

KATHMANDU UNIVERSITY SCHOOL OF EDUCATION

ADMISSION OPEN FOR 2022 BATCH

MPhil in STEAM Education



PROGRAM OVERVIEW

The program emphasises on capacity building of potential Nepali and international scholars whose research is likely to become a basis for improving practices in their professions. The program is multidisciplinary in nature as it aims to utilise perspectives and practices arising from the field of Science, Technology, Engineering, Arts, and Mathematics (STEAM) Education. This program is intended for teachers, teacher educators, and educational leaders who desire the skills and credentials needed to advance their practice-driven careers. The program offers rigorous theoretical and practical orientation for practitioners aspiring to become leaders in the fields associated with STEAM Education. We envisage that multiple epistemic frameworks enable research students to apply creative and innovative methods in their research productively, thereby serving platforms for them to explore newer avenues in STEAM Education. The research studies are guided by the notion of transformative education aiming to bring changes within researchers and beyond.

DURATION AND COURSES

3 Semesters/1.5 Years
33 Credit Hours

FACE-TO-FACE & ONLINE MODE

ENTRY REQUIREMENT

Master's degree in Science, Technology, Engineering, Mathematics, Mathematics Education, Computer Science, Sustainable Development, etc. with minimum of 50% score or equivalent to CGPA 3.0 out of 4.0

FOR MORE DETAILS

☎ 01-5250524/5250150

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SCHOOL OF EDUCATION**

PROGRAM OBJECTIVES AND ATTRIBUTES


- An ability to identify research issue(s) and to develop viable research design as per the ethos of paradigm(s), methodologies, and methods employed in their research;
- A sound understanding of the major areas, focus, and contours of local, regional, and international research in their respective research area;
- A capacity for a critical assessment of relevant scholarly literature in their field of study;
- An ability to accomplish defined scholarly research within a specific research program
- An ability to develop, implement and evaluate educational programs for the concerned community of practice;
- Well-developed flexible problem-solving abilities (skills, knowledge, and attitudes) appropriate to the area of study;
- An ability to develop the ethos of life-long learning in their personal and professional contexts.
- An ability to develop an entrepreneurial orientation toward STEAM Education
- An ability to accomplish independent research/inquiry in education-related issues in general and STEAM education in a particular

ENTRY REQUIREMENT

Minimum 17 years of schooling with masters or MPhil or Equivalent (Preferable) in STEM-related disciplines with minimum of 50% score or equivalent to CGPA 3.0 out of 4

FOR MORE DETAILS

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