



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
- ▶ Math Education
- ▶ Mobile Learning
- ▶ Multimedia in e-Learning
- ▶ Partnerships in e-Learning
- ▶ Projects and Experiences in e-learning
- ▶ Science Education
- ▶ Serious Games
- ▶ Teaching and Learning Experiences
- ▶ Virtual Learning Environments

HOW TO SUBMIT

Deadline for submissions: **October 31, 2022.**

Predicted publication: **first quarter of 2023.**

Authors are kindly invited to submit their contribution via online submission system Editorial Manager available at: <https://www.editorialmanager.com/openedu/default1.aspx>

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