

# BI-WEEKLY NEWS



June 7, 2023 ~ June 20, 2023

## In this issue:

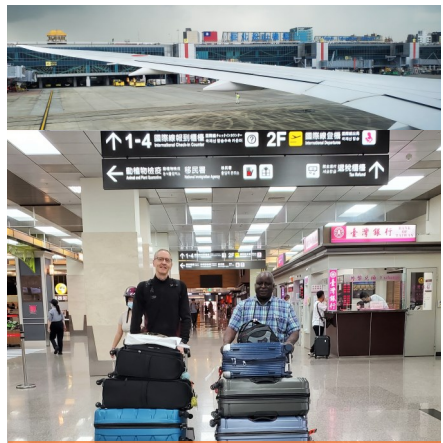
- Arriving Taiwan
- International Conference (Kaohsiung)
- School Visit (Field Research-Qishan)
- Cultural Tour (Qishan)

## Project SEED

Project SEED (Research on Social Justice, Education Equity and Diversity through the Lens of Taiwan's National Civic Literacy and Efficacy Initiative) is a multicultural collaborative effort focused on generating knowledge on the development of civic knowledge/skills, attitude toward civic literacy and efficacy in Taiwan for research and development of civic engagement in learning, social science and science learning.

### Arriving Taiwan

We departed the United States on June 7th, with a layover in Haneda, Japan. We arrived in Taipei on June 9th and took the high speed train from Taipei to Kaohsiung. In Kaohsiung, participants made preparations for their upcoming presentations/workshops in the 2023 International Conference on Sustainable General Education, Humanities in Medicine and STEAM Education.



At Airport in Taiwan

### 2023 International Conference on Sustainable General Education, Humanities in Medicine and STEAM Education Research



Participants with Attendees at the 2023 International Conference

The international conference was held on June 14-16 in Kaohsiung. The first keynote, presented by Dr. Wei-Chen Hung, featured the topic of the role of scaffolding in problem-based STEAM learning.



Dr. Hung Delivering Keynote Speech



Conference Poster Featuring Participants

In alignment with the project's goals of generating knowledge through multicultural collaborative effort, participants attended at least three sessions consisting of 3-6 research paper presentations and forums, and actively engaged with Taiwanese educators in discussions, sharing their expertise and experiences in topics of STEAM education, educational research, and teaching practice research.



At Conference (right: panel discussion)

## Conference (cont'd)

Participants attended paper presentations in the “Humanities and Education in Medicine” session to gain better understanding of multidisciplinary field, such as how humanities (e.g., literature, art, history) can be integrated in the field of medical education.

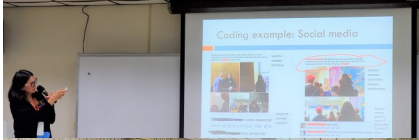
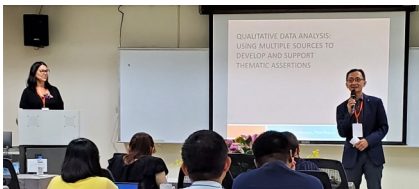
Participants engaged in paper presentation forums in the session “STEAM Education,” which consisted of the following topics: research on bilingual, cross-domain, STEAM vocabulary textbook development using Frayer model and scaffolding as needed; STEAM education with non-engineering students (finding: improved students’ creativity); application of REACT teaching strategies to improve students web design skills and self-concept; difficulties and solutions of developing STEAM curriculum by rural elementary teachers.



A Presentation from Humanities & Education in Medicine



STEAM Paper Presentations/Forum



Qualitative Data Analysis Workshop

## Conference: Workshops

On the second day of the conference, Dr. Laura Johnson hosted an interactive workshop that discussed approaches for qualitative analysis using multiple data sources. Dr. Johnson used numerous examples of differing data types (e.g., interviews, visual images) to demonstrate coding and the process of developing thematic assertions.

In the afternoon, Dr. Tom Smith hosted an interactive, hands-on workshop on statistical analysis using Jamovi, an open-sourced, menu-based analysis tool based on and compatible with R programming language. Topics that were covered included importing/setting up data, carrying out statistical analyses, and constructing plots.



Workshop Presenters:  
Dr. Smith and Dr. Johnson



Statistical Analysis with Jamovi Workshop

## School Visit (Field Research-Qishan Elementary School)

On June 15th, we visited Qishan Elementary School. To get to the Bilingual VR classroom, we first entered the “Cishan English Village.” The architecture of this building has cultural significance; the arches on the right side is built in 1914 (Japanese styled, when they ruled over Taiwan) and the left side is built in 1938 (Taiwanese styled). In the Bilingual VR Classroom, there are a few VR stations, with varying degrees of VR immersion.

We observed a grade 2 classroom in which the teacher was teaching students how magnets worked (e.g., opposites attract). The teacher began by introducing a song to the students about the paper characters that they will be cutting out. She then asked the students how they can make the cut-out figures moved. After she introduced the concepts, students were allowed to get started on the hands-on activity.

The second part of the class was having the students make the magnets move over a green screen, but using VR technology to show the characters moving over a virtual background of the bodies of water surrounding Taiwan.



Cishan English Village

Left Side

Right Side



Bilingual VR Classroom



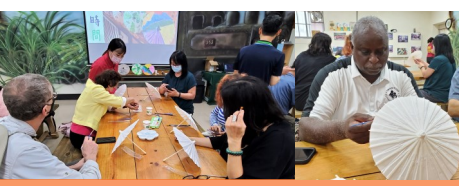
Classroom Observation



Group Picture with Qishan Elementary

## Cultural Tour (Qishan)

After the school visit, we stopped at Qishan Sugar Refinery community center to paint our own oil paper umbrella. The sugar factory was built in the early 1900s (during the Qing Dynasty) and ceased operations in early 2000s. Oil paper umbrella is important to the Hakka culture and symbolizes good fortune/protect against evil. Our last stop was exploring Qishan Old Street (an area with lots of history associated with the sugar industry).



Began with Blank Paper Umbrellas



Outside the Community Center



Inside the Community Center



A Fruit Stand on Qishan Old Street

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