

Presentazione prove finali

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Engineering Education

Il gruppo di ricerca TEACH - www.teachgroup.polito.it
propone alcuni temi per le prove finali

1 Game based learning

The use of games in education is a widespread methodology throughout the entire school system. Only recently this methodology has begun to be used at the university level. Gamification has several benefits that go beyond knowledge itself.

1 Spatial ability

This project aims to analyse the relation between Spatial Abilities (SA) and STEM, particularly Engineering. This is done by the use of standardised tests and through specific training to reinforce them. By Spatial Abilities we mean mainly those three skills:

- Mental rotation - ability to rapidly rotate 2D and 3D objects
- Spatial perception - spatial relations concerning orientation and composition
- Spatial visualisation - complex and multi-faceted manipulation

1 Gender gap in Engineering

Achieve gender equality and empower all women and girls is part of the ultimate global challenge (Goal 5 of SDGs). In particular, the gender balance in STEM education is a challenge that has both horizontal and vertical dimensions.



Thank you for the attention



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