



**Southeast Asian Ministers of Education Organization (SEAMEO)
Regional Centre for Quality Improvement of Teachers
and Education Personnel (QITEP) in Mathematics**

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**List of Selected Proposals
SEAQiM Research Grants
2021**

No	Name	Institution	Title of Research
1	Agus Setio	SMP Negeri 1 Tirtoyudo	Students Creativity Profiles in Constructing Shiny Geometric Shapes Using 4dframe for Indonesia Independent Day Celebration
2	Debo Simbolon	SMP Swasta Wirahusada Medan	How Project STEAM Makes Katuktak in Developing Children's Creativity and Critical Thinking
3	Dwi Suprianto	SMP Negeri 2 Kota Blitar	STEAM Learning Using 4D Frame Media in Increasing Motivation and Creativity Thinking in Mathematics Lesson For 8 th Grades Junior High School 2 Blitar
4	Eti Herawati	SMP Negeri Satu Atap 2 Krangkeng Indramayu	Mini Garden Immune Booster Digital QR Code Assisted 4DFrame
5	Ika Kartika	SMP Islam Sabilillah Malang	Application of Learning Through STEAM-Based Scientific Approach assisted by 4D Frame to increase Learning Creativity for Number Pattern Materials in Class VIII
6	Joko Hariaji	SMP Negeri 1 Peureulak	Improving Multi Literacy Ability Through STEAM Learning Assisted by 4D Frame + BS For Students Of Junior High School
7	Kristinawati	SMP Negeri 2 Salatiga	Communications And Critical Thinking Skills In a STEAM Project "The Sets in a Zoo": A Case Study
8	Laili Khairi	Teuku Nyak Arif Fatih Bilingual School	The Effect Of STEAM Education On Secondary School Students' Design Thinking Mindset and Attitude Towards Sustainable Development
9	Ni Made Anita Wijaya	SMP Taman Rama Jimbaran	STEAM Approach To Increase Activeness and Motivation Learning Using 4dframe in Grade 7 Smp Taman Rama Jimbaran
10	Novi Purnama Sari	SMP Negeri 4 Palembang	The Effects Of STEAM Approach In The Context Of Palembang Cultural Heritage By Using 4D Frame on Students' Attitude Towards Mathematics
11	Nuha Fazlussalam	IIS PSM Magetan	Development of Learning Kit With Open Ended-STEAM Approach Using 4Dframe Media to Improve Mathematical Creative Thinking Ability

12	Rio Mardani	SMP Negeri 8 Batam	The Effect Of Using STEAM + 4Dframe Learning on Developing Student's Computational Thinking Skills
13	Syakti P Sriyansyah	Global Prestasi School	Improving Secondary Students' Mathematical Literacy on The Fishing Traps Theme Through A 4d-Frame Assisted STEAM Activities in The Problem-Based Instruction
14	Tantan Sutandi	SMP Negeri 2 Ciamis	Fostering The Students' Higher-Order Thinking Skills Through STEAM Integrated Project-Based Learning in The Context of A Windmill-Powered House
15	Tri Ratnaningsih	SMP Negeri 3 Arjasa	Students' Perception of Learning Mathematics with STEAM Approach Using 4DFrame

Yogyakarta, 21 July 2021
 Director,

 Dr. Sumaryono
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