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Integrating 3D Technologies and Immersive Media into Mathematics Education

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This talk will explore the evolving research in mathematics and STEAM education at the Linz School of Education, specifically focusing on the integration of 3D Modelling and Printing (3DMP) and immersive media (AR and VR) to support mathematical learning at all levels of education. By examining the intersection of technology and pedagogy, I will highlight how these tools could foster creative thinking and bridge digital and physical learning environments. Collaborating with the Experience Workshop Movement and GeoGebra, I will showcase some practical applications of these technologies in classrooms. I will also discuss the transformative potential of 3DMP in visualising complex concepts and the role of AR/VR in creating interactive, high-engagement learning experiences. Additionally, the talk will outline how supporting data and innovative initiatives at Johannes Kepler University contribute to mathematics and STEAM education. By embracing these spatial technologies, we aim to develop transdisciplinary innovations and to advance mathematics teaching and learning.

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