Intergenerational Learning for Adult Learners through STEAM: From the point of Hofstede's 6D Model (STEAM Plus)

Dear Sir and Madam,
We hereby strive to examine your opinion and attitudes regarding International Learning for Adult Learners through STEAM in your country. This survey is anonymous and during its processing, there is no possibility to disclose your personal data. The questionnaire was created by researchers and professors who implement STEAM plus supported by the European Commission. The main goal of this project is to re-systematize the existing practices for adults in the cultural axis for delivering STEAM education to all segments of society in today's world, where technology is at the center of our lives every day. For additional questions, clarifications, or results of this survey you can contact one of the project team members. We appreciate your time.

STEAM LITERACY SURVEY

1) Your age?
☐ ....

2) Your gender?
☐ Male　　　☐ Female

3) Country of residence?
☐ Turkey　　☐ Austria　　☐ Finland　　☐ Other:…………………….

4) Your monthly income? (optional to respond)
☐ ....

5) Your Education Level?
☐ Primary/Secondary Education　　☐ High School　　☐ Associate Degree
☐ Undergraduate　　　　　　　　☐ Master　　　　☐ Doctorate

6) Your profession status (which one describe best)
☐ Unemployed　　☐ Self Employed　　☐ Minimum Wage Employee　☐ Full-time Emplpyee　　☐ Retired

7) Active Working Status?
☐ Yes　☐ No

8) What is your level of knowledge about STEAM education? (1 Lowest - 5 Higer)
What is your level from 1 to 5? 1 means the lowest level and 5 means the highest level.

1	2	3	4	5

9) Which of the fields of Science, Technology, Engineering, Mathematics and Art, which are the parts of STEAM education, do you focus on?
☐ Science　　☐ Engineering　　☐ Math　　☐ Technology　　☐ Art

10) What is your favorite area in STEAM?
☐ Science　　☐ Engineering　　☐ Math　　☐ Technology　　☐ Art

11) Have you taken STEAM training before?
☐ Yes　☐ No

① Strongly Disagree ② Disagree ③ Undecided ④ Agree ⑤ Strongly Agree

		Strongly Disagree	Disagree	Undecided	Agree	Strongly Agree
1	Generally I consider myself a creative person	①	②	③	④	⑤
2	In general, new ideas come to my mind	①	②	③	④	⑤
3	I plan things that have never been done before	①	②	③	④	⑤
4	I see myself as a problem solver	①	②	③	④	⑤
5	I can fully describe the requirements of the problem	①	②	③	④	⑤
6	I can choose methods and skills appropriately	①	②	③	④	⑤
7	Applications related to components of STEAM increase my creativity	①	②	③	④	⑤
8	STEAM training supports my critical perspective	①	②	③	④	⑤
9	I am curious about the working mechanism of the tools and vehicles around me, compared to other people, I can easily perceive it	①	②	③	④	⑤
10	I follow new scientific developments and technologies more closely than my peers	①	②	③	④	⑤
11	I use scientific methods and technology at the highest level in my work	①	②	③	④	⑤
12	I quickly gather and organize information about the problem and take action	①	②	③	④	⑤
13	I'm good at building things and fixing them	①	②	③	④	⑤
14	I am interested in designing products or structures is important for future work	①	②	③	④	⑤
15	I am interested in researching and talking about STEAM fields for my future plans	①	②	③	④	⑤
16	I can use my experiences in learning processes	①	②	③	④	⑤
17	I can synthesize and use interdisciplinary knowledge to solve daily problems	①	②	③	④	⑤
18	I prefer to summarize the experience and reflect on the learning process	①	②	③	④	⑤
19	I prefer to use procedures or steps to solve issues	①	②	③	④	⑤
20	Technological devices and topics interest me	①	②	③	④	⑤
21	I believe that art is an important factor in scientific studies	①	②	③	④	⑤
22	STEAM is a promoted approach my country	①	②	③	④	⑤
23	Throughout my education life, I was a student interested in STEAM fields	①	②	③	④	⑤
24	I am interested in the STEAM fields and follow their developments	①	②	③	④	⑤
25	I find it fascinating that people around me solve problems with STEAM applications	①	②	③	④	⑤
26	Professions that include science, mathematics, engineering, technology, and the arts offer the opportunity to succeed in life	①	②	③	④	⑤
27	Science, mathematics, engineering, technology and art improve the quality of our lives	①	②	③	④	⑤
28	Science, mathematics, engineering, technology and art are important for development of our country	①	②	③	④	⑤
29	STEM applications increase the real-life use of these areas	①	②	③	④	⑤
30	I prefer to use multidisciplinary knowledge to solve daily problems	①	②	③	④	⑤
31	I consider the influence of factors on the problem to avoid risk	①	②	③	④	⑤
32	Science, technology, engineering, mathematics and art are very important to my life	①	②	③	④	⑤
33	I can communicate and collaborate with team members	①	②	③	④	⑤
34	Working on STEAM makes people around me happy	①	②	③	④	⑤
35	The purpose of STEAM trainings is to establish relationships between disciplines and to realize learning with a holistic approach	①	②	③	④	⑤
36	I was successful in courses in the STEAM field throughout my education life	①	②	③	④	⑤
37	In general, I consider myself a researcher	①	②	③	④	⑤
38	I can reach and use the right information to reach the solution	①	②	③	④	⑤