) single detector feedback technique, resulting in 96.4%, 94.0%, and 93.9% relative combining efficiency with two, three, and four channels respectively. Theoretical and experimental analysis of combining efficiency dependence on amplitude and phase shows convergence to a fixed value with increasing number of channels, indicating that multi-channel pulse combining with LOCSET should be scalable to very large numbers of channels.

©2012 Optical Society of America

OCIS codes: (140.3298) Laser beam combining; (140.7090) Ultrafast lasers; (060.0000) Optics amplifiers and oscillators.

References and links

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2. T. Eidam, S. Hanf, E. Seise, T. V. Andersen, T. Gabler, C. Wirth, T. Schreiber, J. Limpert, and A. Tünnermann, "Femtosecond fiber CPA system emitting 830 W average output power," *Opt. Lett.* **35**(2), 155–157 (2010).
3. J. Limpert, F. Roser, D. N. Schimpf, E. Seise, T. Eidam, S. Hübner, J. Rothhardt, C. J. M. Tünnermann, "High repetition rate gigawatt peak power fiber laser systems: challenges and solutions," *IEEE J. Sel. Top. Quantum Electron.* **15**(1), 159–169 (2009).
4. T. Schreiber, D. Schimpf, D. Müller, F. Roser, J. Limpert, and A. Tünnermann, "Influence of phase-modulation-limited chirped pulse fiber amplifier systems," *J. Opt. Soc. Am. B* **24**(10), 2855–2863 (2007).
5. T. Y. Fan, "Laser beam combining for high-power, high-radiance sources," *IEEE J. Sel. Top. Quantum Electron.* **11**(3), 567–577 (2005).
6. G. D. Goodno, C. P. Asman, J. Anderson, S. Brosnan, E. C. Cheung, D. Hammons, H. Li,

delay in this arrangement has been achieved with a compact stage. After coupling back through the collimator into the fiber circulator the second time and due to the directed out of port 3. This configuration was selected since it space degrees of freedom need for signal back-coupling adjustment—only two angular

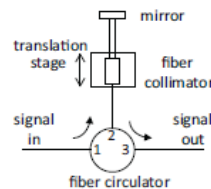
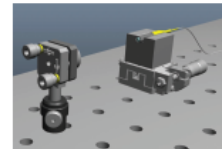


Fig. 2. Schematic and 3D rendering of the micro-optic delay line.



#169375 - \$15.00 USD

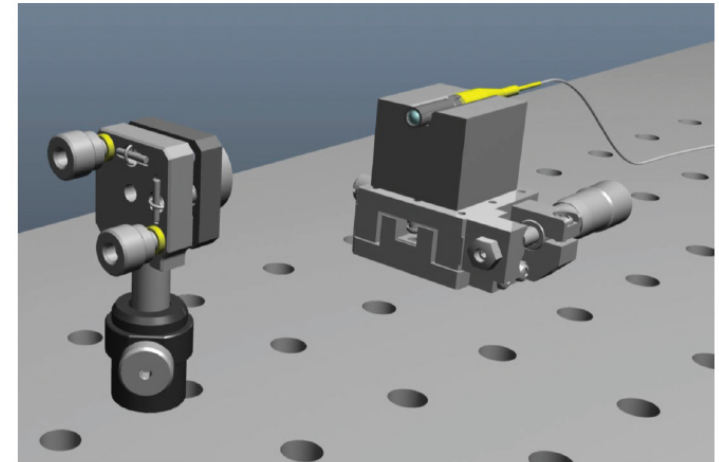
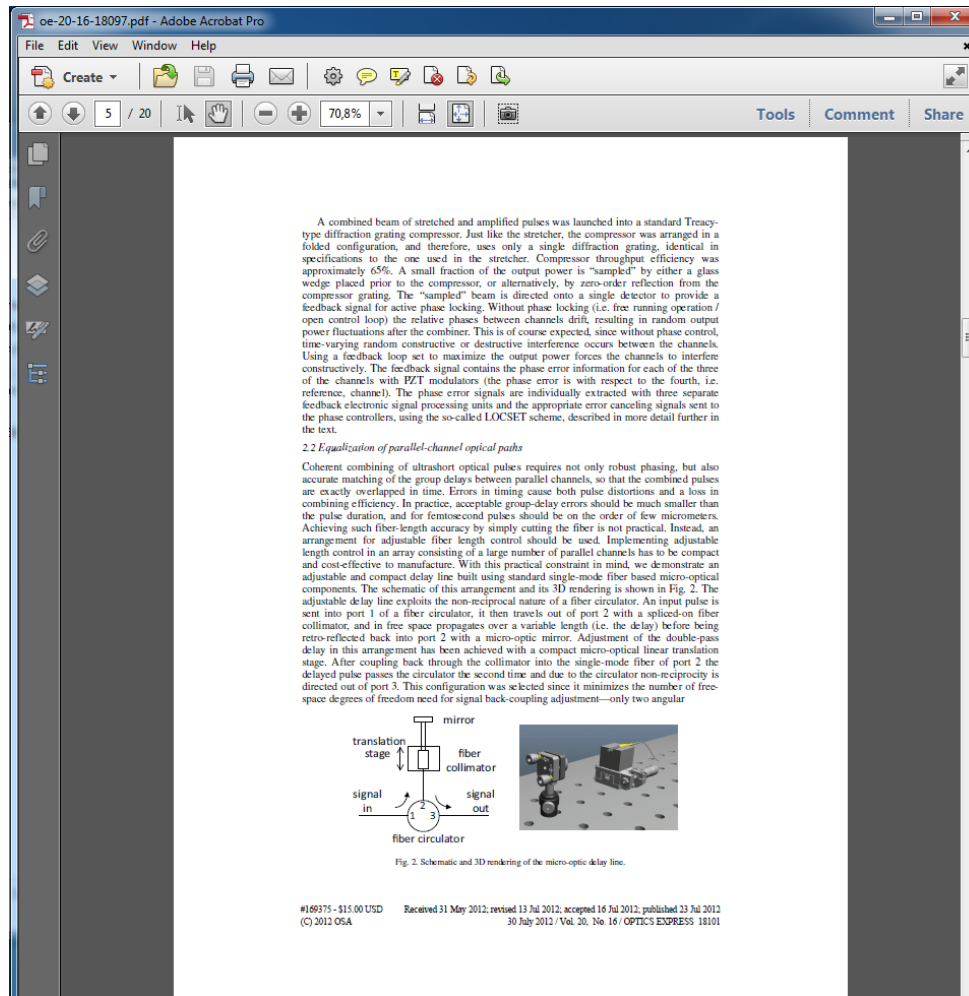
Received 31 May 2012; revised 13 Jul 2012; accepted 16 Jul 2012; published 23 Jul 2012
(C) 2012 OSA

30 July 2012 / Vol. 20, No. 16 / OPTICS EXPRESS 18101

Leo A. Siiman, Wei-zung Chang, Tong Zhou, and Almantas Galvanauskas. (2012). Coherent femtosecond pulse combining of multiple parallel chirped pulse fiber amplifiers. *Optics Express* **20**, 18097-18116.

<http://www.opticsinfobase.org/oe/abstract.cfm?URI=oe-20-16-18097>

Digital publications



Interactive e-content

<http://lingid.ee/InteractivePDF>

Margus Pedaste



- Professor of technology education at the University of Tartu

Margus Pedaste




- Professor of technology education at the University of Tartu
- What research does he focus on?
 - Inquiry learning
 - Educational technology

Inquiry learning

- Learning to think like a scientist
(not only learning what a scientist knows)

Inquiry learning

- Learning to think like a scientist
(not only learning what a scientist knows)


US008399155B1

(12) **United States Patent**
Siiman et al.

(10) **Patent No.:** **US 8,399,155 B1**
(45) **Date of Patent:** **Mar. 19, 2013**

(54) **PRODUCTION OF HIGH EFFICIENCY
DIFFRACTIVE AND REFRACTIVE OPTICAL
ELEMENTS IN MULTICOMPONENT GLASS
BY NONLINEAR PHOTO-IONIZATION
FOLLOWED BY THERMAL DEVELOPMENT**

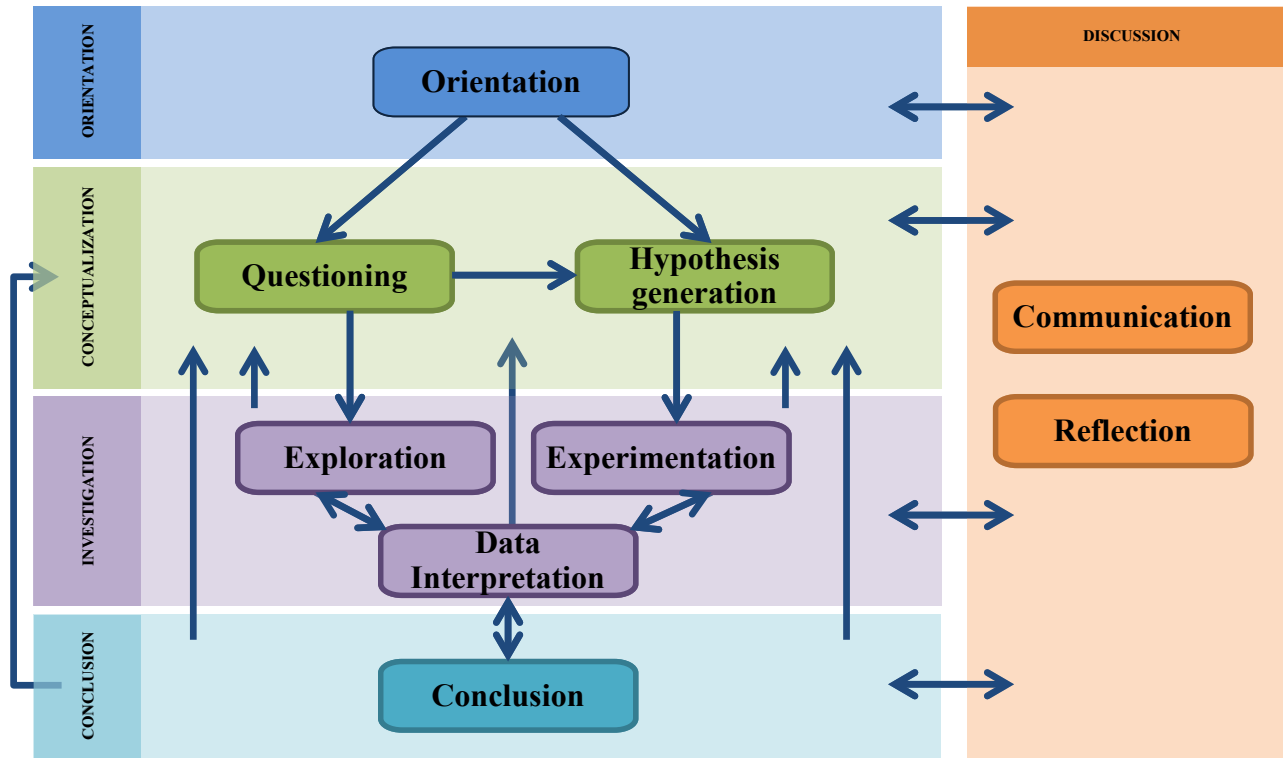
(75) **Inventors: Leo A. Siiman, Davie, FL (US); Julien
Lumeau, Orlando, FL (US); Larissa
Glebova, Orlando, FL (US); Vadim I.
Smirnov, Orlando, FL (US); Leonid B.**

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4,5
4,5

**Inventors: Leo A. Siiman, Davie, FL (US); Julien
Lumeau, Orlando, FL (US); Larissa
Glebova, Orlando, FL (US); Vadim I.
Smirnov, Orlando, FL (US); Leonid B.
Glebov, Orlando, FL (US)**

**Assignee: University of Central Florida Research
Foundation, Inc., Orlando, FL (US)**

Inquiry learning cycle



Margus Pedaste, Mario Mäeots, **Leo A Siiman**, Ton de Jong, Siswa A. N. van Riesen, Ellen T Kamp, Constantinos C Manoli, Zacharias C Zacharia, Eleftheria Tsourlidaki. (2015). Phases of inquiry-based learning: definitions and inquiry cycle *Under review process in the journal Educational Research Review*

Go-Lab project

- Web-based learning environment
- Opens up online science laboratories/ remote and virtual labs for the large-scale use in education
- Inquiry learning, personalized experiments

<http://www.go-lab-project.eu>

<http://www.golabz.eu>



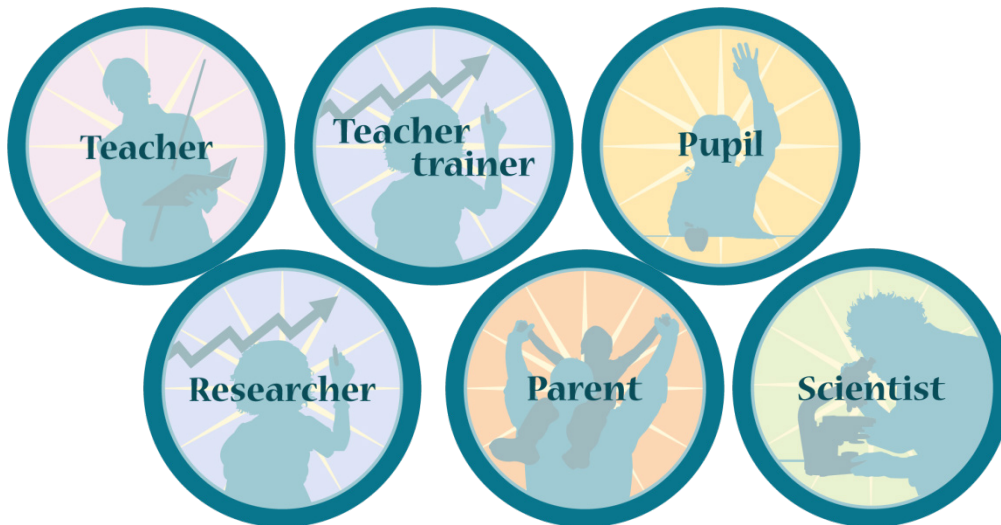
Go-Lab example

<http://lingid.ee/guppy>

Ark of Inquiry project

- Oriented towards raising youth awareness to Responsible Research and Innovation through Inquiry Based Science Education

<http://www.arkofinquiry.eu>



Inquiry proficiency levels

INQUIRY PHASE	Structured inquiry	Guided inquiry	Open inquiry
Orientation	Prescribed problem	Prescribed problem space	Not prescribed
Conceptualisation	Prescribed hypotheses/ research questions	Prescribed hypothesis model or structure	Not prescribed
Investigation	Prescribed experimental methodology	Not prescribed	Not prescribed
Conclusion	Not prescribed	Not prescribed	Not prescribed
Discussion	Not prescribed	Not prescribed	Not prescribed

The role of teachers

- Accustomed to assigning students prescribed problems and having them practice routine prescribed procedures
- But students are capable of defining their own problem, search for a solution and learning via this process
- The teachers role is to support student self-regulated learning and providing expert feedback

We should give students
fishing poles, not the fish!



New 3D technology comes to school

3D-printers in Estonian schools

February 6, 2014

Õpetajate Leht

 Otsi[Avalaht](#)[Värske!](#)[Arhiiv](#)[Toimetis](#)[Tellimine](#)[Reklaam](#)

2012. aasta viimase
paberlehe lood

Alusharidus

Arvamus

Elu ja inimesed

Elupilt

Erilehed

Koolireis

Kultuurisündmus

Loodusharidus

Muuseumipedagoogika

Riigikaitse

Täienduskoolitus

Tervis

Fotouudis

ÜLDHARIDUS

3D-printer on koolitunnis saanud reaalsuseks

6. veebruar 2014 Sirje Pärismaa - [Kommenteeri artiklit](#)



Tartu Tamme gümnaasiumi õpetaja Tiiu Laan näitab akadeemik Ene Ergmale õpilaste katsetusi 3D-printeriga. Tagaplaanil „imeseade” ise.

Tartu Tamme gümnaasium on esimese Eesti koolina võtnud tehnoloogia õppesuuna tundides kasutusele 3D-printeri. 4. veebruaril toimunud tehnoloogia minimessil said seda seadet ja muid insenerimõtte loovaid lahendusi katsetada ka teiste suundade õppurid ning saali pistis nina algklassilapsigi.

Tavatundide asemel toimusid robotika, mudellennunduse, digiandmekogujate kasutamise loodusteaduslike katsete töötoad. Tegutsesid leiutajad, proovida sai veebipõhist vastamissüsteemi, QR-koodi rakendamist õppetöös, arvutiga juhivat tikkimismasinat.

Direktor Vallo Reimaa sõnul on kool otnud tehnoloogiasuuna õppetööks vajalikku nüüdisaegset aparatuuri teenitud omavahenditest, et muuta õppimine intrigeerivaks.

What is 3D-printing?

<http://lingid.ee/3Dprinting>

United Kingdom study

October 2013



3D printers in schools: uses in the curriculum

Enriching the teaching of STEM and design
subjects

October 2013

United Kingdom study

October 2013



3D printers in schools: uses in the curriculum

Enriching the teaching of STEM and design subjects

October 2013

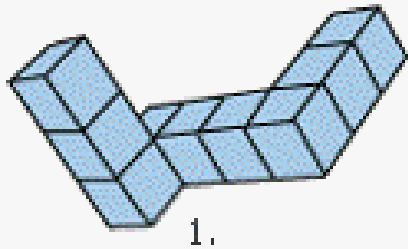
*“... 3D printers have significant potential as a teaching resource and can have a positive impact on pupil engagement and learning **if schools can master how to use the printers in an effective and meaningful way.**”*



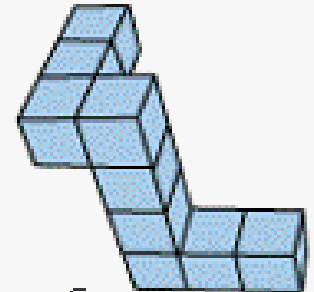
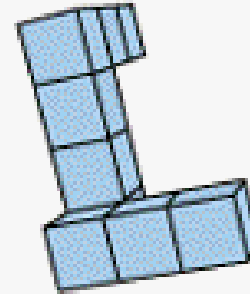
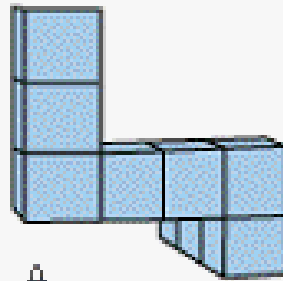
Why can 3D technology improve education?

Spatial ability

Standard



Comparison shapes



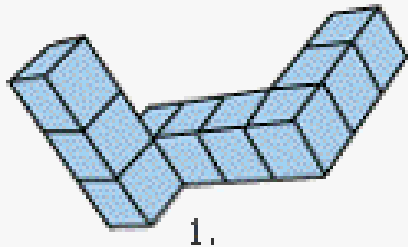
A

B

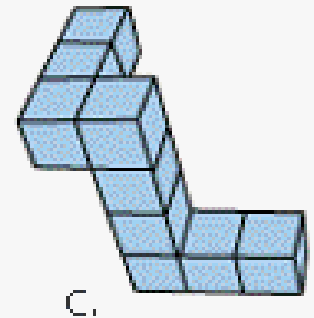
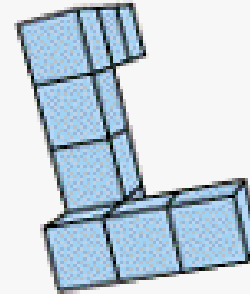
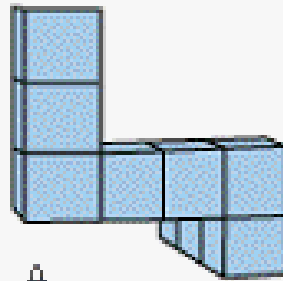
C

Spatial ability

Standard



Comparison shapes



A

B

C

Importance of spatial ability

- 11-year longitudinal study
- High school students in the US (N=400,000)

Journal of Educational Psychology
2009, Vol. 101, No. 4, 817–835

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0022-0665/09/\$12.00 DOI: 10.1037/a0016007

Spatial Ability for STEM Domains: Aligning Over 50 Years of Cumulative Psychological Knowledge Solidifies Its Importance

Jonathan Wai, David Lubinski, and Camilla P. Benbow
Vanderbilt University

The importance of spatial ability in educational pursuits and the world of work was examined, with particular attention devoted to STEM (science, technology, engineering, and mathematics) domains. Participants were drawn from a stratified random sample of U.S. high schools (Grades 9–12, $N = 400,000$) and were tracked for 11+ years; their longitudinal findings were aligned with pre-1957 findings and with contemporary data from the Graduate Record Examination and the Study of Mathematically Precocious Youth. For decades, spatial ability assessed during adolescence has surfaced as a salient psychological attribute among these adolescents who subsequently go on to achieve advanced educational credentials and occupations in STEM. Results solidify the generalization that spatial ability plays a critical role in developing expertise in STEM and suggest, among other things, that including spatial ability in modern talent searches would identify many adolescents with potential for STEM who are currently being missed.

Keywords: spatial ability, talent searches, longitudinal study, STEM, constructive replication

Over 50 years ago, Super and Hachbach (1957) published *Scientific Careers*, a report of a National Science Foundation (NSF) advisory panel. Appearing the year Sputnik was launched, this document characterized the personal attributes of scientists and engineers for the purposes of better identifying human capital and, ultimately, uncovering ways to nurture scientific and technical potential. It also was the year of two landmark publications in the *American Psychologist*: Crostach's (1957) APA Presidential Address, on "The Two Disciplines of Scientific Psychology," wherein the importance of tailoring educational interventions and opportunities to individual differences among students was emphasized, and Piaget's (1957) Bingham Lecture, "The Conservation of Human Talent," which reinforced this idea.

Emphasized throughout Super and Hachbach (1957) was the critical role of spatial ability, a construct aptly defined by Lohman (1994a, p. 1000) as "the ability to generate, retain, retrieve, and transform well-structured visual images." Spatial ability was characterized as an individual difference attribute with particular relevance for learning the advanced scientific-technical material needed for developing outstanding STEM (science, technology,

engineering, and mathematics) contributors, those individuals capable of moving engineering and physical science disciplines forward. However, in their review Super and Hachbach stressed that attributes beyond spatial ability—mathematical ability in particular, as well as interests and nonintellectual determinants such as persistence—should be studied also. They further voiced that "longitudinal studies beginning at a relatively early age and extending over a period of some 10 to 15 years seemed called for" (Super & Hachbach, 1957, p. 87). This study sequences two such longitudinal studies: one from 1960 to 1974 and a second that began in 1971 and is still ongoing.

Contemporary Neglect of Utilizing Psychological Knowledge About Spatial Ability

Part of the motivation for this article is that currently, over 50 years after Super and Hachbach's (1957) report, relatively little implementation of spatial ability is found for selection, curriculum, and instruction in educational settings—even in STEM domains, where it appears to be highly relevant. This neglect is especially surprising as we live in a globally competitive world (Friedman, 2005), and the need to identify and nurture scientific and technical talent has never been greater (American Competitiveness Initiative, 2006; National Academy of Sciences, 2005). Indeed, with plenty of evidence for the educational-occupational significance of spatial ability accumulated (Othman, Humphreys, & Yao, 1998; Humphreys, Lubinski, & Yao, 1993; Lohman, 1988, 1994a, 1994b; Smith, 1964), Richard E. Snow (1999) expressed perplexity about the neglect of spatial ability in applied educational circles:

There is good evidence that [spatial ability] relates to specialized achievements in fields such as architecture, dentistry, engineering, and medicine . . . Given this plus the longstanding anecdotal evidence on the role of visualization in scientific discovery . . . it is incredible that

Jonathan Wai, David Lubinski, and Camilla P. Benbow, Department of Psychology and Human Development, Vanderbilt University.

Support for this article was provided by a research and training grant from the Templeton Foundation, the Society of Multivariate Experimental Psychology, and National Institute of Child Health and Development Grant P50 HD 15051 to the Vanderbilt Kennedy Center for Research on Human Development. Earlier versions of this article benefited from comments from Kimberly Vanman, Linda S. Gottfredson, Gregory Park, Sjoa Smuts, and Maya Wai.

Correspondence concerning this article should be addressed to Jonathan Wai, David Lubinski, or Camilla P. Benbow, Department of Psychology and Human Development, Vanderbilt University, 6555 CRC, 230 Appleton Place, Nashville, TN 37203. E-mail: jonathan.wai@vanderbilt.edu, david.lubinski@vanderbilt.edu, or camilla.benbow@vanderbilt.edu

Wai, J., Lubinski, D., & Benbow C. P. (2009). Spatial Ability for STEM Domains: Aligning Over 50 Years of Cumulative Psychological Knowledge Solidifies Its Importance. *Journal of Educational Psychology*, 101, 817-835.

Importance of spatial ability

The best researchers in science, technology, engineering and mathematics (STEM) have a high level of spatial ability

Spatial Ability for STEM Domains: Aligning Over 50 Years of Cumulative Psychological Knowledge Solidifies Its Importance

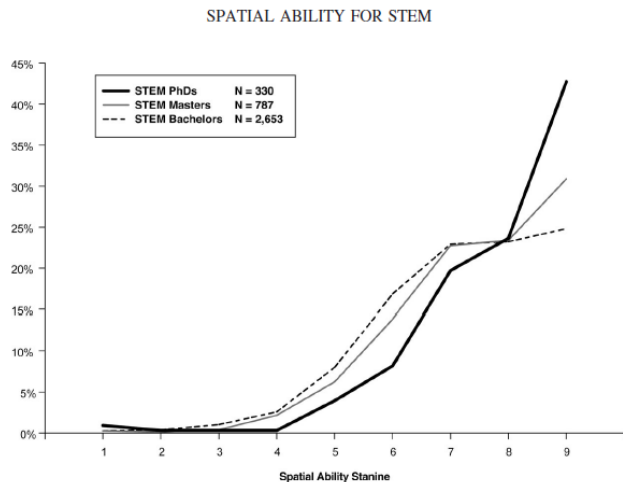


Figure 7. This figure includes the proportion of each degree group (bachelors, masters, and PhDs) as a function of spatial ability. Along the x-axis are the spatial ability stanines (numbered 1 through 9). STEM = science, technology, engineering, and mathematics.

from Kimberley Vanman, Linda S. Gottfredson, Gregory Jack, Steve Smith, and Mary Wai.

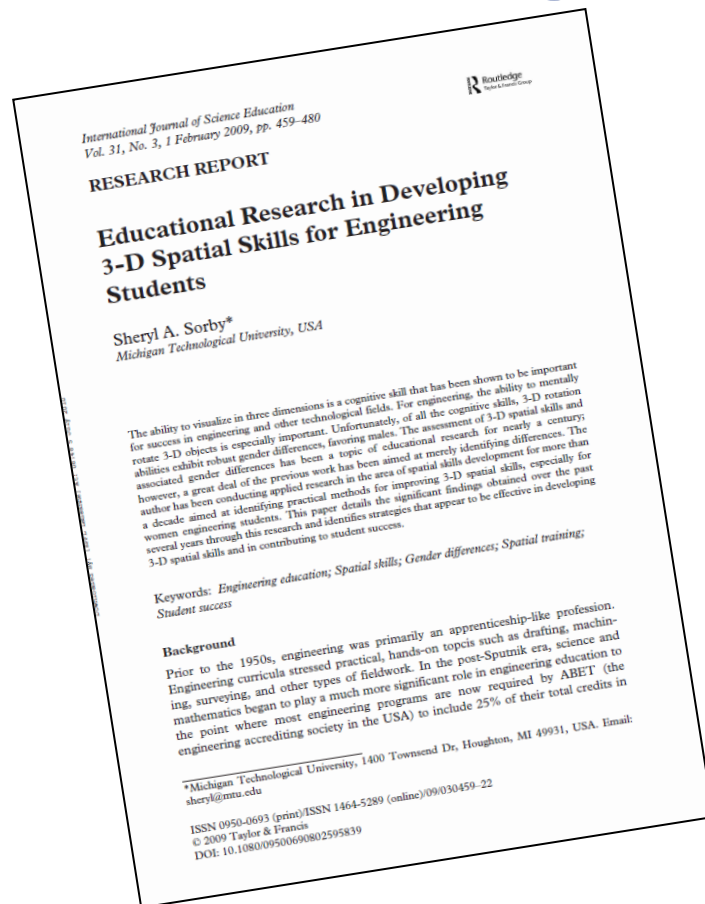
Correspondence concerning this article should be addressed to Jonathan Wai, David Lubinski, or Camilla P. Benbow, Department of Psychology and Human Development, Vanderbilt University, 555 GPC, 230 Appleton Place, Nashville, TN 37203. E-mail: jonathan.wai@vanderbilt.edu, david.lubinski@vanderbilt.edu, or camilla.benbow@vanderbilt.edu

By 2000 the highest in spatial ability to appear in scientific circles:

There is good evidence that [spatial ability] relates to specialized achievements in fields such as architecture, dentistry, engineering, and medicine . . . Given this plus the longstanding anecdotal evidence on the role of visualization in scientific discovery . . . it is incredible that

Wai, J., Lubinski, D., & Benbow C. P. (2009). Spatial Ability for STEM Domains: Aligning Over 50 Years of Cumulative Psychological Knowledge Solidifies Its Importance. *Journal of Educational Psychology*, 101, 817-835.

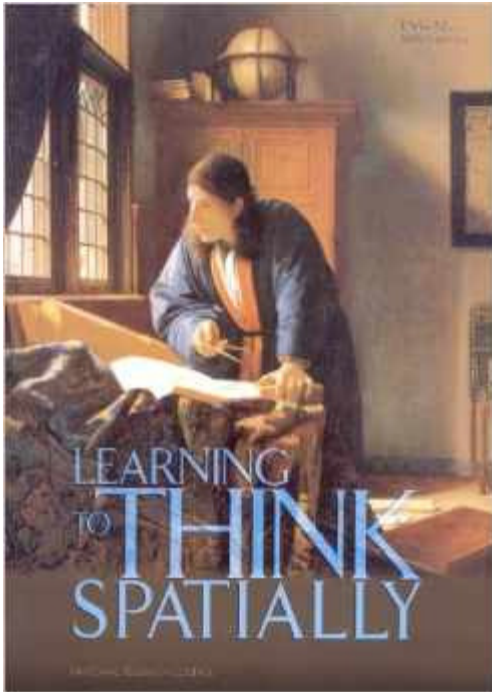
Developing spatial skills



- Spatial ability can be improved through practice
- Improved spatial ability helps female students persists in engineering studies

Sorby, S. A. (2009). Educational research in developing 3-D spatial skills for engineering students. *International Journal of Science Education*, 31(3), 459-480.

Research problem



*Spatial thinking is the start of successful thinking and problem solving. Skill in spatial thinking is presumed throughout the K–12 curriculum but is formally and systematically taught nowhere. This leads to an **educational blind spot**.*

(National Research Council, 2006, p. 131)

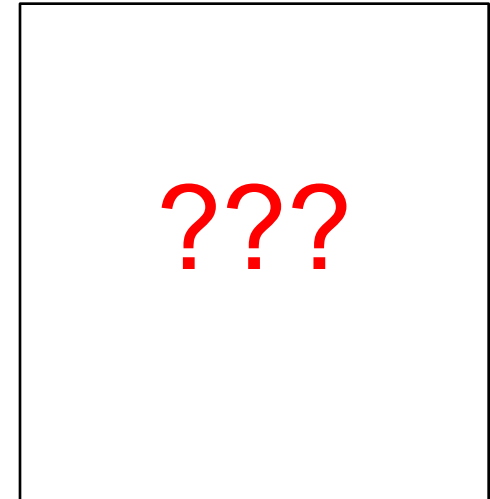
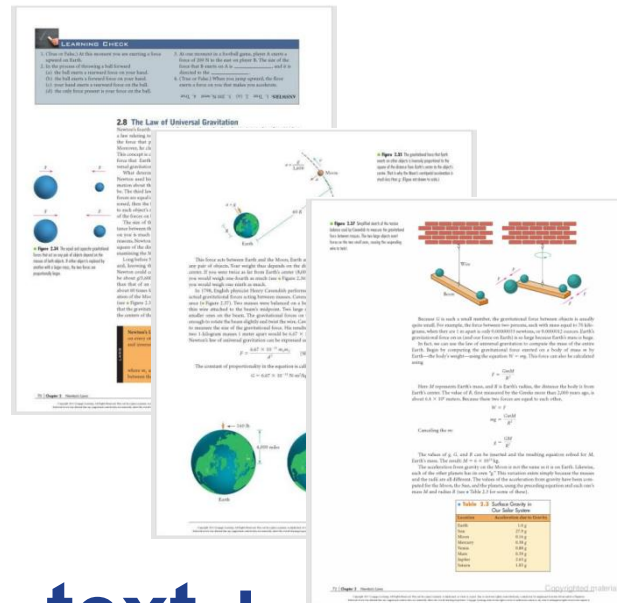
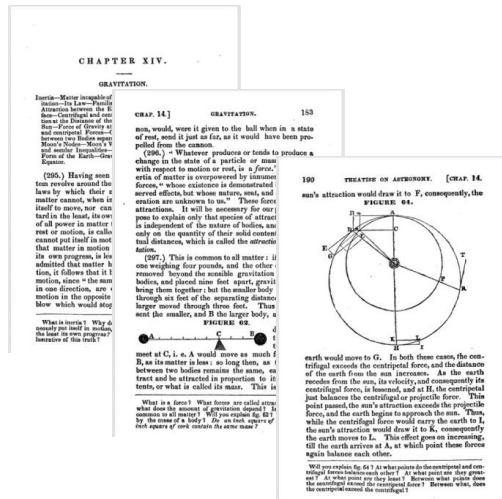
National Research Council (2006). *Learning to Think Spatially—GIS as a Support System in the K-12 Curriculum*. Washington DC: The National Academies Press.

Visualization in learning

L.H. Tyler, A Treatise on Astronomy (1837)

V.J. Ostdiek, D.J. Bord, Inquiry into Physics (2011)

Next-generation learning content



mostly text

text +
ample use of
pictures

???

ICT student dropout

IJ. Modern Education and Computer Science, 2014, 3, 45-54
Published Online March 2014 in MECS (<http://www.mecs-press.org>)
DOI: 10.5815/ijmecs.2014.03.06



A Review of Interventions to Recruit and Retain ICT Students

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Dimitris Alimisis
European Lab for Educational Technology, Sparta, Greece
Email: alimisis@otaseet.gr

Abstract—This article reviews and analyses the educational research literature on interventions to increase the recruitment and retention of information and communications technology (ICT) students. The results show that three changes in computing pedagogy characterize successful interventions, and consequently offer promising ways to attract and prepare more people for careers in ICT. The most important selection criterion considered when choosing papers to review was that interventions had been tested in practice and their effectiveness measured. Interventions were arranged into two groups: recruitment and retention. Recruitment interventions described initiatives to motivate interest in computing among secondary schools students, whereas retention interventions described efforts to retain students in ICT majors at universities. The three pedagogical approaches that emerged from an analysis of the successful interventions were: (1) virtual programming environments to teach introductory programming, (2) inquiry learning activities to engage students in computing, and (3) integration of interdisciplinary knowledge to attract students from diverse disciplines. This review draws attention to innovative teaching practices currently shaping computer science education. Wider adoption of these pedagogical strategies has the potential to significantly increase the number of qualified ICT professionals.

Index Terms—Information and communications technology, ICT, computer science, recruitment, retention, pedagogy.

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IJ. Modern Education and Computer Science, 2014, 3, 45-54

I. INTRODUCTION

The ICT (information and communications technology) sector across the world is considered to be an important generator of jobs and economic opportunity. Broadly speaking, ICT encompasses computer-related disciplines and is distinguished by an emphasis on creation, not just use, of computing technology. However, an estimated shortage of qualified ICT professionals in places like Australia [1], Canada [2], Europe [3], and the United States [4] has stirred concern in developed nations that qualified ICT jobs will diminish their economic competitiveness. The rate of degrees granted to computing-related majors in the U.S. is currently inadequate to satisfy the predicted growth in the ICT workforce [5]. Thus there is a need to increase the number of students pursuing ICT studies.

In addition, there are worries that incoming university students are ill-equipped to learn computing due to poor preparation at secondary schools. A study analysing K-12 computer science education between 2005 and 2009 reported a decline in the number of advanced placement computing classes offered at high schools [6]. Recently, the world's largest software company—Microsoft Corporation—warned that K-12 students in the U.S. are insufficiently prepared to pursue careers in computing [7]. The apparent weak state of computing education at secondary schools and the underproduction of computing-related degrees at the higher education level requires that the educational community find and

What have been effective interventions to prevent ICT university student dropout?

Leo A. Siiman, Margus Pedaste, Eno Tõnisson, Raivo Sell, Tomi Jaakkola, Dimitris Alimisis. (2014). "A Review of Interventions to Recruit and Retain ICT Students", IJMECS, 6(3), 45-54. <http://www.mecs-press.org/ijmecs/ijmecs-v6-n3/IJMECS-V6-N3-6.pdf>

Computer programming is difficult when introduced first in text-only format

```
def add5(x):  
    return x+5  
  
def dotwrite(ast):  
    nodename = getNodeName()  
    label=symbol.sym_name.get(int(ast[0]),ast[0])  
    print '    %s [label="%s" % (nodename, label),  
    if isinstance(ast[1], str):  
        if ast[1].strip():  
            print '= %s'];' % ast[1]  
        else:  
            print '"]'  
    else:  
        print '"]';'  
        children = []  
        for n, child in enumerate(ast[1:]):  
            children.append(dotwrite(child))  
        print ', ' % ast[0] -> {' % nodename  
        for i, name in enumerate(children):  
            print '%s' % name,
```

Visual programming languages

Scratch



Alice 3D



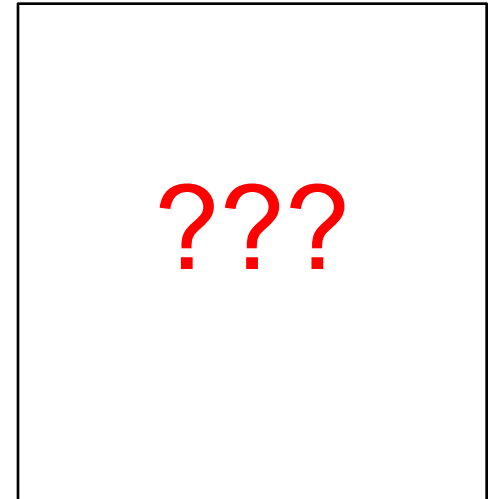
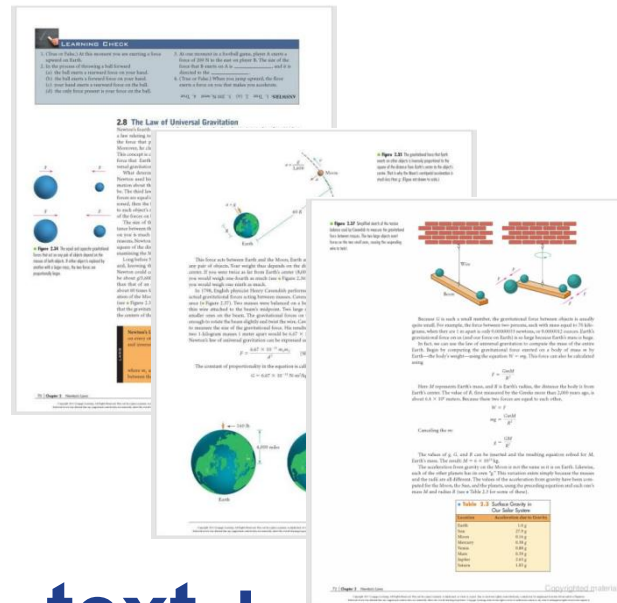
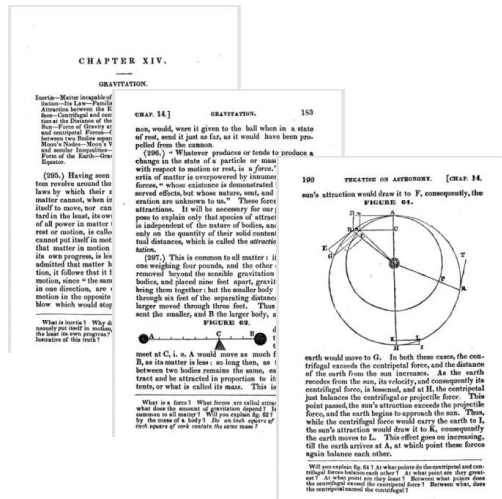
<http://www.cs.duke.edu/csed/alice/aliceInSchools/workshop11/alice3/CodeXEditor.png>
<http://www.engagingeducators.com/blog/wp-content/uploads/2013/10/scratch-01.jpg>

Visualization in learning

L.H. Tyler, A Treatise on Astronomy (1837)

V.J. Ostdiek, D.J. Bord, Inquiry into Physics (2011)

Next-generation learning content



mostly text

text +
ample use of
pictures

???

Smithsonian Institute models

<http://3d.si.edu>

Biodigi project

- Creating new digital learning materials for upper secondary school biology course
- Variety of formats: electronic worksheets, digital audio files, digital videos, Scratch-based programming models and online interactive 3D models

<http://biodigi.edu.ee>

Blender – 3D freeware

<http://www.blender.org>

Roboxtex 2014 workshop

- Workshop to use a 3D-scanner and later work with the digital 3D-model in Blender
- 22 participants (aged 7 to 58)
- Questionnaire data collected and being processed





What else does a 3D future promise?

Eric Platt. (2012). A Bunch Of Models Rocked Google Glasses At New York Fashion Week. *Business Insider*, September 10, 2012. Photo: Frazer Harrison/Getty Images

<http://www.businessinsider.com/google-glasses-diane-von-furstenberg-2012-9?op=1>

Estonian 3D company GrabCAD

ERR

Uudised ▾

Otse

TV&Raadio ▾

Arhiiv ▾

Pood

Veel ▾

Üldinfo ▾

uudised.err.ee EESTI ARVAMUS MAJANDUS

16. september 2014

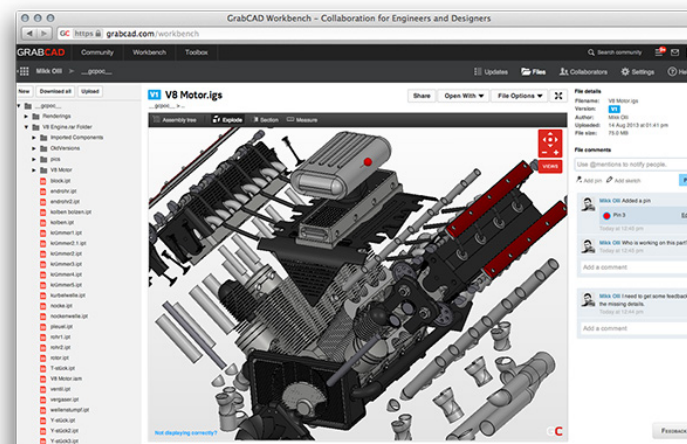
Eesti start-up GrabCAD müüdi väidetavalt 100 miljoni dollari eest

16.09.2014 16:47

Rubriik: Majandus

Nasdaq börsil noteeritud 3D printerite ja printimislahenduste tootja Stratasys ostis väidetavalt 100 miljoni dollari (ligi 77 miljonit

**Largest Estonian
startup acquisition
since Skype**



Conclusion

- It is important to make careers in the STEM fields attractive and prepare students with scientific **inquiry thinking skills**
- New 3D technologies are promising tools to help develop fundamental abilities (e.g. visualization skills, spatial ability) students need to succeed in STEM subjects
- **Education research** is needed to examine the effectiveness of teaching and learning with new 3D technologies

Estonian National Curriculum

- Inquiry learning

Secondary school students are required to complete an research or practical project work

To help better direct student research work teachers need to understanding scientific inquiry

- Digital competence (general competence)

Digital competence means readiness to use digital technology to cope in a rapidly changing knowledge-based society when working, studying, acting and communicating as a citizen.

Research problems

- What STEM concepts and practices are learnt better through 3D learning activities than by traditional approaches?
- How to measure and assess the outcomes of 3D learning experiences?
- How does 3D learning affect student long-term attitudes towards STEM and their likelihood of choosing a STEM career?

The Centre for Educational Technology at the University of Tartu

- Expertise in designing and developing materials and methods to improve digital and technological literacy
- Professional pre-service and in-service courses for teachers, school-leaders, university lecturers
- Advancing education research in Estonia, in Europe and around the world



Director: Margus Pedaste

Team members: 13

<http://haridustehnoloogia.ut.ee>



UNIVERSITY OF TARTU



Thank you for your attention!
Tänan kuulamast!

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