

Technology

DRK-12: Internet of Things (IoT) Pedagogical Ecosystem for Integrated Computer __ Science and Software Engineering Education for Grades 9-12

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Rey Rationale Agriculture Artificial Intelligence Medical Technologies Contruction Military Transportation Natural Resources Health Science Manufacturing Communication/ AV Energy Engineering & Security Public Safety

- 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?
- 2) What is the effect of IoT-based projects on students' engagement and teamwork skills?
- 3) What factors inform students' motivation when engaging in engineering and CS PjBL environments?

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