

All Exhibitor Showcases have moved to Juarez A from Juarez B

CANCELLED PAPERS:

T2D Modeling: A Computer Science Concept for General Education

T2D Motivational Factors Predicting STEM and Engineering Career Intentions for High School Students

T3F Using Simulation Games to Teach Global Software Engineering Courses in Session

F1B Special Session: Helping your students learn "Engineering-ese": Using the results of conceptual change research to inform your instruction

F1F Collaboration in the development of a Precision Engineering Programme at Limerick Institute of Technology in response to a call from Industry

*F2G Examining the Relationship between Faculty Teaching Practice and Interconnectivity in a Social Network*

F4E A Community of Practice to Develop, Teach, and Disseminate Learning in Engineering Design

S1B A LOW-COST SYSTEM FOR EXPERIMENTS WITH DIGITAL CIRCUITS will be the first paper

Moved from S2A to the end of S3E: AN INTERACTIVE LEARNING ENVIRONMENT FOR ASSISTING STUDENTS IN SOLVING PROBLEMS ON DESIGNING OF LOGIC DIGITAL CIRCUITS BY USING MULTIPLE REPRESENTATIONS

S4I Experience of Experimental Teaching and Management Based on Cloud Computing

S4I Teaching Research and Practice of Blended Learning Model Based on Computational Thinking

S4E Assessment of a Cooperative Training Course using Faculty Course Assessment Report in an ABET Accredited Engineering Technology Program