

Unapređenje STE[A]M vještina pomoću digitalne proizvodnje

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FabLab, civil association for promotion of digital fabrication, was founded in 2013 as a non-profit and based on MIT's Fab Charter. It is aimed at promoting digital fabrication, encouraging DIY and helping society benefit from the makers movement. Intense activities - in line with three main missions:

Education (R)evolution

Give-a-Hand

Local Solutions Go Global

education related

local community related

business related







Education (R)evolution

Introducing new **digital tools** and **design thinking** processes in order to boost STE[A]M skills. Facilitating responsible education and research in local and global context, by linking three educational levels. Long-term goal is to make children **believe** they can turn their ideas into reality and encourage them to remain in the creative phases of their minds, as well as support them in development of **soft skills** and cooperation from the early ages.

Give-a-Hand

Innovation inspired by situations local community members, especially persons with disabilities, are facing on daily basis.

Unlocking creative potential of local community by interdisciplinary co-working and inclusion in solving problems and issues.

Local Solutions Go Global

Engaged digital technology which encourages development of entrepreneurial mindset by facilitating turning ideas into products and leveraging local insights to develop solutions for global market. Co-creation by merging analogue and digital technology for creative and innovative use on global market in cooperation with quadhelix stakeholders.

Teaching following skills: Design Thinking, 3D Parametric Modelling, Generative Design, 3D Scanning, Digital fabrication, **STE[A]M**, Electronics, Robotics, Virtual Reality, Augmented Reality, IoT, BigData, Biosensors, Smart Sensing, DIY, **Learning by Doing**

Design Thinking



Practice Design Thinking to engage young population to use Digital Fabrication for improving STE[A]M skills and become new innovators!

STE[A]M vještine





STEAM is **an educational approach** to learning that uses Science, Technology, Engineering, the Arts and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking. The end results are students who take thoughtful risks, engage in experiential learning, persist in problem-solving, embrace collaboration, and work through the creative process. These are the innovators, educators, leaders, and learners of the 21st century!

Learning by Doing



DEMONSTRACIJE DIGITALNE PROIZVODNJE U SVRHU RAZVOJA STE(A)M VJEŠTINA *

Kako izraditi torbu s vlastitim crtežom, napraviti vlastiti pečat ili jednostavni 3D model tlocrta građevine. To su teme digitalizacije, obrade 2D crteža, te 3D modeliranja. Pomoću urađaja digitalne proizvodnje ove digitalne informacije pretvaraju u opipljive osobne predmete. Ovo su samo neki od primjera korištenja tehnologija digitalne proizvodnje koja se mogu primjeniti u realizaciji različitih malih projekata kojima se povezuje umjetnički i tehnički aspekt rada mladih.

Education (R)evolution | Education



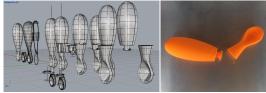






Give-a-Hand Local Community







Local Solutions Go Global | Business











20162017

Understanding Collective Awareness Platforms with the Maker Movement



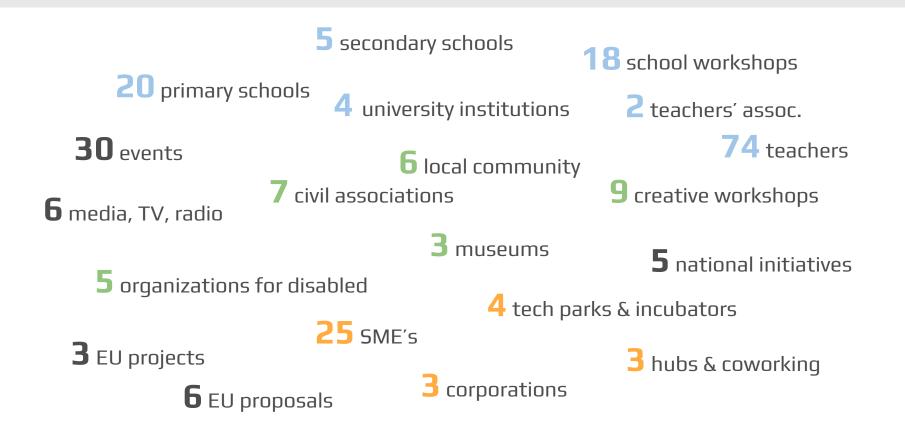
20162019

Making central Europe more competitive by unlocking the innovation capacity of FabLabs



2017 2020 Entrepreneurial skills for young social innovators in an open digital world. A European Initiative!

Networking



Events

3D Printing Open Days

2016





2013

1. otvoreni dani 3D ispisa 1st 3D printing open days 14. i 15. studeni 2013. Arhitektonski fakultet, Kačićeva 26, Zagreb





2014

2. otvoreni dani 3D ispisa 2nd 3D printing open days



Af

2015

3. otvoreni dani 3D ispisa 2015 3rd 3D Printing Open Days 2015



2016











5. Otvoreni dani 3D ispisa 2017 5th 3D Printing Open Days 2017







2016



Pridružite nam sr

5. znanstveni

23 - 25.09.2016.

JADRAN FILM

zagrebačka Dubrava 10-19 sati































Thank You!



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Demonstracije digitalne proizvodnje u svrhu razvoja STE(A)M vještina

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