

Title	Authors
Understanding Object-Oriented Programming with a Game Engine Platform Transforming from 3D to Text-based coding	Sean Yang; Hyesung Park; Hongsik Choi
Open Research Laboratory for Non-Research Focused Institutions	Michael Brown
Teaching and Learning about Pendulums in RoboPhysics Revolutionizing Engineering for P-12 Schools (REPS)	Ofer Danino; Gideon Kaplan; Itamar Feldman Tanner J Huffman; Greg Strimel; Elizabeth Parry; Malinda Zarske; Rebecca Turner
A Case Study: Individual Design Enhancement for a Saucepan. Providing Practical Experience Within a Community College Engineering Program	Pamela Bogdan; Derek Alton
StartlearnING- an example for cross-domain learning arrangements combining engineering and biology	Markus Reiser; Martin Binder; Holger Weitzel
Which Definition Shall I Use? A Systematic Review of Computational Thinking Definitions	Fan Xu; Shuhan Zhang
Interdisciplinary STEM Undergraduate Programs and the Effectiveness of Computing Competencies within the Curriculum	Katherine Herbert; Thomas J Marlowe; Kees Leune; Robert M Siegfried; Jeanette Wilmanski
Instill Autonomous Driving Technology into Undergraduates via Project-Based Learning	Weitian Wang; Laura Paulino
Wide band gap using periodic combined electromagnetic band gap cells	Mohammad El Ghabzouri
Adaptive Tests using machine Learning for Math Tutorials: A Work in Progress	Julio Morales; Erick Petersen; Oscar Rodas
Entrepreneurship Education in Engineering Using Key Performance Indicators	Frank Washko; William Edwards; Leslie Washko
Virtual Computer Engineering Summer Camp Experience in the Era of COVID-19 Pandemic	Girma Tewelde
Supporting Inclusive Engineering Education using Global Virtual Teams	Anuli Ndubuisi; James Slotta
Fine-grained Analysis of Gender Bias in Student Evaluations	Eric Dillon; Haroon Malik; David Dampier; Fatma Outay
Expanding Access to Microscopy	Aaban A Syed; Imaad Syed; Lafe Spietz; Aric Sanders