Call for Bachelor/Master Thesis

Description:
The ability to program is becoming increasingly important in industry and is often mentioned as a crucial skill for future employment. In maker culture, a subculture of the DIY movement, the ability to program often exceeds this limitation and further includes personal expression through the creation of meaningful projects that are linked with social, cognitive and entertaining activities. The maker movement empowered by increasingly accessible state-of-the-art digital fabrication machines like 3D printers and laser cutters promises to enhance the learning experience in Computing Education.

We are looking for bachelor/master students who are interested in doing their thesis with us. The main topics include:

- **Making** with digital fabrication in Computing Education
- Explorations and evaluations of digital fabrication in formal (like schools or universities) and informal learning settings (makerspaces, fab labs, hackerspaces, etc.)
- Creativity in Computing Education
- Creative arts with digital fabrication and computational/parametric design
- Innovative ideas in research and education with digital fabrication (e.g. 3D printing)
- New methods for digital fabrication in educational contexts
- Exploration of emerging technologies for digital fabrication
- Design thinking, innovation or entrepreneurship in education

Required Skills:

- You are motivated to deepen your knowledge on 3D printing/ 3D design or educational programming software like Scratch
- You are interested in the field of Computing Education
- Ideally you are fluent in German and English

Interested students are invited to contact Christos Chytas for further information at christos.chytas@uni-oldenburg.de