



ArtIST

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



Erasmus+

Action PI-FORWARD – Support for policy reform — Forward-Looking Cooperation Projects
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Artist Tool: Erbkönig Challenge to boost research skills

Artisttb33/ Erbkönig Challenge to boost research skills /LUT

Title	Erbkönig Challenge to boost research skills
Purpose	The purpose of this exercise is • to practice creative and rational techniques in research process • work in the groups and to provide creative solution in a limited time • use music and poetry as a narrative / data for analysis, generate ideas, research topics, research questions, research themes, variables to be measured, connection between themes or variables.
Description	This exercise makes students act as researchers, more specifically team of researchers. it is organized usually on the second lecture of the research methods course where the research topic and research questions are discussed. Equally well this exercise fit in the class where qualitative data analysis is discussed. Students are given a music with lyrics (in our examples it is Erbkönig, music by Franz Schubert, poem by Johann Wolfgang von Goethe in German language and cartoon. created by Oxford Lieder: www.oxfordlieder.co.uk. Video https://www.youtube.com/watch?v=JS91p-vmSf0 and find the text of the song attached in Moodle. Students need to listen, watch, translate, understand, analyze and formulate research topics and questions.
STEM topics covered	In this exercise participated study research methods, scientific methods, data, data analysis, narrative analysis, research methods. But can be applied in another STEM subjects
Arts topics	In this exercise participants can explore various arts topics, including music, poetry, language, creative story writing, movie, cartoons
STEAM approach explained	This exercise promotes STEAM collaborative learning by encouraging participants to bridge the gap between art and STEM disciplines. By working in teams and applying art methods to study STEM concepts, students learn faster and in a more friendly way. This approach enhance problem-solving, and creative skills, art thinking, preparing individuals to address complex challenges with a multidisciplinary perspective.
Setting	Traditional classroom with whiteboard should fit well for such workshop. Flexible seating arrangements is preferable.
Time frame	45 min, but can vary depending on number of students in the class
Group size	The total participants in class about 50. Groups of 2-4 people for exercise.
Schedule and activities	1. Introduction of the exercise by facilitator, explaining the rules, organizing groups (if any), distribution of poem text (if facilitator finds it necessary) (5 min) 2. https://www.youtube.com/watch?v=JS91p-vmSf0 Students watch video. (5 min) 3. Students find poem, translation, discuss assignment in groups and find creative solution (20 min) 4. Joint discussion (10 min) 5. Q&A and reflection session (5 min)
Age group / level of study	BSc, MSc, PhD No strict limitations but suitable for university level students and trainers
Preparation needed / pre-requirements	No prior artistic / musical experience is required. Participants should come with an open mind, a willingness to participate, and a readiness to engage in creative problem-solving.

Instructions for students	Watch the video https://www.youtube.com/watch?v=JS91p-vmSf0 and find the text of the song attached in Moodle Your task is to act as researchers and understand what can be studied and how. Come up with different research topics, ideas research questions. What is the song about? What research themes can be understood from there? What is possible to research from the themes in the song? Find different themes, look from various perspectives. Be creative and tell us what you discovered!
Instructions for facilitators	Teacher should introduce the exercise, monitor time and facilitate discussions
Lessons learned	Students enjoy this game and collaborative work and show better results on the test. They develop their creative and art thinking, collaborative approach and ability to solve problem. They learn how to select best solution from brainstorming results. STEAM approach here gives them pieces of art as a data and students like it. They look at arts from different angle and able to find new ideas and see new perspectives.
Additional materials	
Inspiration if any, sources	Erlkönig, music by Franz Schubert, poem by Johann Wolfgang von Goethe in German language and cartoon. created by Oxford Lieder: www.oxfordlieder.co.uk. Video https://www.youtube.com/watch?v=JS91p-vmSf0
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