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STEAM Reflection Paper

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This STEAM class was one of the best courses I have taken- whether it be undergrad, grad, or post grad. The environment that was immediately established in the classroom was supportive and kind. I was never made to feel pressured or inadequate for not knowing how to do something. Early on Professor Maguire stated that we are all taking this course with varying knowledge bases, while some may be more advanced, we can all learn together.

As a fairly non-technical person, I was concerned I wouldn’t be able to keep up or know what to do during the course. However, whether it be the teacher herself, her husband, or the technical support- Giuseppe, I had a lot of help. In addition, since the classroom was established as a helpful community, my fellow classmates were able to help me and I found myself able to help them as well.

A program that I struggled with at first with TinkerCad, but once I got help and practice, I was able to understand how to move objects around the 3D field. It was extremely satisfying to see something that I designed on the computer then printed in 3D. The fact that I can hold it in my hand is thrilling.

My favorite lesson we learned in class was the Plush Monster. To combine, soft fabric with circuits and LED lights just blew my mind. The ideas of future applications of this technology in my personal artwork as well as my classroom is so exciting. I found that I am a fairly proficient sewer and I was able to make my monster rather quickly.

Something that stood out to me was the manner and which Professor Maguire introduced lessons. She taught the technical skills and motivations via demonstrations, PowerPoints, and online videos which set the tone. Then she showed us an organized array of materials of all shapes, sizes, and forms for us to choose from. This unique method provided me with a choice based art making that I don’t normally partake in. When I teach, I find myself being specific with what I want my students to make. When I do my own artwork, I am very methodical and know what I am making before I do it. The way in which we were taught during this class allowed for me to experiment and use materials I wouldn’t normally not get a chance to play with.

I definitely intend on introducing more STEAM into my art room. I would like to further investigate the following topics.

-LilyTiny LED Circuits

-TinkerCad

-Code.org

-Use of Green Screen and iMovie