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Incorporating Regional Social Aspects and Gamification in STEAM education.

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Dr. Takemata's team developed a STEAM curriculum to nurture K-12 students' computational thinking skills in the surrounding living environment. With the concepts of SDGs, the purpose of the learning is to think seriously about the future of the society where they will live as full-fledged members of the society. The proposed hands-on and heads-on workshop enhances active learning in PBL to motivate students' curiosity in their surrounding social environment.

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