

STEAM Education Workshop

Visual Art & Technology Education

Anita Piccioni & Sara Eve - Canning Vale College, WA

We will present our explorations of how Visual Art and Technology are currently being harnessed and implemented within the art world and the school classroom. You will have the opportunity for hands-on experiences with virtual and augmented reality. We'll address the following issues.

- Connecting Visual Art to the rapidly advancing Technology in the present to enhance future possibilities.
- Increasing student knowledge within technology and encouraging them to explore, develop and push the boundaries using their creative minds.
- This challenges what we know and improves future innovations in our changing world.
- Creative thinking is vital to improve how we problem solve, utilize technology and create breakthroughs for future generations.

Sarah Eve

I have been a secondary teacher for five years teaching Visual Art, I also run the Visual Art Extension Program at Canning Vale College. I have completed a Bachelor of Fine Art and my Dip Ed in Secondary Education, as well as a Master of Education specializing in Gifted and Talented Education and Technology. I specialize in Drawing, Printing and Textiles and have contributed and organized several exhibitions in Perth and interstate. I integrate the use of technology within my classroom and encourage students to develop their creativity and expression.

Anita Piccioni

I have been a secondary teacher for the past two years teaching Visual Art, ICT, Media, Photography and Electronic Game Design. I have completed a Bachelor of Fine Art, specializing in the medium of Photography, as well as a Dip Ed in Education. My focus is to harness the importance of utilizing technology in the classroom to help students explore concepts relevant to our changing world.

Venue: Staff Common Room, School of Education, Bld 450, Murdoch University

Date/Time: Thursday, 19 November 2015, 4:30-6:00pm (car park 3: free parking!)

Contact: Professor Peter Taylor 0414 841 850