HOLOMAKERS

MOTIVATING SECONDARY SCHOOL STUDENTS TOWARDS STEM CAREERS THROUGH HOLOGRAM MAKING AND INNOVATIVE VIRTUAL IMAGE PROCESSING PRACTICES WITH DIRECT LINKS TO CURRENT RESEARCH AND LABORATORY PRACTICES

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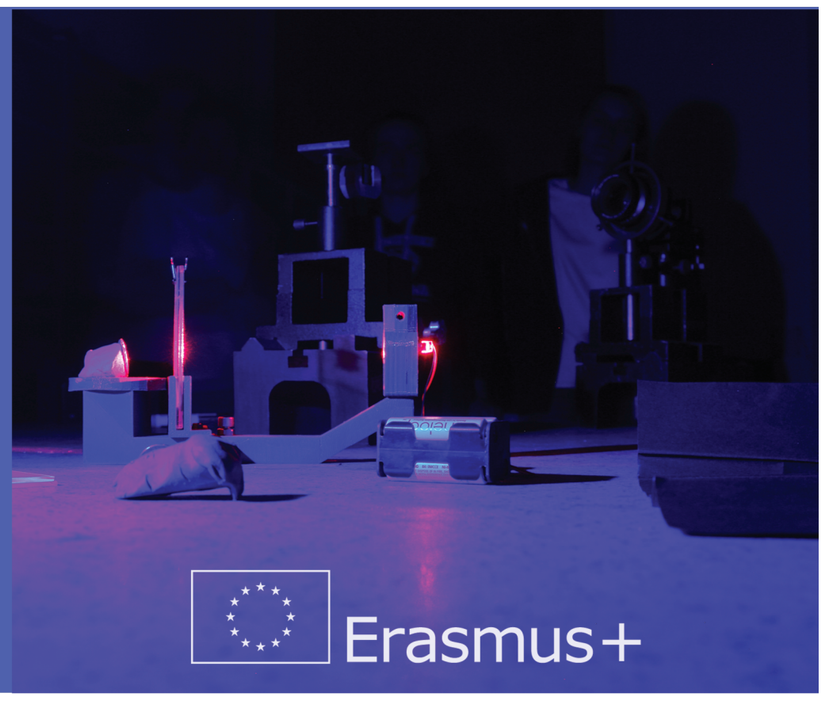

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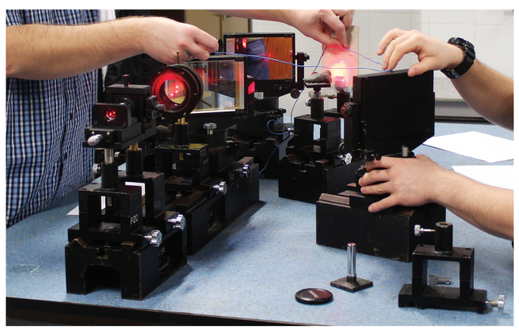
OUTPUTS

- The technical reference guide
- 24 portable holography kits & instructions for reproduction
- The Holomakers Curriculum & Open Educational Resources
- 7 interdisciplinary projects for making holograms
- The pilot protocol
- The evaluation report
- Workshops & events for public



AIMS & OBJECTIVES

Learner-centered approach

Design and model an active, learner-centered teaching approach for engaging secondary school students into STEAM related projects through holography

Art + Design + STEM

Encourage integration of Art + Design in STEM and combine disciplines which have been isolated from one another under the traditional educational model

Motivating interest in STEAM

Motivate and enhance secondary school students' interest in STEAM related disciplines and careers by engaging them in creative learning experiences in holography

Teacher professional growth

Enact activities and workshops that promote teacher professional development and pedagogic change

OERs for school community

Create OERs that will support school community members to apply the HOLOMAKERS learning intervention

Building synergies

Build synergies among schools, academia, research and innovation groups towards creative and meaningful engagement in STEAM education.

GET INVOLVED

Would you like to:

1. learn more about the Holomakers initiative and learning intervention?
2. join the Holomakers eclass?
3. have access to our educational resources?

GET IN TOUCH

http://holomakers.eu

info@holomakers.eu

Facebook: @holomakers

Twitter: @holomakers_eu

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