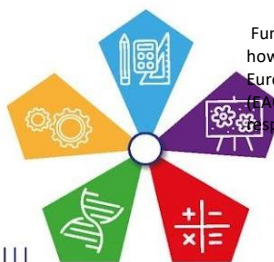


SpiceE

Special EduCation **STEAM** Academy



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor the granting authority can be held responsible for them.



Co-funded by the
Erasmus+ Programme
of the European Union

SpiceE International Conference on Inclusive STEAM Education

30 – 31 May 2025

Hellenic Open University
Patras, Greece



SPICE CONFERENCE PROGRAM

DAY 1 - May 30th 2025

Attendance link:

<https://youtube.com/live/XAmRcEWm-04?feature=share>

Time (Greece time)	Session
14.45-15.00	Opening
15.00-16.30	Plenary Session: The SpiceE project Moderator: Magda Spella - Hellenic Open University
15.00 – 15.10	<i>Presentation of the SpiceE project</i> (Achilles Kameas, Hellenic Open University)
15.10 – 15.25	<i>Perspectives of Inclusive STEAM Education for students with Mild Disabilities in the context of an evolving school reality</i> (Ioannis Agaliotis, University of Macedonia)
15.25 – 15.40	<i>The STEAMComp InclEdu Competences framework</i> (G.Sakellaropoulou & N. Spyropoulou, Hellenic Open University)
15.40 – 15.55	<i>The development of teachers' inclusive STEAM education competences in the context of the SpiceE project</i> (M. Papaevripidou & Y. Pavlou – University of Cyprus)
15.55 – 16.10	<i>Active methodologies for STEAM teacher training from an inclusive perspective</i> (R. Martínez – University of Alicante)
16:10 – 16: 20	<i>Building the Future - Inclusive STEAM in Bulgaria</i> (V. Todorova & M. Zhelyazkova - Trakia University)
16:20 – 16:30	<i>Presentation of the SpiceE Virtual Learning Environment (VLE)</i> (O. Vlachonikolos - Readlab)
16.30-17.00	Coffee break
17.00-18.30	Panel on New technological approaches in Inclusive STEAM education Moderator: Magda Spella - Hellenic Open University
17.00-17.10	<i>Uses of VR in STEAM education</i> ()
17.10-17.20	<i>Artificial Intelligence in Education: Applications and Tools for Supporting Educators and Students</i> (M. Papaevripidou & T. Karafyllidis – University of Cyprus)
17.20 – 17.30	<i>Specifics of learning difficulties – new technological approaches</i> (I. Boneva – Trakia University)
17.30 – 17.40	<i>Advanced technology-enhanced Inclusive STEAM Education</i> (S. Papadakis - Hellenic Open University)
17:40 – 18:10	Panel discussion (moderated by A. Kameas - Hellenic Open University). <i>New technological approaches in inclusive steam education.</i>
18:10 – 19:00	Presentations from the call for abstracts Moderator: Magda Spella - Hellenic Open University
18:10 – 18:20	<i>What if...I observe, think and act!</i> (E. Ripamonti, Italy)
18:20 – 18:30	<i>The Role of Art in the Inclusion of Students with Special Needs in STEAM Environments</i> (L. Mesquita da Fonseca, Portugal)
18:30 – 18:40	<i>Empowering Educators for Inclusive STEAM Pedagogy in Primary Education: A Multi-Phase Professional Development Model Inspired by the SpiceE Academy</i> (A. Nikolakopoulou, Greece)

18:40 – 18:50	<i>Inclusion in the Context of Interdisciplinary Learning</i> (K. Fratrovic & S. Markovic-Zoraj, Croatia)
18:50 – 19:00	<i>STEAM Education and Teacher Professional Development: A Study of Arts Integration Strategies</i> (I. Ebekue, Nigeria)
19:00 – 20:00	Conference reception

DAY 2 - May 31st 2025	
Attendance link: https://youtube.com/live/hGXU_37JM7E?feature=share	
Time (Greece time)	Session
9.30-10.30	Plenary Session: The future of Inclusive STEAM Education
9.30 - 9.45	<i>Supporting Integrated STEM Education and Inclusion through Scientix®</i> (E. Vlachou, European Schoolnet)
9.45 - 10.00	<i>The SpiceE Alliance</i> (M. Spella, Hellenic Open University)
10.00 - 10.15	<i>Policy Development in Inclusive STEAM Education</i> (MOECSY)
10.15 - 10.30	Discussion
10.30 - 11.00	Coffee break
11.00 – 12.00	Presentations from the call for abstracts Moderator: Magda Spella - Hellenic Open University
11.00 – 11.10	<i>EIRENE - Cosmic Citizenship: Creative Thinking and Sustainable Society Design</i> (N. Yamaç Şahin, F. Öncüoğlu & Z. Varol, Türkiye)
11.10 – 11.20	<i>Teacher from STEM Campaign</i>
11.20 – 11.30	<i>Teaching 'Speed' in an Inclusive Elementary Classroom: A STEAM Approach for Diverse Learners</i> (S. Papadakis, G. Fakiolakis, & S. Lazaropoulos, Greece)
11.30 – 11.40	<i>STEAM Education in Practice: A Case Study from Escola Montessori Rubí</i> (E. Köchig & B. Lores-Gómez, Spain)
11.40 – 11.50	<i>Inclusive STEAM Adventures: Designing a digital learning quest for primary education through art and accessibility</i> (D. Peltekov, Bulgaria)
11.50 – 12.00	<i>Co-designing Research Directions for Inclusive STEAM Education in Europe</i> (S. Bresciani, F. Rizzo, Italy)
12.00-13.00	Workshop on the roadmap of STEAM and Inclusive Education Moderator: Magda Spella - Hellenic Open University
12.00 – 12.10	<i>The SEER – A European Vision for STE(A)M Education</i> (E. Vlachou, EUN, SEER)
12.10 – 12.30	<i>The SEER Roadmap: Indicators on Educators and Inclusion in STEAM</i> (J. Niewint Gori, INDIRE, SEER)
12.30 – 12.45	<i>Educators' Needs and Challenges for Inclusive STEAM Education</i> (N. Spyropoulou, Hellenic Open University, SpiceE)
12.45 – 13.00	<i>The Role of Teachers' Collaboration in Advancing STEAM Education</i> (S. Savov, Education Trade Union, SpiceE)
13.00-14.00	Lunch break
14.00-15.30	Synergies with other Teacher Academy projects Moderator: Magda Spella - Hellenic Open University
14.00 – 14.10	ICSE Academy
14.10 – 14.20	<i>Inclusion for all</i> (S. Costantini & M. Redžić - SENSEI project)

14:20 – 14:30	<i>Re-thinking and Facilitating the Learning in the Future: the STEAME-PBL Pedagogy</i> (G. Makrides – STEAME Academy project)
14:30 – 14:40	EQUI-T project (Barbara Gasteiger-Klicpera)
14:40 – 14:50	
14:50 – 15:00	
15:00 – 15:10	
15:10 - 15:30	Panel discussion (Moderator Achilles Kameas – Hellenic Open University)
15.30 - 16.00	Coffee break
16.00 - 18.10	<i>Parallel session I - Presentations from the call for abstracts in the Greek language</i> <i>– In person and online</i> Moderator: Magda Spella - Hellenic Open University
16.00 – 16.10	<i>Designing a Renewable Energy Community</i> (E. Tsoureki, M. Gkana & K. Gkika, Greece)
16.10 – 16.20	<i>Teaching Emotions in Sophocles' Antigone through Inclusive STEAM Practices: A Creative Approach with Masks and Emerging Technologies</i> (G. Dimopoulou, Greece)
16.20 – 16.30	<i>The Parthenon in Minecraft: An Innovative Inclusive Action in 21st-Century SPICE STEAM Education</i> (M. Nimpi, K. Nikolopoulou, Greece)
16.30 – 16.40	<i>Integrating Inclusive STE(A)M practices in primary Education: The Fizzy Q Application</i> (Maria Barouta, Greece)
16.40 – 16.50	<i>“The Power on My Plate”: A Project by 4th Grade Students of the 13th Primary School of Patras</i> (K. Georgopoulos, O. Vlachou, V. Papangelopoulou, C. Kotsopoulos & A. Visvardi, Greece)
16.50 – 17.00	<i>Creation of a Shadow Theater Performance with Bicycle Dynamo for Lighting</i> (A. Bourbou, V. Pagoulatau, Greece)
17.00 – 17.10	<i>From the Waves of Arts (A) to Action: When Inclusive STEAM Education Transforms Students into Active Citizens</i> (M. Nimpi, A. Panagiotopoulou, Greece)
17.10 – 17.20	<i>Digital Competences in STEAM Education: Towards an Inclusive and Equitable Future</i> (K. Mathiopoulos, Greece)
17.20 – 17.30	<i>“SOSte... the Water!”</i> (E. Kouneli & E. Papaefthimiou, Greece)
17.30 – 17.40	<i>The Construction of Odysseus' Raft – A Journey through SPICE STEAM Education</i> (M. Nimpi, E. Zafeiropoulou, K. Michalopoulos, A. Ifantis, E. Panagopoulou, Greece)
17.40 – 17.50	<i>Mirroring Emotions: Empathy through Painting in Primary School – an Inclusive STEAM Approach</i> (P. Kiriakidou, Greece)
17.50 – 18.00	<i>STEAM education, environmental studies and computational thinking: Action research in primary education</i> (V. Koutsokera, Greece)
18.00 – 18.10	<i>The Creative Contribution of the 'A' in the SPICE STEAM Project “Odysseus' Raft”</i> (M. Nimpi, Greece)
18.10 – 18.20	<i>Mathematics and Art in STEAM education</i> (C. Zourna, Greece)
16.00 - 17.10	<i>Parallel session II - Presentations from the call for abstracts in the English language</i> <i>– Online</i> Moderator Spyros Papadakis – Hellenic Open University
16.00 – 16.10	<i>Integrating Entrepreneurship into Inclusive STEAM Education for Workforce Readiness Among Students in Public Universities in Anambra State, Nigeria</i> (G. C. Alonta, C. S. Mbaegbu & M. C. Orabueze, Nigeria)
16.10 – 16.20	<i>Breaking Barriers with Code: Robotics and Coding for Inclusive STE(A)M Education</i> (Ç. Kalkan & F. Bozkurt, Türkiye)
16.20 – 16.30	<i>Smart Classrooms, Smarter Inclusion: STEAM for Equitable Education</i> (K. Banerjee1, Dr. V. Kumar & S. Singh, India)

16.30 – 16.40	<i>Through Technology Towards Equal Opportunities in History Education</i> (M. Lukic Puskaric, Croatia)
16.40 – 16.50	<i>The Power of Inclusive STEAM Education in Nigerian Tertiary Education</i> (C. Egbo, Nigeria)
16.50 – 17.00	<i>Exploring the impact of absentism rate on academic performance in inclusive STEM classrooms: causes, consequences and implications for global education</i> (N. Ezenwosu & A. Oyeyemi, Nigeria)
17.00 – 17.10	<i>An Assessment of the Relationship Between Teachers' Retraining Strategies and Job Effectiveness in Special Needs Schools in Cross River State, Nigeria</i> (A. Ngene, E. Ikana, C. Ebele & E. Obona)