

The report of Taiwan workshop

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As part of the International Program, I participated in a seven-day workshop held with the National Taiwan Normal University (NTNU) in Taipei from March 4 to 10. Nine students of 3rd batch of International Program from Kyushu University participated, and nine students from NTNU also participated. This joint workshop with NTNU was the first of its kind for the International Program. I would like to give an overview of this workshop and what I learned.

The purpose of this workshop was to design an innovative learning experience for students in "STEAM Education through Design" together with NTNU students.

STEAM education is a cross-disciplinary education that combines the five fields of "Science," "Technology," "Engineering," "Art," and "Mathematics." Currently, it is rapidly spreading in Taiwan and Japan. We visited schools where STEAM education is actually being held in Taiwan, observed what the classes are like and what students can learn, and grasped the current situation. I visited an elementary school and a high school in Taipei. In the elementary school, education was conducted with an emphasis on "A,"

or art, which uses electric circuits to create surprise boxes. I felt that the class not only fostered the students' imagination, but also stimulated their motivation to learn. In high school, the level of classes such as physics and technology were high, and the education was to understand the knowledge learned there through art.

Next, after grasping the current situation, we proceeded with the proposal of an innovative learning experience for STEAM education through design, which is the purpose of this workshop. We were divided into three groups and one group was made by total of six students, three from Kyushu University and three from NTNU. Each group proceeded with the discussion. On the last day, each group gave a presentation.

Our group proposed a program for junior high school students to build a house using the game "Minecraft". The purpose of our proposal is to provide education that is relevant to real life. By designing a house that is related to real life on an easy-to-handle game, the intention was to get people interested in design and give them a successful experience on the computer. This experience in junior high school was intended to be a steppingstone to a higher level of education in high school.

Through this workshop, I became aware of the importance of cross-cultural exchange.

NTNU students were good at speaking and were able to convey their thoughts in

English. In addition, there were many conflicts of opinion and culture shock that occurred due to cultural differences in the discussion. By interacting with people from different cultures, I was able to discover my own shortcomings and new ways of looking at things that I would not have noticed in Japan. I was able to reconsider this awareness and the identity of my country, and I can say that participating in this workshop was very meaningful for those who study abroad.



Final Presentation



The library on NTNU campus



View from Xiangshan, climbed with NTNU students