



Erasmus+

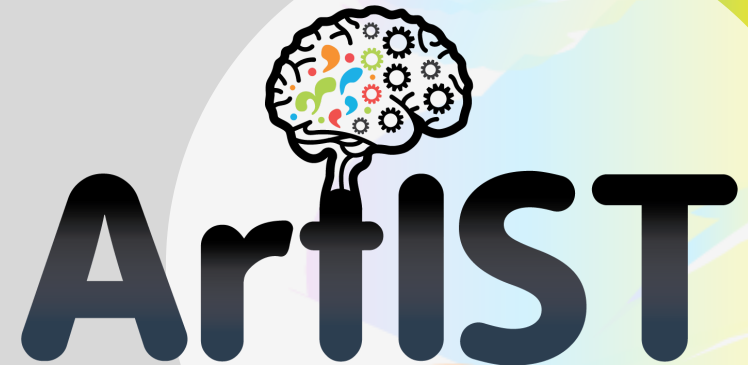
3RD CO-CREATION WORKSHOP: FINE ARTS AND DESIGN EDUCATION FOR STEAM

December 17th, 2020, 2:00 pm CET

Where? Meeting URL:

<https://lut.zoom.us/j/63284061274>

Meeting ID: 632 8406 1274



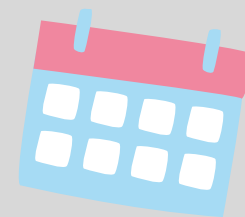
INTEGRATED INTERDISCIPLINARY EDUCATION
MODULE ON ART, ENTREPRENEURSHIP,
INNOVATION AND SCIENCE

ABOUT ARTIST

ArtIST (Art, Entrepreneurship, Innovation and Science) is an ERASMUS+ project that aims to design and implement innovative Master-level modules integrating Arts in the education of innovation, entrepreneurship and science. ArtIST is navigated by seven Higher education institutions and industry partners from Austria, Finland, France, Hungary, Italy, Lithuania and the Netherlands.

ArtIST contributes to the development and modernization of relevant STE(A)M subjects in multidisciplinary programs, such as business, innovation and entrepreneurship. Grounded in the partners' research competences and analytical skills, this innovative module will mix arts and technology, hard and soft skills accompanied by entrepreneurial and business training. The module will be based on creativity techniques, design-driven methods, and modern IoT and ICT tools in teaching and learning practices.

STE(A)M is an emergent educational approach to learning Science, Technology, Engineering, the Arts and Mathematics that promotes students' creative problem solving, flexibility and communication. STE(A)M brings STEM learning to a higher level and offers a more holistic understanding of our world. STE(A)M approach enables students to build necessary skillset for a successful future and become well-equipped for solving complex challenges of tomorrow.



WORKSHOP OBJECTIVES

To share and discuss best practices and tools on the application of fine arts methods for higher education, and to brainstorm on its application in STEAM education.

In this workshop, we aim to understand how artistic method is being applied for STEM education, and how we can further develop, and apply the method at the master level education in the interdisciplinary STEAM module.

WOULD YOU LIKE TO LEARN MORE?

CONTACT US:

DARIA.PODMETINA@LUT.FI

MONIKA.PETRAITE@KTU.LT

AGENDA

14:00-14:05:

Introduction to the workshop
by Monika Petraite, Lithuania

14:05-14:20:

Using fine arts for innovation management and creativity education.

by Ekaterina Turkina, Painter, Arts Professor and Professor of Innovation Management
(HEC Montreal, Canada)

14:20-14:35:

Working in an improbable world: What can we learn from artists?

by Sylvain Bureau, Professor in Entrepreneurship.
(ESCP Europe Business School, France)

14:35-14:50:

United Colours of Lithuania: Design in Education of Industrial Engineering.

by Lorenzo Piazzzi, Cultural entrepreneur, Head of Design LAB Milano-Kaunas-Tokyo
(Kaunas University of Technology, Lithuania)

14:50- 15:50:

Discussion
Q&A

15:50-16:00

Break

16:00-17:00:

Co-creation exercise on the integration of fine arts and design experience in STEAM pedagogy.