

2021 IEEE ISEC (Best Paper Award – Full Papers)



1st Place

An interdisciplinary approach to high school curriculum development: Swarming Powered by Neuroscience

Elise Buckley (Johns Hopkins University Applied Physics Laboratory, USA); Joseph D. Monaco (Johns Hopkins University School of Medicine, USA); Kechen Zhang (Johns Hopkins University, USA); Kevin Schultz (JHU/APL, USA); Robert W. Chalmers and Armin Hadzic (Johns Hopkins University Applied Physics Laboratory, USA); Grace M. Hwang (Johns Hopkins Applied Physics Laboratory & National Science Foundation, USA); M. Dwight Carr (Johns Hopkins University Applied Physics Laboratory, USA)

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2nd Place

Adapting a STEM Robotics Program to the Covid-19 Pandemic - a validation of the proposal presented at ISEC in 2021

Neville E. Jacobs (IEEE Baltimore Section, USA); Eric V Sudano (Eric V. Sudano System Solutions LLC, USA)

Developing surveillance applications with Raspberry Pi, Django, and cloud services

Ravi Rao (Fairleigh Dickinson University)

3rd Place

Integrating Animation and Game-making in Teaching JavaScript

Shuting Xu, Shuhua Lai and Lissa Pollacia (Georgia Gwinnett College, USA)

(Best Paper Award – Work in Progress Papers)

1st Place

Towards the Effective Selection of Guest Speakers within an Introductory Electrical and Computer Engineering Course

Henry Griffith (University of Texas at San Antonio, USA); Jonathan Flores and Ashley Larweck (The University of Texas at San Antonio, USA)

2nd Place

Physical Meaning of Digital Signal Processing: What Students May Think and What They Really Should Know
Konstantin A. Grebenyuk (Saratov State University, Russia)

3rd Place

Engineering Project Activities Designed to Promote STEM Engagement

Zachary Dickinson, Tyler Seelnacht and Ramakrishnan Sundaram (Gannon University, USA)