2023 IEEE ISEC
(Best Paper Award – Full Papers)

1st Place
Adapting Cybersecurity Teacher Training Camp to Virtual Learning
Joshua Maddy, Eric M Dillon and Husnu S Narman (Marshall University, USA)

2nd Place
An Immersive Curriculum to Develop Computational Science and Research Skills in a Cohort-Based Internship Program
Erik Johnson, Marisel Villafañe-Delgado, Danilo Symonette, Katherine-Ann Carr, Marisa Hughes, Julie Burroughs, Sydney Floryanzia and Martha Cervantes (JHU/APL, USA); William Gray-Roncal (Johns Hopkins University Applied Physics Laboratory & Preparation Meets Opportunity Foundation, USA)

3rd Place
Multi-Lingual DALL-E Storytime
Noga Mudrik (Johns Hopkins University, USA); Adam Charles (The Johns Hopkins University, USA)
2023 IEEE ISEC
(Best Paper Award – Work in Progress Papers)

1st Place
Adjustable Platform for Exploring Soft Robotic Gripper Design
Janelle P Clark (University of Massachusetts Lowell, USA); Emily LaBelle and Domenic Carrillo (UMass Lowell, USA); Holly Yanco (University of Massachusetts Lowell, USA)

2nd Place
Developing Mini VR Game Engines as an Engaging Learning Method for Digital Arts & Science
Angelos Barmpoutis, Wenbin Guo and Ines Said (University of Florida, USA)

3rd Place
Competencies assessment: indicators for a covariance structural model for STEM
Leopoldo Julian Lechuga Lopez (Instituto Tecnologico y de Estudios Superiores de Monterrey, Mexico); Olga Lopez (Instituto Tecnológico y de Estudios Superiores de Monterrey, Mexico)
A3Sat: Using CubeSat Emulators to Broaden Advanced Participation in STEM Education

John D Moore (Institute for Earth Observations, USA & NASA GLOBE Mission Earth, USA); Maxwell Friedman and Sriram Elango (Institute for Earth Observations, USA); Jin Kang (United States Naval Academy, USA); Christine Maceo (USNA, USA)