BUILDING BRIDGES IN STEAM EDUCATION IN THE 21ST CENTURY

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SCOPE

This Special Issue aims at providing an opportunity for all academics to share their personal experiences and projects on STEM/STEAM education in the 21st century. Main topics include (but are not limited to):

- Art Education
- Course Design
- Distance/Open Education
- e-Assessment Methodologies
- Education Technology
- e-Education: Systems, Design and Technologies
- Engineering Education
- Enhancing Learning Experiences in Higher Education
- Gamification
- Innovative Learning/Teaching Strategies
- Innovative Materials and New Tools for Teaching
- Interaction Strategies
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- Science Education
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