

INTERNATIONAL JOURNAL OF LAW  
MANAGEMENT & HUMANITIES  
[ISSN 2581-5369]

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Volume 8 | Issue 2  
2025

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# A Comparative Study of Problem-Solving Approaches in Stem and Humanities Education

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## ABSTRACT

*In the field of problem-solving education, many methods play a crucial role. STEM (Science, Technology, Engineering and Mathematics) problem-solving education involves various tools that address issues in different fields such as research, design, and robotics. Tools like graphs and plots, including pie charts, bar graphs, and line graphs, are essential for conducting doctrinal research. Humanities education tools also play a significant role in problem-solving research by fostering critical thinking, philosophical approaches, historical frameworks, and case study research. These tools support problem-solving approaches in the real world. In digital research, collaborative tools help researchers tackle complex challenges through teamwork, critical thinking, and shared learning. They also provide access to real-time data, such as PhET simulations. This Paper dealt in a Comparative Study of Problem-Solving Approaches in STEM and Humanities Education.*

**Keywords:** *Problem Solving, STEM Education, Humanities Education, Critical Thinking, Software, Design, Qualitative, Graph, Interdisciplinary, Digital, Data.*

## I. INTRODUCTION

In education, both STEM (Science, Technology, Engineering, and Mathematics) and the humanities play key roles in shaping well-rounded individuals who can solve complex problems. STEM education focuses on logical thinking, technical skills, and innovation, while humanities education helps us understand human experiences, culture, and ethics. As society and education move forward, these fields are blending more because both technological progress and a deeper understanding of human life are needed. Digital tools, once mostly linked to STEM, are now being used in the humanities to improve learning and research. Data analysis tools and digital archives allow students and researchers to explore art, history, and culture in new ways. For example, data visualization tools make complex historical data easier to understand. These digital tools are improving research and changing how we think about preserving culture and sharing knowledge. By combining STEM and the humanities, education

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teaches both problem-solving and technical skills while also fostering empathy, creativity, and cultural awareness. This combined approach prepares students to succeed in an increasingly connected world, where both technical abilities and human understanding are important. As technology continues to grow, these tools open up new ways for interdisciplinary learning, helping students connect science, society, and culture. The mix of STEM and the humanities helps create a well-rounded education that values both technological advances and a deep understanding of human life. This approach is essential for solving future problems, as it combines scientific knowledge with cultural awareness, offering a broader perspective for addressing challenges in our interconnected world.

### **(A) Research Question**

1. What Tools and techniques are most commonly used for problem-solving in STEM and Humanities, and how do these influence learning outcomes?

## **II. TOOLS AND TECHNIQUES**

### **(A) STEM**

STEM stands for Science, Technology, Engineering, and Mathematics. It focuses on understanding how the world works, building technological innovations, and solving practical problems. STEM helps in fostering innovative ideas and developing technologies or gadgets that shape our world. Below are the key aspects of STEM:

**Science:** This field encompasses disciplines such as biology, physics, chemistry, and earth sciences. Scientists explore the natural world, conduct experiments, and develop new ideas, medicines, and technologies.

**Technology:** In the modern era, technology primarily involves software and hardware innovation. It includes the creation of new gadgets and devices. Technology transforms scientific discoveries into practical tools, improving our lifestyle and making everyday tasks more efficient.

**Engineering:** Engineers apply scientific principles to design and construct buildings, bridges, transportation systems, and electronic devices. They use analytical skills to solve complex problems and contribute to infrastructure and technological development.

**Mathematics:** Mathematics serves as the cornerstone of all STEM fields. Mathematicians develop theories, models, and algorithms that are essential for scientific research, technological advancement, and engineering projects.

### **a. Tools for Problem-Solving in STEM**

Technology has increasingly helped students gain clear knowledge, expand their experiences, and accelerate their learning skills STEM helps students make connections between ideas from different disciplines. For example, mathematics aids scientific research and engineering projects. There are numerous tools in STEM, so let's explore some of the major ones.

#### **i. Digital Tools for STEM**

Digital tools can help students learn math and science, especially when integrated into teaching methods. When we look at STEM education and the role of digital tools, science education classrooms are becoming increasingly technology-driven. Using digital tools to teach STEM could improve students learning outcomes.<sup>2</sup> STEM education enables learners to interact with science while enhancing their understanding of scientific concepts. It supports virtual laboratories along with gaming elements, such as 3D games and mobile apps. These simulations can never replace physical laboratories but can be used for practice in virtual environments. There is also learning content that cannot be shown to students for example how to form atoms and molecules or it is dangerous for students – for example chemical reactions.<sup>3</sup>

Technology enhances STEM learning and teaching by:

- To provide a model for educators, parents, and children for enhancement.
- Teachers exchange their knowledge with fellow educators
- Children and adults engage with visual and auditory information, but they may not have access to it.
- Provide tailored learning opportunities that reflect an educator's level of prior knowledge or experience.<sup>4</sup>
- Engage children in tasks using technology that invite sharing, collaborating, and discussing such as paired playing digital games.<sup>5</sup>

#### **1. Phet**

The free interactive website (<https://phet.colorado.edu/>) is used for STEM education. It was started in 2002. Specific tips and video primers are accessible to teachers, and the PhET community shares resources for teaching and activities. They offer simulations in physics, math,

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<sup>2</sup> T. Kennedy, et al., Engaging Student in STEM education, Science Education International, P. 247-256 (2014).

<sup>3</sup> I. Levin, et al., Digital Tools and Solutions for Inquiry-Based STEM Learning (2017).

<sup>4</sup> S. Pasnik, et al., Early STEM Learning and the Roles of Technologies, Waltham, MA: Education Development Center, Inc, P.3-10 (2016).

<sup>5</sup> Devyana Yovkova Peykova, et al., Digital tools for STEM Education, at 21-27 (2021).

chemistry, science, and biology. Students use a game-like environment where they learn through exploration and discovery. The simulations were written in Java, Flash, or HTML5. All simulations are open-source. PhET developed the following design principles:

- Scientific inquiry should be encouraged.
- Interactivity should be provided.
- The invisible should be made visible.
- Visual mental models should be shown.
- Multiple representations (such as object motion, graphs, numbers, etc.) should be included.
- Real-world connections should be used.
- Implicit guidance in productive exploration should be given to users.
- Create a simulation that can be flexibly used in many educational Situations.<sup>6</sup>

## 2. Explore Learning Gizmos

Gizmos are largest library of math and science virtual labs. It is an interactive one. Over 400 Gizmos aligned to the latest standards help educators bring powerful new STEM learning experiences to the classroom.<sup>7</sup> The virtual labs are selected based on academic standards, topics, and textbook modes. When virtual experiments are conducted, students use exploration sheets to answer the questions.

## 3. Interactive Periodic Table

The Periodic Table shows names, electrons and oxidation states. It visualises the 3D orbitals, isotopes and mix components. The translation is available in 73 languages, including Bulgarian. Students can drag elements and make compounds.

**PERIODIC TABLE OF ELEMENTS**

The image shows a standard periodic table of elements. The title 'PERIODIC TABLE OF ELEMENTS' is at the top. The table is color-coded by groups. The elements are arranged in rows and columns, with their atomic numbers, symbols, and names. The table is color-coded by groups: alkali metals (red), alkaline earth metals (orange), transition metals (various colors), metalloids (green), nonmetals (blue), and noble gases (yellow). The title 'PERIODIC TABLE OF ELEMENTS' is at the top, and 'PubChem' is in the top right corner.

<sup>6</sup>Renard, L, Choosing the Best Classroom Technology – 5 Things Teachers should think about, (2020).

<sup>7</sup> <https://gizmos.explorellearning.com/>

*Figure 1: Making Compounds using hydrogen and chlorine*

#### **4. Argument reality with AR vyuka**

AR is a technology that uses digital information, such as images, sound, and data, to enhance our interaction with the environment. The AR Vyuka app is a free Android educational app available in both English and Czech language. It helps improve the quality of teaching in schools. Each student can use 3D models to assist in learning physics, mathematics, or biology. For example, students can study the human skeleton, and in chemistry, they can learn about atomic structure.

#### **ii. Virtual Laboratories in STEM**

Virtual laboratories are digital learning platforms designed for undergraduate students. They provide training for students in STEM disciplines. It's an e-learning tool. Student can locate the internet without direct visit to the constraint place or time. Several studies have demonstrated the effectiveness of virtual laboratories in STEM education and research.<sup>8</sup> It is important to note that over the years, there has been an increase in the number of virtual labs and scientific disciplines utilizing virtual labs.<sup>(9)(10)(11)</sup> A computer mechanism is a vital simulation for facilitating learning. Researchers used quasi-experimental design research to evaluate the effectiveness of virtual labs in a biology course. The results of their research show that a biology-based virtual laboratory intervention improved students attitudes and made learning complex biological topics easier.<sup>12</sup> This research study collected qualitative data about virtual labs, focusing on students learning biological content while using virtual labs. Emphasis was placed on research activities when paired with other research methodologies. In a first-of-its-kind study, microbiome researchers created a traditional microbiome lab to teach undergraduates how to explore microbial diversity in human saliva samples using molecular and computational procedures.<sup>13</sup> The students explained that microbiome research often involved complex laboratory procedures. Undergraduate students used molecular biology and bioinformatics virtual labs to gain sufficient knowledge and skills before working in actual wet

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<sup>8</sup> Serrano Perez, et al., Traditional Vs. Virtual Laboratories in Health Science Education, *Journal of Biological Education*, 36-50 (2023).

<sup>9</sup> Faridaddin, et al., Application of gamified Laboratories as a Preparation Tool for Civil Engineering Students, *European Journal of Engineering Education*, 164-191 (2024).

<sup>10</sup> Reeves S, et al., Virtual Laboratories in Undergraduate Science and Engineering courses: A Systematic review, *Journal of Science Education and Technology*, 16-30 (2021).

<sup>11</sup> Mercado J, et al., Virtual Laboratory simulations in Biotechnology: A Systematic Review, *Science Education International*, 52-57 (2023).

<sup>12</sup> Celine B, et al., Investigating the effect of Virtual Laboratories on students' academic performance and attitudes towards learning biology, *Vol.29.Education and Information Technologies*, 1147-1171 (2024).

<sup>13</sup> Sun H, et al., An integrated microbiome project for charactering microbial diversity in classroom based on virtual simulation experiments, *Vol.51.Biochemistry and Molecular Biology Education*, 171-179 (2023).

labs. The pre-virtual lab exploration assessed the student's abilities in the microbiome project. The medical school was also involved in using virtual labs to investigate capacity. A comparative study was conducted on medical students participating in both traditional and virtual labs. A student satisfaction questionnaire was administered after completing protein and carbohydrate analytical computer simulations, and performance grades were assessed to determine which method was better.<sup>14</sup> The analytical protein virtual lab was participated in by students, and their performance was successful, comparable to that of the traditional lab group. Similarly, students who engaged in the analytical carbohydrate traditional lab achieved higher grades than the virtual lab group. The grade data showed mixed results, but feedback from satisfaction questionnaires indicated that students believed virtual labs to be an effective pedagogical medium.

### **1. Advantage**

- Students and teachers use the latest technologies from virtual labs.
- Virtual labs assist users in advancing digital-age technology.
- Experiments in virtual labs provide an enjoyable experience for students
- Virtual labs help users advance digital era technology.
- Online virtual labs protect students from hazards, eliminating the need for direct involvement with toxic chemicals, electricity, or explosives.
- Students can access various tools for learning, such as web resources, videos, and self-evaluation.
- The development of biology laboratories and the chemical industry has been boosted.

### **2. Disadvantage:**

- The computer produces data in 3D, exactly as it appears in the virtual lab.
- It reduces direct interaction between students and teachers.
- Since students can repeat results in a virtual lab, it might lead to issues when applying these results in real-life situations.
- In a real lab, students can experience sensory factors such as unusual noises, smells, and

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<sup>14</sup> Ibrahim G, et al., Perception of competence achievement and students' satisfaction using virtual laboratories in medical biochemistry course: Lessons from the COVID – 19 pandemic, Vol.51.Biochemistry and Molecular Biology Education, 254-262 (2023).

random errors.

### 3. D CAD Software

Computer-aided design (CAD) is a method used to create 2D and 3D models, widely employed in various industries. CAD software helps designers develop design ideas, modify designs easily, draft documentation, and share designs for feedback. This allows companies to bring products to market faster. CAD software was founded in 1959. Doug Ross, a researcher at MIT, coined the term "Computer-aided design." CAD software can simulate a wide range of parameters, including strength and temperature. It works faster and more cost-efficiently without compromising the quality of the components.

**SOLID WORKS 3D CAD** focus on the Research and Development. The following are solid work:

- A trusted industry standard solution is provided.
- Powerful and proven 3D modelling capabilities are offered.
- Documentation and 2D drawing solutions ready for production are included.
- An intuitive user interface, designed by engineers for engineers, is featured.
- Real-time collaboration tools for sharing and marking up designs are built in.
- Secure, CAD-aware cloud file and revision management is ensured.
- Ideation to manufacturing workflows is supported out of the box.
- Integrated tools for simulation, rendering, and CAM are included.

### 4. EVALUATION OF 3D DESIGN APPLICATIONS

The human mind is structured to learn and perceive the 3D universe. This research aims to develop a 3D design application used in STEM education. Five applications and software, identified by the researcher, are examined and analysed from various perspectives. These applications focus on basic factors such as usability, suitability for the educational environment, and relevance. The following applications and software were evaluated:

#### a) Tinkercad

Tinkercad is a free and user-friendly web-based application that allows engineers and designers to innovate in 3D design, electronics, and coding. It was developed by Google engineers Kai Bachman and Mikko Mononen. Additional contributions to its development were made by Gewirtz (2019) and Dahl (2012). Tinkercad employs "solid" and "hole" structures to create new



shapes, as noted by Griffey (2014). Designs created in Tinkercad can be realized using 3D printers (Ali et al., 2019; Alimisis & Loukatos, 2018; Angelopoulos et al., 2020; Bhaduri et al., 2021; Chun, 2021; Chou & Shih, 2020; Jung & Lee, 2017; Ng, 2017; Ozdemir et al., 2017). Tinkercad allows users to create two- and three-dimensional designs for 3D printers in formats such as .obj, .stl, and .glb. Additionally, it can convert designs to .svg format for use with laser cutting machines. The application also includes sections not only for 3D design but also for block coding exercises and electronic circuit programming.

### **b) SketchUp**

SketchUp is 3D design software used for creating drawings in various domains. It was launched by Google in 2006 and later acquired by Trimble in 2012. The latest version of the software, SketchUp 2021, includes new features tailored for both individual and professional use, offering a 30-day free trial. SketchUp's basic features include texturing models in 2D and 3D, layer management, lighting effects, and animation capabilities. The following design processes are highlighted (SketchUp, 2021b):

1. A 3D model is created.
2. The SketchUp interface is customized to suit the way users design.
3. 3D models are shared as step-by-step animations, scenes, or printouts with realistic lighting and shadows.
4. Developed models are printed using a 3D printer.
5. Existing 3D drawing files are imported from other 3D modeling software.
6. SketchUp files are exported for use with other modeling software.

### **c) 3D Slash**

3D Slash is a web-based 3D design application designed for beginner-level users. Unlike other applications, it can be used even without registration. This platform is easy to use, making it suitable for children and beginners. The app offers four different user plans: free, premium, schools, and professional (3D Slash, 2021b). Many designs can be created using the free plan. The features of the application, as noted by FreeCad (2021), include:

1. A simple and user-friendly interface.
2. Practical operations such as copy-paste, move, resize, flip, and merge.
3. Object colouring functionality.
4. The capability to project images or text onto objects.

5. Support for creating teacher-controlled virtual classrooms.
6. Real-time review of files created by students.
7. Support for VR viewing.

3D Slash is a simpler option compared to other 3D applications. Users can adjust their designs with easy-to-use buttons. The app also supports VR and includes features for creating and managing classrooms.

#### **d) Vectary**

Vectary is a web-based 3D design tool designed to help beginners. It is similar in structure to Tinkercad and does not require additional software installation or coding skills. Users can create new designs using the Vectary library for personal use. The software was developed in Slovakia. Vectary allows existing 3D models to be used and enables users to rearrange their settings at various levels. The platform offers two plans: free and paid. The free version naturally comes with limited features compared to the paid version. The following features are included in the free version:

1. Full access to Vectary Studio
2. A limit of up to 25 projects
3. Preview-only access to WebAR
4. Access to a free library of 3D objects, materials, and icons
5. Community support
6. Integration with Figma and Sketch through plugins
7. Photorealistic rendering capabilities.

The WebAR plugin is one of the fundamental features that distinguishes Vectary from other applications. WebAR is a technology that enables augmented reality experiences directly on the web without requiring users to download an external application.

#### **e) FreeCad**

FreeCAD is parametric modeling software that is used for designing real-life objects. It is open-source. Parametric modeling is a technique that enables users to access the history of a designed object and modify it easily with various adjustments (FreeCad, 2021). It was first introduced in 2002 by Jürgen Riegel, Werner Mayer, and Yorik van Havre, and was made freely available and licensed as open-source software. As a result of its nature as free software, it is continuously developed by volunteers and users. A multiplatform (Windows, Mac, and Linux), highly

customizable, and extensible 3D design software is FreeCAD. It supports reading and writing a variety of open file formats such as STEP, IGES, STL, SVG, DXF, OBJ, IFC, and DAE (FreeCad, 2021). Although FreeCAD is primarily targeted at engineering, it is capable of serving a broad range of users. FreeCAD requires installation, and the latest version, 0.19.3, has been released. The version appropriate for your operating system can be downloaded from the official webpage. For beginners, FreeCAD may appear complex due to its structure.

### **iii. Augmented Reality (AR) and Virtual Reality (VR) Tools**

**Augmented Reality (AR)** uses digital content, such as 3D models, animations, or images, displayed through smartphones, tablets, or AR glasses. Its purpose is to enhance real-world learning by providing tangible and interactive experiences, making concepts in STEM more understandable and engaging in the modern world. **Virtual Reality (VR)** creates a computer-generated environment that users can explore through VR headsets. It enables students to experience virtual field trips and safely interact with scenarios that would otherwise be too dangerous or impractical in real life.

### **iv. Challenges in VR/AR in STEM Education**

The integration of VR/AR in STEM education is inevitable, but it presents several challenges. MRCC EdTech provides AR/VR content creation solutions to support educators passionate about STEM.

#### **Challenge 1: Cost**

The significant investment required for VR/AR hardware poses a challenge, particularly for schools with limited budgets. Accessibility is further restricted in underprivileged or rural institutions.

#### **Challenge 2: Content Availability and Relevance**

While VR/AR technology is rapidly evolving, there remains a shortage of high-quality, curriculum-aligned solutions specifically tailored for STEM education. Additionally, the process of updating AR/VR content to ensure relevance and effectiveness is an ongoing challenge in today's fast-paced world.

#### **Challenge 3: Technical Expertise**

Effectively integrating AR/VR into STEM education requires a solid understanding of the technology and its teaching applications. However, not all educators feel confident in developing lessons or using these technologies in their classrooms.

#### **Challenge 4: Student Access and Equity**

Educational inequality can be exacerbated by limited access to AR/VR devices. Ensuring equal opportunities for all students to experience AR/VR is critical for fostering inclusive education.

#### **v. Solutions**

- **Cost Optimization:** MRCC EdTech's AI platform streamlines the content development process, reducing production costs while maintaining a focus on delivering high-quality AR/VR content.
- **Curriculum Alignment:** The platform emphasizes the creation of AR/VR content aligned with curriculum standards, enabling students to better visualize abstract concepts in STEM.
- **Support for Educators:** MRCC EdTech highlights the importance of providing educators with specific, ready-made content to boost their confidence in integrating AR/VR technologies into their classrooms.
- **Inclusive Design:** AR/VR solutions are designed with the learner in mind, accounting for factors such as physical limitations and the potential for motion sickness.
- **Simplified Accessibility:** To overcome the complexities of using these technologies in classrooms, AR/VR content solutions are designed to be user-friendly and accessible.

In the modern era, institutions can leverage AR/VR technology to overcome these challenges and revolutionize STEM education, creating more engaging and equitable learning experiences for all students.

#### **vi. Robotics and Programming Platform**

The starting stage of teaching students coding focuses on enhancing problem-solving skills. Students learn to break down difficult problems into manageable parts and develop step-by-step solutions. Incorporating coding into STEM education opens new avenues for exploration. Students can apply mathematical concepts in a practical manner, transforming abstract ideas into tangible solutions. For example, creating algorithms to solve equations bridges the gap between theory and application. Coding is also integral to fields like animation and game development, where students enjoy the creative process, fostering an entrepreneurial spirit. When robotics is integrated into STEM education, it brings a multidisciplinary approach. Robots embody principles of science, technology, engineering, and mathematics in a tangible and interactive way. By using robotics, students not only gain technical skills but also develop communication, teamwork, and project management abilities. Robotics helps translate abstract concepts into experiential learning. Programming robots allows students to apply scientific

principles, experiment with engineering designs, and use mathematics to control their creations. These experiences provide opportunities for students to showcase their skills, reinforcing their understanding of STEM concepts in a practical, hands-on manner.

#### **vii. Tools & Resources for Teaching Robotics**

Robotics Education often incorporates ready-made kits that simplify the learning process for students. In today's modern era, teachers require adequate training and support to effectively guide students in robotics. Providing educators with valuable resources and support networks is essential for fostering effective learning experiences. Organizations like the Robotics Education and Competition (REC) Foundation offer a wide range of curriculum materials to assist teachers. Software and online platforms also play a crucial role in enhancing robotics education. For example, the visual programming environment of LEGO MINDSTORMS EV3 makes coding accessible and engaging, while the open-source Arduino provides an easy-to-use interface for programming microcontrollers. Other notable platforms include VEX Robotics, which offers free block-based VEX code software, and Tinkercad, a 3D design and simulation tool that allows students to build and experiment with virtual robot models.

#### **viii. Successful Robotics Education/Competition Programs**

1. Several robotics education programs are recognized for their significant impact on student learning and engagement.
2. The NASA Robotics Alliance Project aims to inspire students by involving them in robotics and space exploration. It provides students with educational resources, opportunities to participate in competitions, and experiences that explore the intersection of robotics and space science.
3. Students also participate in the VEX Robotics Competition, where they design and construct robots to perform in various game-based challenges. This competition not only helps students develop technical skills but also promotes values such as sportsmanship and teamwork.
4. The RoboCup initiative operates on a global scale by organizing international team competitions. In these events, students design and program autonomous robots to play soccer/football matches. The primary objective is to combine engineering, artificial intelligence, and teamwork to create intelligent robotic systems.

#### **ix. Challenges and Solution for Teaching Robotics**

1. Engagement: Projects should be meaningful, hands-on, and encourage creativity and

problem-solving. Connect robots to the real world. Encourage student autonomy and ownership over their work.

2. Seek financial assistance for robotics kits and resources through grants, sponsorships, or neighbourhood collaboration. Or look into open-source platforms and other low-cost options.
3. Educator Development: If you need training, look at robotics workshops, online courses, and opportunities to collaborate with other educators, which are commonly offered through professional organizations.
4. Equal Access: Create an inclusive classroom atmosphere so that robotics education is available to all students, regardless of gender, financial position, or geographic location.
5. Fear of Failure: Robotics entails experimenting, and failure is common. Create a climate in which students feel safe taking risks, making mistakes, and learning from them.

#### **b. Experimental Design**

In STEM disciplines, experimental design involves a series of procedures used to test a hypothesis. These principles are crucial even in research that doesn't strictly follow the hypothesis-testing framework, making this information relevant to such investigations. Experimental design typically includes formulating hypothesis statements, establishing experimental controls, identifying independent and dependent variables, choosing and assigning participants or samples to conditions, gathering data, and selecting appropriate statistical tests. Experiments in fields like geography and science aim to test hypotheses regarding the relationships among variables within controlled settings. The goal of experimental design is to structure experiments that can validate or refute a hypothesis. Effective experimental design requires controlling all variables that may impact the results and measuring those variables that change in response to the controlled ones. Independent variables are those that are manipulated, while dependent variables are the outcomes measured. When variables are properly controlled, the results will allow for accurate, reliable identification of the relationship (often causal) between independent and dependent variables. For an experiment to be credible, it must be replicable by both the original and independent researchers, with findings that are generalizable to the broader population. Statistical methods enable researchers to conduct experiments on small samples and generalize the findings to a larger population. In geography, spatial statistics relax some assumptions to allow examination of patterns that can't be replicated or generalized, often due to the nature of the data or its spatial dependence. While not directly linked to experimental design, spatial statistics is essential in geographic research

and therefore merits inclusion.

### **i. General Overview of Experimental Design in STEM**

1. **Define the Research Question:** The first step in any experiment is to define the research question. This question should be specific, clear, and focused on a particular aspect of a scientific problem. A well-defined question ensures that the investigation remains on track and relevant, pinpointing the variables of interest and the relationships you aim to explore.
2. **Hypothesis Formation:** A hypothesis is a testable prediction or statement that suggests an expected outcome based on prior research or observations. It is typically framed as an "If... then..." statement, outlining the relationship between variables. A good hypothesis is specific, measurable, and testable.
3. **Choose Variables:** Variables are the factors that can change and influence the outcome of the experiment. The independent variable is manipulated to assess its impact on the dependent variable, which is the measured outcome. Control variables are the other factors that must be kept constant throughout the experiment to ensure the only variable influencing the outcome is the independent one. For instance, in a plant growth experiment, light exposure could be the independent variable, while plant height is the dependent variable, with other factors like soil type, temperature, and water amount being control variables.
4. **Select Experimental Design:** Experimental design refers to the approach used to conduct the experiment. The most common method is a controlled experiment, where only the independent variable is allowed to change. Depending on the goals, other designs, such as randomized controlled trials or longitudinal studies, might be appropriate. Random assignment of subjects to different groups minimizes bias, while longitudinal studies track changes over time, and cross-sectional studies capture data at a single moment.
5. **Sampling and Sample Size:** Sampling involves selecting the participants or units for the experiment. It's essential to ensure that the sample represents the larger population to which results will be applied. The sample size is crucial to ensure the reliability and statistical power of the experiment. A larger sample size helps reduce error and increases the accuracy of the results. Statistical power analysis is often used to determine an appropriate sample size.
6. **Control Group and Experimental Group:** In most experiments, there are two groups:

the control group and the experimental group. The control group is exposed to normal conditions, while the experimental group receives the treatment or condition being tested. Comparing these groups helps isolate the impact of the independent variable and determine the relationship between variables.

7. **Data Collection Methods:** Data collection is critical for obtaining accurate and relevant information. Researchers need to select the right tools and techniques, ensuring reliability and consistency. Data can be quantitative (numerical) or qualitative (descriptive), and the methods should match the nature of the experiment, whether through surveys, measurements, or specialized instruments.
8. **Data Analysis:** Once the data is gathered, it must be analysed to identify significant patterns or differences between groups. Statistical tests, such as t-tests, chi-square tests, or regression analysis, help determine whether the results support the hypothesis. Data analysis enables researchers to identify trends, compare groups, and assess the strength and significance of relationships.
9. **Interpretation of Results:** After analysing the data, researchers interpret the findings to draw conclusions. This includes determining whether the hypothesis is supported or refuted by the results, as well as considering any potential limitations or confounding factors. Interpretation provides insights into the scientific question and informs further research.
10. **Replication:** Replication is the process of repeating the experiment to ensure the results are consistent and reproducible. Replication strengthens the validity of the findings and helps rule out the possibility that the results were due to random chance or unaccounted-for factors. It is an essential component of the scientific method, as reproducibility adds credibility to scientific results.
11. **Conclusion and Reporting:** After interpreting and analysing the results, the experiment concludes with a summary of the findings. The conclusion addresses the research question and hypothesis, discussing whether the data supports or contradicts the original prediction. Reporting the results involves presenting the methodology, data, analysis, and conclusions clearly and transparently, enabling other researchers to critique and build upon the work, advancing the scientific community's knowledge.

### **c. Graphical analysis**

Graphical analysis involves representing data or mathematical relationships visually through graphs, charts, or plots. This method allows individuals to comprehend and interpret complex



information more effectively by transforming it into a visual form. It is a widely used technique across various fields like STEM, where it aids in simplifying and communicating experimental results, solving mathematical problems, or modelling real-world scenarios.

### i. Graphs and Plots

Graphs and plots are key tools in data analysis and visualization, commonly used in STEM, business, and other sectors to make complex data easier to understand, identify trends, and convey insights. Among different types of graphs, **line graphs** are especially useful for showing continuous data over time, helping to track trends and relationships between variables. These graphs connect data points with a line, with the X-axis typically representing time and the Y-axis showing the measured variable, making them ideal for illustrating time-series data like temperature changes or stock market fluctuations. **Bar graphs** are used to compare distinct categories or groups. Each category is represented by a bar, with its length proportional to the value being measured. Bar graphs are often used to compare data across categories, such as the number of students in various grade levels or sales figures for different products.

**Scatter plots** serve to highlight the relationship between two continuous variables. Each point on a scatter plot represents an observation, with the X and Y-axes denoting the variables being compared. These plots are beneficial for identifying correlations or trends, such as the relationship between education level and income. **Histograms** are specialized graphs designed to display the distribution of continuous data by grouping data into intervals or bins. They show the frequency of data points within each range, which is useful for understanding the spread and shape of data, such as the distribution of test scores or product dimensions in quality control. Lastly, **pie charts** represent parts of a whole, illustrating how different categories contribute to a total. Each slice of the pie is proportional to the percentage or value of the category it represents. Pie charts are effective in showing relative proportions, like the market share of various companies or budget breakdowns.

Each graph type serves a specific purpose, and choosing the right one depends on the nature of the data and the insights sought. Line graphs and scatter plots excel in showing relationships and trends, bar graphs and pie charts are ideal for comparing categories, and histograms are excellent for visualizing data distribution. Together, these tools simplify the interpretation and presentation of data, making complex information more accessible.

### ii. The Role of Graphical Analysis in STEM

Graphical analysis plays an essential role in STEM disciplines by visually representing data, helping to uncover patterns and relationships. In science, it makes experimental data more

understandable, such as tracking temperature changes in physics or monitoring reaction rates in chemistry. Technology relies on graphs to analyse algorithm performance and data trends. Engineers use graphs to interpret system behaviours, like stress-strain curves in mechanical engineering or fluid dynamics flow rates. Mathematics utilizes graphs to represent functions, solve equations, and examine statistical connections. Fields like environmental science and medicine also benefit from graphical analysis, helping to visualize complex data like climate change or health statistics. Overall, graphical analysis enhances comprehension, decision-making, and communication within STEM fields.

### **iii. Impact of Graphical Analysis on Learning Outcomes in STEM**

1. **Clarifying Complex Concepts:** STEM topics often involve intricate and abstract concepts, like mathematical functions or scientific phenomena. Graphical representations—such as graphs and charts—transform these abstract ideas into visual formats, making them easier for students to grasp.
2. **Enhancing Critical Thinking:** Graphical analysis encourages students to engage in higher-level thinking. Creating, interpreting, or analysing graphs requires critical thought to draw conclusions from data.
3. **Improving Data Interpretation and Communication:** In STEM, interpreting data accurately is a foundational skill. Graphical analysis helps students learn how to read and understand various types of graphs (e.g., bar graphs, line graphs, scatter plots), aiding them in extracting key insights from diverse data sets. Mastering the ability to represent data visually and convey findings clearly is crucial in many STEM careers, where effective data presentation is vital.
4. **Promoting Active Learning:** Graphical analysis requires students to actively engage with the material. Instead of passively absorbing information, they actively interpret data and solve problems, fostering a more interactive learning experience.
5. **Building Skills for Practical Applications:** In real-world STEM professions, graphical analysis is essential for interpreting, presenting, and communicating data. Whether it's analysing climate data, designing engineering systems, or interpreting machine learning data, the ability to represent and interpret data graphically is indispensable. Students proficient in this skill are better prepared for data-driven decision-making in their careers.
6. **Making Complex Data Understandable:** STEM subjects often involve large amounts of data or complex relationships between variables. Graphical analysis makes these

intricacies more digestible by presenting the data visually, which can be especially helpful for students who struggle with abstract or non-visual forms of learning.

Incorporating graphical analysis enables students to better understand scientific, mathematical, and engineering principles while also enhancing their skills in data interpretation, problem-solving, and communication.

## **(B) Humanities**

Humanities focuses on understanding human culture, inner thoughts, and expression. This discipline helps us understand ourselves and others. The practical aspects of humanities may be the right choice for everyone. Below are the key aspects of the Humanities:

**Literature:** Literature is referred to as the study of written works such as novels, poems, and essays. It helps people explore the inner world of fiction and understand different cultures, human emotions, and ideas.

**History:** Historians explore past events through written records, helping future generations learn about history. Without their work, people or governments might repeat past mistakes. History teaches us not to make the same mistakes again.

**Philosophy:** Philosophers develop questions regarding ethics, existence, knowledge, and more. They engage in critical thinking, helping people make sense of complex issues.

**Arts:** This category includes various forms of artistic expression, such as music, dance, sculpture, and film. Art expresses creativity, reflects society, and allows people to engage with different cultures.

### **a. Tools or Techniques**

#### **i. Socratic method**

The Socratic method is a teaching technique involving thought-provoking dialogue between an instructor and students. It is based on the approach used by the philosopher Socrates, who focused on questioning rather than simply providing information and facts. Through this method, students are encouraged to ask questions about a specific topic or issue, allowing their minds to engage in scrutiny and analytical thinking. Socrates rejected the traditional classroom teaching model and instead promoted a method that emphasizes questioning, dialogue, critical thinking, and active participation. At the core of this approach is the practice of asking open-ended, thought-provoking questions. These questions are carefully designed to challenge assumptions, stimulate curiosity, and encourage students to examine their underlying beliefs. Rather than giving direct answers, the teacher guides students to discover their conclusions

through systematic inquiry and exploration. Dialogue plays a vital role in the Socratic method. Learning takes place through interactive exchanges between the teacher and students or among the students themselves. The teacher serves as a facilitator, steering discussions and ensuring active engagement, rather than delivering lectures. This collaborative process motivates students to express, defend, and refine their ideas through constructive conversations. Critical thinking forms the foundation of this teaching method. Students are encouraged to reason logically, consider multiple perspectives, and evaluate evidence. They learn to critically analyse arguments and justify their opinions with well-founded reasoning. This practice goes beyond surface-level understanding and leads to deeper insights, fostering intellectual humility as students identify and address gaps in their knowledge or reasoning. Active participation is essential to the Socratic method. Students are required to be fully engaged in the learning process. Through discussions and problem-solving activities, they become co-creators of knowledge, transforming the classroom into a dynamic and interactive environment. By focusing on inquiry, dialogue, reasoning, and engagement, the Socratic method empowers students to think independently and explore complex ideas with greater depth and understanding.

### **1. Steps in a Socratic Dialogue**

The Socratic Dialogue follows a structured process to promote deep thinking and reflection. It starts with a broad question like "What is justice?" or "Can art show truth?" Participants then explain their ideas and define important terms. The teacher asks questions to dig deeper, such as "Why do you think this is true?" The discussion then moves to exploring the consequences of these ideas, asking questions like "If this is true, what impact does it have on society?" The process ends by combining the ideas shared, helping everyone create a clearer and more complete understanding of the topic. This step-by-step method encourages critical thinking and teamwork in learning.

### **2. Benefits**

The Socratic Method helps students explore their own thoughts and beliefs, allowing them to consider how these ideas might shape their assumptions about a topic. It encourages critical thinking by guiding students to reach their own conclusions through self-reflection, rather than just accepting information. This method is especially useful for undergraduates, helping them develop critical thinking skills that are essential for teaching. Unlike traditional classroom methods, students are actively involved in discussions, sharing their own experiences and opinions while learning from others. The Socratic Method brings many benefits to education.

It encourages students to question ideas and assumptions, promoting deeper thinking. Through thoughtful dialogue, students also reflect on their beliefs and reasoning processes. Additionally, it improves communication skills, as students practice expressing their thoughts clearly and engage in respectful debate. The open-ended discussions spark intellectual curiosity, making students more interested and engaged in their learning. In this way, the Socratic Method creates a lively environment that fosters both personal and intellectual growth.

### 3. Application in the Humanities Education:

The Socratic Method is widely used in humanities education to encourage critical thinking and discussion. In philosophy, it helps explore complex ethical issues, big questions about existence, and moral theories, pushing students to think deeply about abstract ideas. In literature, the method helps students analyse themes, character motivations, and the author's intentions, encouraging critical interpretation of texts. History benefits from this approach through debates on the causes and effects of events, allowing students to view different perspectives. In art, it promotes discussions about interpretations, symbolism, and cultural meaning, helping students better understand and appreciate art. Overall, the Socratic Method strengthens humanities education by developing analytical skills and fostering a deeper connection with complex topics.

#### ii. Qualitative Research Method

Qualitative research comes from social sciences like psychology, sociology, and anthropology. It is a way of studying people by using open-ended and conversational communication to gather information. This method focuses on understanding *what* people think and *why* they think that way. It is designed to explore the behaviour and opinions of a specific group on a particular subject. The roots of qualitative research are in the social and behavioural sciences. Online tools have made this type of research easier by offering more interactive and descriptive ways to analyse information.



Figure 2: Qualitative Research Method

### **iii. Types of Qualitative Research Methods**

#### **1. One-on-One Interview**

One-on-one interviews are a widely used qualitative research method. This involves a personal conversation with one respondent at a time, allowing researchers to explore topics in detail. The method is conversational, providing opportunities to gather in-depth insights into respondents' beliefs, motivations, and experiences. One significant advantage of this method is its ability to collect precise and meaningful data, especially when conducted by an experienced researcher. By asking the right questions and following up as needed, researchers can obtain valuable information. These interviews can be conducted either face-to-face or over the phone, typically lasting between 30 minutes to two hours or more. Face-to-face interviews offer the added benefit of observing non-verbal cues such as body language, tone, and expressions, which can further enrich the data collected.

#### **2. Focus Group**

A focus group is also commonly used to collect data in qualitative research. A focus group usually includes a limited number of respondents (6-10) from within your target market.<sup>15</sup> The main aim of the focus group is to find answers to the “why,” “what,” and “how” questions. One advantage is that interacting with the group in person is not always necessary. Nowadays, online surveys can be sent to focus groups on various devices, and responses can be collected with just a click. Focus groups are considered an expensive method compared to other online qualitative research methods. They are typically used to explain complex processes and are very useful for market research on new products and testing new concepts.

#### **3. Ethnographic research**

Ethnographic research is the most in-depth observational method, focusing on studying people in their natural environment. Researchers using this method adapt to the target audience's environment, which could range from an organization to a city or a remote location. Geographical constraints can sometimes pose challenges when collecting data. The aim of this research design is to understand cultures, challenges, motivations, and settings. Rather than relying on interviews or discussions, the researcher experiences the natural environment firsthand. This type of research can last from a few days to several years, as it involves detailed observation and data collection. It is a challenging and time-consuming method, relying heavily on the researcher's ability to analyse, observe, and interpret the data.

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<sup>15</sup> <https://www.questionpro.com/blog/qualitative-research-methods/>

#### **4. Case study research**

The case study method has evolved over the years and become a valuable qualitative research approach. As the name implies, it is used to explain an organization or entity. This method is applied in various fields such as education, social sciences, and others. While it may seem challenging, it is actually one of the simplest ways to conduct research. It involves a deep dive into the data collection methods and a thorough understanding of how to infer the data.

#### **5. Record keeping**

The record-keeping method involves using existing, reliable documents and other sources of information as data sources. This data can then be used in new research. It is similar to visiting a library, where books and reference materials are reviewed to gather relevant information that can be applied to the research.

#### **6. Process of Observation**

Qualitative observation is a research method that uses subjective approaches to collect systematic data or information. The primary focus is on using these methods to understand and compare quality differences. This type of observation involves the five main sensory organs—sight, smell, touch, taste, and hearing—and how they function. Instead of using measurements or numbers, the focus is on describing the characteristics of what is observed.

### **iv. The Vital Role of Qualitative Research Methods in Shaping Humanities Education**

Qualitative research methods are essential to the humanities because they deal with human experiences, cultures, and societies. These techniques, including ethnography, case studies, and interviews, provide an opportunity to investigate complex subjects that quantitative research may not fully capture. By using qualitative methods, students and researchers can gain a better understanding of the context and significance of various cultural and historical phenomena. These methods offer valuable insights into human behaviour and societal changes in disciplines like history, literature, philosophy, and sociology. Additionally, qualitative research promotes critical thinking by encouraging students to examine texts, narratives, and cultural contexts. It also enables direct interaction with people from diverse backgrounds, fostering empathy and a deeper understanding of the range of human experiences.

#### **b. Historical Framework**

The historical framework in humanities education serves as a foundation for understanding the past and its influence on contemporary society. It helps students analyse cultural, social,

political, and economic changes over time, while fostering critical thinking and an appreciation for the interconnectedness of human experiences. The following are the main elements of this framework:

1. **Interdisciplinary Approach:** Humanities education integrates history with other subjects like literature, philosophy, and the arts, enabling students to explore how human culture, values, and knowledge evolve.
2. **Chronological Understanding:** By providing a chronological structure, the historical framework allows students to comprehend events in their historical context, highlighting the cause-and-effect relationships between historical events and societal development.
3. **Cultural and Social Context:** Beyond dates and events, the historical framework looks at how cultural, social, and economic factors influence historical events, including understanding major movements like the Enlightenment, the Renaissance, and the Industrial Revolution, and their effects on human thought and social structures.
4. **Critical Thinking:** Humanities education encourages students to think critically by analysing primary and secondary sources, engaging in debates, and questioning historical narratives. This helps students understand multiple perspectives and interpret history in a more nuanced way.
5. **Global Perspective:** Although history is often taught from national perspectives, the historical framework in humanities education increasingly promotes a global view, recognizing the interconnectedness of cultures and histories.
6. **Ethical Reflection:** History education in the humanities encourages ethical reflection on past events such as colonialism, slavery, and human rights violations, raising awareness of the moral implications of historical actions and their long-term impact.
7. **Educational Strategies:** Teachers in the humanities use case studies, primary source analysis, and discussions of historiography (the study of historical writing) to bring history to life. They aim to help students not only understand what happened but also how history is written and interpreted.

### **c. Philosophical approach**

The goal of the philosophical approach in humanities education is to get students to reflect carefully on important issues related to life, knowledge, ethics, and society. It explores the fundamental concepts that have influenced human thought while placing an emphasis on critical inquiry, introspection, and ethical reasoning. Important components of this strategy include:



1. **Reasoning and Critical Thinking:** A philosophical approach develops the capacity to evaluate claims, evaluate arguments, and formulate logical arguments. Students learn how to analyse evidence, think critically about a variety of concepts, and judge the merits of opposing viewpoints.
2. **Ethical Reflection:** In humanities education, philosophy frequently exposes students to moral conundrums, ethical precepts, and inquiries concerning justice, rights, and obligations. It pushes students to examine how ethical theories relate to current events and to think critically about their own values.
3. **Examining Basic Issues:** Students are encouraged to consider issues such as existence, the nature of reality, the purpose of life, the place of individuals in society, and the nature of knowledge by studying philosophy. It facilitates student's exploration of various viewpoints and worldviews, allowing them to comprehend various philosophical traditions.
4. **Interdisciplinary Connections:** In the humanities, philosophy frequently touches on fields like political science, literature, history, and the arts. Students can observe how philosophical concepts impact and are influenced by other fields of human knowledge and culture thanks to this interdisciplinary approach.
5. **Worldview Development:** Students who engage in philosophical inquiry gain a more comprehensive understanding of the world and the concepts that have influenced human culture. Students can develop a more thorough and introspective worldview by studying various philosophical traditions, which improves their capacity to have insightful conversations about societal issues.
6. **Dialogical Learning:** Philosophy promotes discussion, argument, and idea sharing. This frequently takes the shape of group discussions, Socratic questioning, and interaction with primary philosophical texts in humanities education. Students learn the importance of listening to others and honing their own arguments from it.
7. **Use in Practice:** Humanities philosophical education encompasses more than just abstract thought. Whether it's comprehending the nature of justice in society, the ethics of technology, or the function of art in expressing human values, it aims to relate concepts to real-world scenarios. Students are better able to connect philosophy to their daily lives thanks to this useful application.

This method of teaching the humanities gives students the opportunity to think critically about life's big questions, hone their critical thinking abilities, and develop a comprehensive understanding of the human condition.

#### **d. Debates and Discussions**

Discussions and debates are essential to humanities education because they create an atmosphere in which students actively engage with concepts, evaluate viewpoints, and hone their critical thinking abilities. These techniques promote lively conversation, group learning, and a greater comprehension of human values, history, and culture.

#### **Essential Components of Humanities Education Debates and Discussions**

1. Promotes logical reasoning, critical thinking, idea questioning, and evidence analysis in students.
2. Exposes students to various viewpoints and interpretations of philosophical, historical, and cultural issues.
3. Enhances comprehension and retention by actively involving students in the content, moving them beyond passive learning.
4. Enhances students' capacity for respectful, convincing, and clear idea expression while encouraging fruitful discussion.
5. Offers a controlled setting for discussing delicate subjects while honouring dissenting viewpoints, such as social justice, ethics, and historical events.
6. Reflecting on a range of experiences and moral quandaries aids students in developing empathy and ethical reasoning.
7. Bridges the gap between theory and practice by encouraging students to apply concepts they have learned to actual situations.
8. Encourages respectful disagreement, teamwork, and cooperation while assisting students in learning from different points of view.

#### **e. Interdisciplinary Approaches**

In order to address difficult problems, investigate a range of concepts, and advance a comprehensive understanding of the human condition, interdisciplinary approaches in humanities education integrate techniques, viewpoints, and content from several disciplines. Because literature, history, philosophy, art, and cultural studies all naturally intersect, these methods are especially beneficial in humanities education. Crucial elements of this approach consist of:

1. **Combining Different Disciplines:** By encouraging the integration of knowledge from multiple disciplines, interdisciplinary humanities education helps students develop a

comprehensive viewpoint. Studying the Renaissance, for instance, entails looking at its historical context, exploring philosophical movements, evaluating literary works, and valuing artistic accomplishments. By emphasizing the interactions between various disciplines and their contributions to human thought and culture, this integrated approach offers a deeper understanding of complicated subjects.

2. **Collaborative Education:** The foundation of interdisciplinary education is collaboration, which fosters meaningful conversations between students and teachers from various academic backgrounds. This cooperative setting encourages the sharing of thoughts and viewpoints, which enhances the educational process. People learn to approach problems from multiple perspectives and develop a deeper appreciation for the contributions of different disciplines when they collaborate.
3. **Thematic Focus:** Thematic Focus In interdisciplinary humanities education, themes act as focal points that direct students' investigation of intricate problems. Subjects such as "identity," "social justice," or "technological change" give students the chance to investigate how various fields approach the same idea from different perspectives. Deeper engagement with the subject matter is encouraged by this thematic approach, which also highlights how different fields are interconnected in comprehending and tackling larger societal issues.
4. **Critical Thinking:** The development of critical thinking abilities is one of the main results of interdisciplinary education. Through the analysis and synthesis of various points of view, students gain the ability to tackle complex issues with more nuance and depth. They are encouraged to challenge presumptions, consider the evidence from multiple angles, and reach well-informed conclusions as a result of this process. By doing this, students improve their ability to handle the complexity of problems in the real world.

#### **i. Benefits**

1. **Broader Perspective:** By tying together cultural, social, political, and historical aspects, interdisciplinary approaches offer a thorough grasp of subjects. Students' perspective is widened, enabling them to recognize the intricacies and connections among different facets of the human experience.
2. **Improved Problem-Solving Skills:** Students who integrate various disciplines gain the capacity to approach issues from a variety of perspectives, which encourages creative solutions. This exchange of ideas fosters original thought and gives students the skills

they need to tackle difficult, multidimensional problems.

3. **Relevance to the Real World:** Students who receive interdisciplinary education are better equipped to handle problems that arise in the real world that cannot be resolved through a single disciplinary lens. This method guarantees that graduates are prepared to address modern problems in a sophisticated and useful manner, increasing their flexibility and resourcefulness in work settings.
4. **Creativity and Innovation:** Students are inspired to think creatively and innovatively by the blending of various intellectual traditions. Students are able to contribute new viewpoints to academic and professional domains as a result of this culture of creativity and innovation.

#### **ii. Challenges and Considerations in Interdisciplinary Humanities Education**

1. It can be difficult to strike a balance between interdisciplinary breadth and depth within individual disciplines.
2. The integration of varied viewpoints from several disciplines may not be adequately captured by conventional assessment techniques.
3. To guarantee that teachers are prepared to instruct interdisciplinary courses successfully, institutions must make investments in faculty training.
4. Careful coordination and cooperation between various departments and faculty members are necessary when creating an interdisciplinary curriculum.
5. Institutions may face major financial and logistical challenges in providing sufficient infrastructure and resources for interdisciplinary learning environments.

#### **f. Critical Reading and Analysis**

comprehending a text's surface content is only one aspect of critical reading and analysis in humanities education. Students are encouraged to actively engage by analysing the material's structure, arguments, presumptions, and implications. Students gain the ability to evaluate diverse viewpoints, decipher intricate concepts, and discover deeper meanings through this process. Students who read critically are better able to analyse and question the information rather than just passively taking it in, which leads to a deeper comprehension of the subject matter. This method not only strengthens analytical and interpretive abilities but also increases the capacity to successfully convey difficult concepts. Intellectual development requires critical reading and analysis, which equips students to interact with and navigate a range of texts in both

their academic and professional lives.

### **The Importance of Critical Reading and Analysis in Humanities Education**

- 1. Enhances Interpretive Skills:** By pushing students to comprehend texts at a deeper level, critical reading promotes deeper engagement. It improves their capacity to decipher intricate concepts in literature, history, philosophy, and other humanities disciplines by assisting them in identifying themes, symbols, and underlying messages.
- 2. Promotes Analytical Thinking:** Students gain the ability to evaluate arguments, spot biases, and assess evidence by critically analysing texts. By strengthening their ability to critically evaluate a variety of sources, this process empowers them to make well-informed decisions based on textual analysis.
- 3. Fosters Independent Thought:** By pushing students to challenge conventional wisdom and take into account different points of view, critical reading fosters independent thought. By encouraging intellectual independence, this process enables students to form their own well-informed opinions about the subjects they study.
- 4. Improves Communication Skills:** Students improve their written and verbal communication skills by learning how to express themselves clearly and persuasively through critical analysis. They develop the ability to make persuasive arguments that are backed up by data, which is crucial for success in both the classroom and the workplace.
- 5. Develops Empathy and Ethical Reflection:** Students who engage with diverse texts are exposed to a range of viewpoints, life experiences, and ethical quandaries, which fosters empathy in them. As students consider the societal and cultural ramifications of the concepts and arguments put forth in texts, critical reading and analysis also promote ethical reflection.

Students are better prepared to navigate complex texts, think critically, and interact thoughtfully with the world around them when critical reading and analysis are incorporated into humanities education.

### **III. CONCLUSION**

Integrating STEM and humanities education highlights the importance of a balanced learning approach in our interconnected world. STEM provides skills like technical expertise, problem-solving, and innovation, while humanities build empathy, cultural understanding, and ethical reasoning. Together, they create a strong foundation for addressing modern challenges and

contributing to society. Digital tools have strengthened this integration by linking technical and human-centred disciplines. Data analysis tools and digital archives have transformed how we study subjects like art, history, and culture. These tools make learning more engaging, creative, and interdisciplinary. This combination isn't just about mixing two fields—it helps create well-rounded individuals. These individuals can understand both the power of technology and its impact on society. By combining the strengths of STEM and humanities, education encourages innovative ideas that are also ethical and inclusive. A blended approach fosters critical thinking, effective communication, and teamwork. It prepares students to handle diverse challenges in the modern world. Importantly, it aligns technological progress with human values, ensuring advancements benefit society as a whole. As education evolves, this integration will become even more essential. It shapes adaptable and socially responsible individuals. These are the people who can thrive in today's complex world while creating solutions for the future.

#### **(A) Suggestion**

Humanities education can be improved by connecting theory with real-world problem-solving. This can be done by working with local communities, institutions, and professionals. Students can learn more by taking courses that mix subjects, like literature and artificial intelligence, or philosophy and environmental science. These courses help students gain practical skills, like writing grants or curating exhibitions. Encouraging research across different cultures and supporting projects like cultural startups can also make learning richer. Making sure everyone can access education, including through financial aid, is important. However, humanities education often gets criticized for being too focused on theory and not enough on practical skills. Some people also think that it doesn't provide as much of a financial return compared to STEM fields, which can affect how many students choose to study it.

In STEM education, hands-on projects, lab activities, and learning across different subjects help students experiment and solve problems. Using digital tools like VR or AR can make abstract ideas more interesting, and giving underrepresented groups early exposure through workshops and camps can spark their interest. Working together across STEM fields encourages students to solve complex, long-term problems. But there are challenges too. STEM education sometimes focuses too much on technical skills and not enough on creativity, empathy, or ethics. There is also a lack of women and minorities in STEM, which limits innovation. Additionally, focusing too much on local issues can make it hard to address global challenges.

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