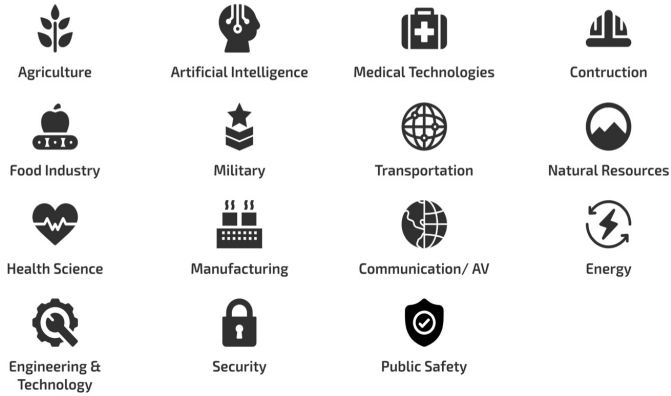


Key Rationale



- IoT spans several industry areas
- Provides a wider exposure, depth, and breadth of STEM topics to students when compared to other hardware-based or robotics-based CS and SE education

Key Thrusts

- Attention-Relevance-Confidence-Satisfaction (ARCS) model of motivation for curricular design to support active learning
- Modern technology stack for building the IoT educational framework
- Multi-methods assessment for capturing quantitative and qualitative data

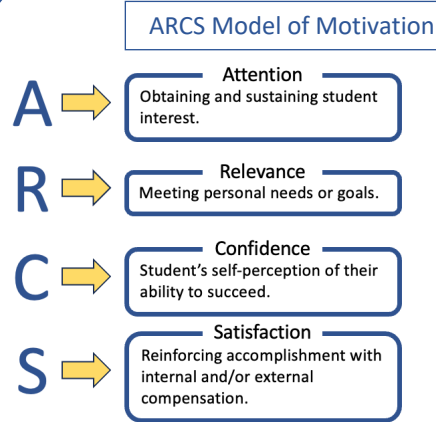
Key Research Questions

- What is the impact of IoT-based projects on students' CS, SE, and hardware skills and knowledge?
- What is the effect of IoT-based projects on students' engagement and teamwork skills?
- What factors inform students' motivation when engaging in engineering and CS PjBL environments?

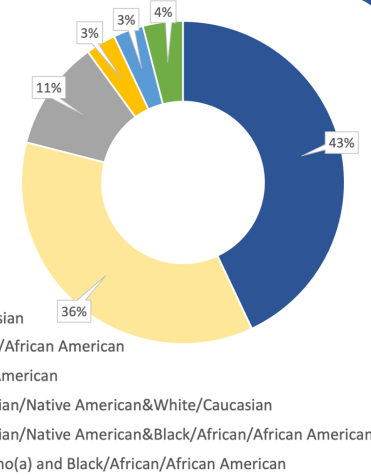
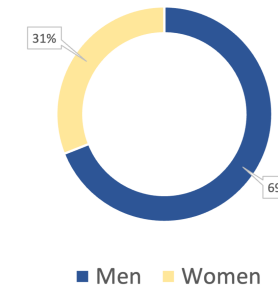
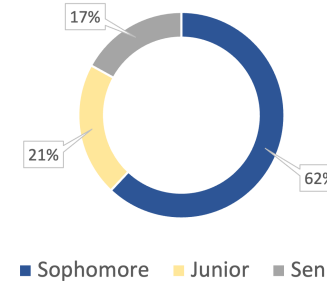
Key Partners



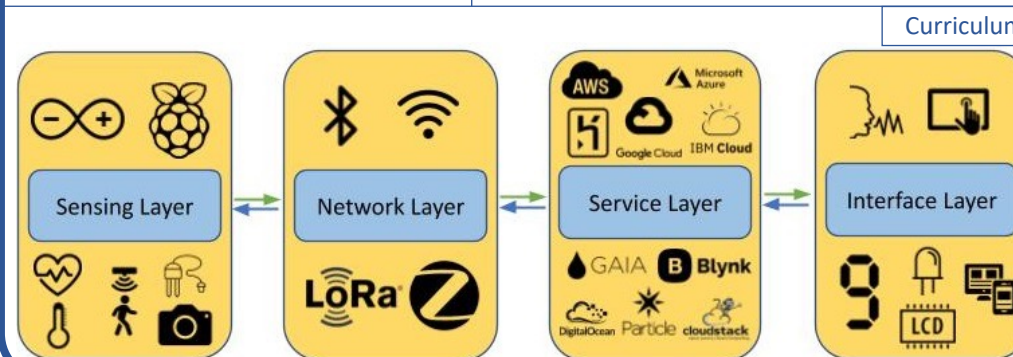
Key Results



Participants and Setting



- A total of 6 focus groups with a total of 32 student participants.
- There were four participating schools from four different states.
- School areas: urban, suburban, rural



Curriculum Data Analysis

