







PBL (Problem-based learning) is a student-centered pedagogy in which students learn about a subject through the experience of solving an open-ended problem found in trigger material. The PBL process does not focus on problem solving with a defined solution, but it allows for the development of other desirable skills and attributes.

Students from different cultural backgrounds would meet for the first time and learn to work collectively as a team. The topic and objective of the competition would be announced after the event begins. Each team would develop an object together and aim to win.

This year, we would invite students from University System of Taipei, UST (<u>Taipei Medical University</u>, <u>National Taipei University</u> of <u>Technology</u>, <u>National Taipei University</u>, and <u>National Taiwan Ocean University</u>) to work and compete together. Moreover, the students from Japan, <u>Osaka Institute of Technology</u> would also join the competition remotely.





Students would be divided equally to groups, and work together.

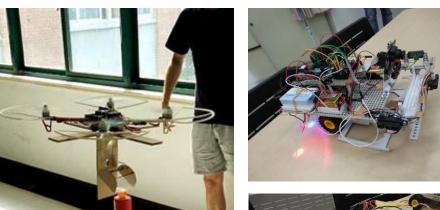






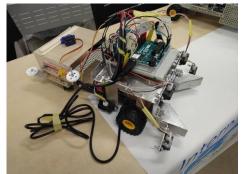


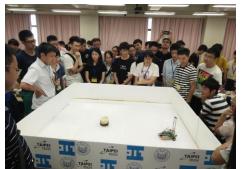










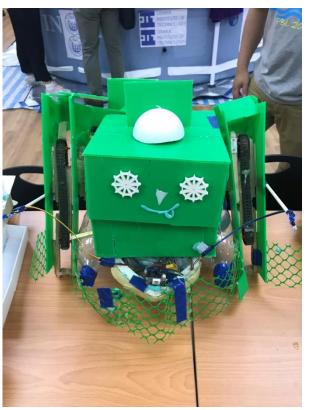


Works from previous years (2013-2019)







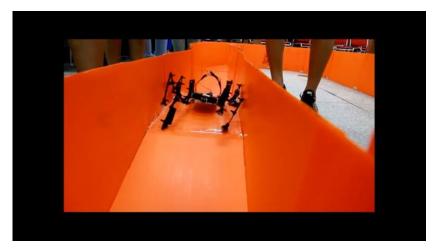






2019 PBL: Navigating, Boating, Capture Mission





https://youtu.be/JU7c8J3bwWg



https://youtu.be/lyAmn7xUptg



https://youtu.be/jthDyxPGIME



Aug. 17 (Tue.)	Opening ceremony/ Introduction of the event/ Developing into teams/ Topic announcement/ Discussion
Aug. 18 (Wed.)	Team discussion, design, manual work
Aug. 19 (Thu.)	Team discussion, design, manual work
Aug. 20 (Fri.)	Team discussion, design, manual work
Aug. 21 (Sat.)	Day off
Aug. 22 (Sun.)	Functional testing
Aug. 23 (Mon.)	Functional testing
Aug. 24 (Tue.)	Competition/ End of event/ Farewell dinner



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To enjoy NEW KIND OF **FUN**

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