

## MME

## MATH EDUCATION SEMINAR



8 JULY 2025 (TUES)

14:30

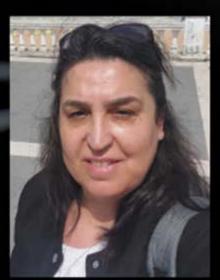


MATH JOURNAL ROOM NIE7-03-16

The prevalence and use of emerging technologies in the thematic working group on "Mathematics in the context of STEM education" at CERME

"Mathematics in the context of STEM Education" thematic working group (TWG26) was introduced in the 11th Congresses of the European Society for Research in Mathematics Education. Science, Technology, Engineering and Mathematics (STEM) education merges a variety of subjects in the fields of science, technology, engineering and mathematics to solve real world problems. In this study, my goal was to engage in a qualitative content analysis of all papers (n = 38) and posters (n = 12) that have been presented in TWG26 in the last three Congresses of the European Society for Research in Mathematics Education (CERME) to identify the prevalence and application of emerging technologies within the landscape of STEAM Education through asking a main question: "What is "T" in STEAM representing?" together with some sub-questions. I adopt a broad definition of STEAM education in this study since a movement towards STEAM was fueled in this group, where "A" represents the arts and humanities.

## **SPEAKER**



## BEHIYE UBUZ

PROFESSOR MIDDLE EAST TECHNICAL UNIVERSITY

Behiye Ubuz is a Professor in the Department of Mathematics and Science Education at Middle East Technical University, Ankara, Türkiye. She received her B.Sc. and M.Sc. from the Middle East Technical University and her PhD from the Nottingham University, United Kingdom. She served as the Dean of the Faculty of Education from February 2021 to January 2025. Behiye Ubuz's research focuses on teaching and learning processes, as well as test development, mainly in the contexts of calculus, geometry, and algebra. She is particularly interested in how students understand mathematical concepts and how different instructional approaches—such as drama-based instruction, project-based learning, and STEAM—affect their learning.



