

An Investigation of Digital and Hands-on Learning Styles and their Potential Impact on STEM and Online Education

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Introduction and Objectives



Virtual Learning Hands-on Learning

Educational Objective 1: Investigate the effects of *virtual* and *hands-on* learning on student performance

Educational Objective 2: Develop technology solutions to help integrate *virtual* and *hands-on* learning in STEM and online courses (e.g., MOOCs)

Educational Objective 3: Pioneer novel data acquisition techniques to help capture student activities

Disciplines of interest: STEM

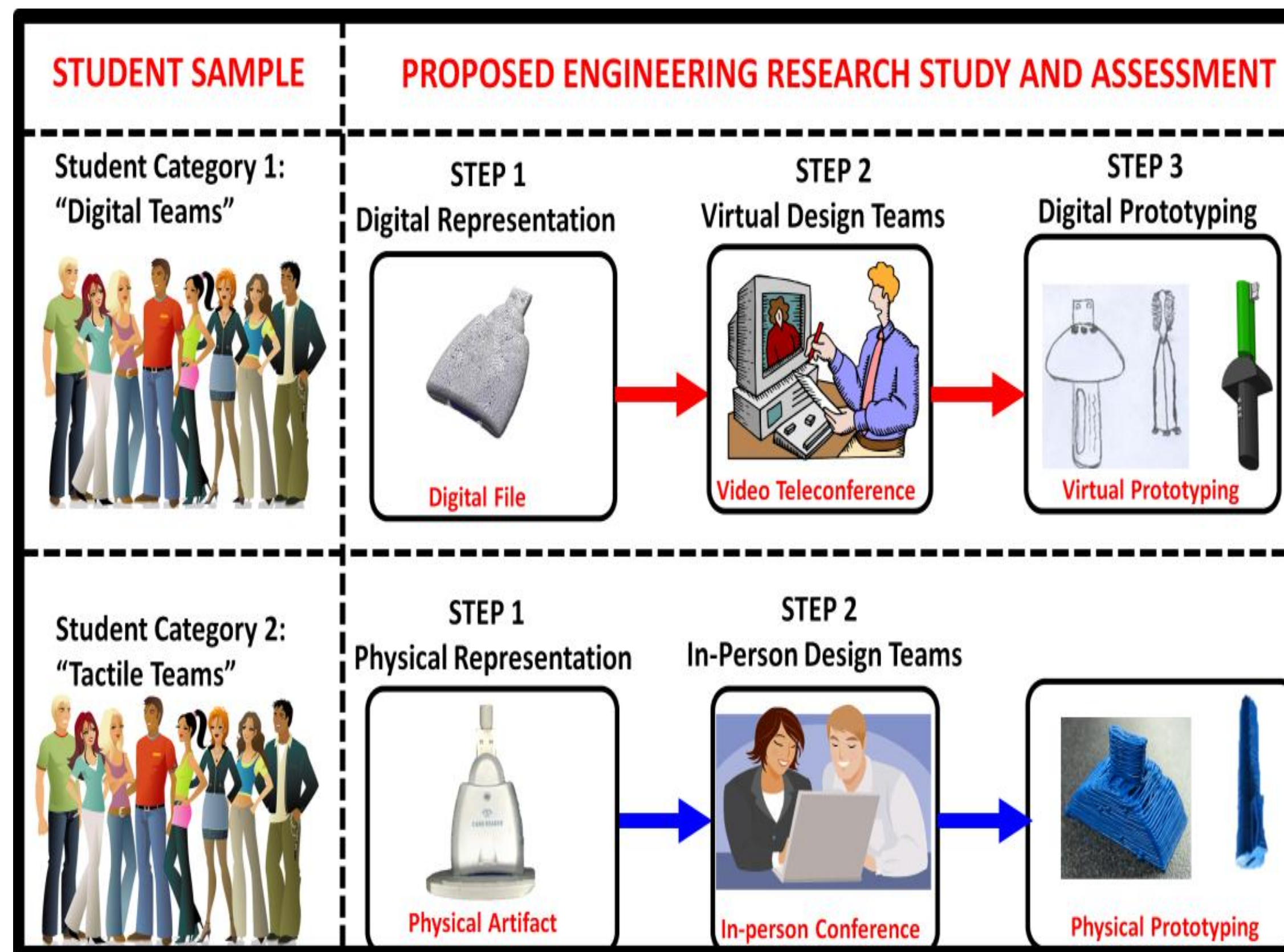
Course focus: MOOCs, Engineering

Development History

- **Spring-Fall 2012-:** Grant to procure equipment needed to quantify student team interactions
- **Spring-Fall 2013:** Collaboration (Penn State, University of Maryland)

Learning Activities and Materials

- Students engage in product dissection and other related hands-on activities
- Digital representation of physical artifacts using desktop 3D scanners
- Physical representation of digital artifacts using RepRap 3D printers



Execution

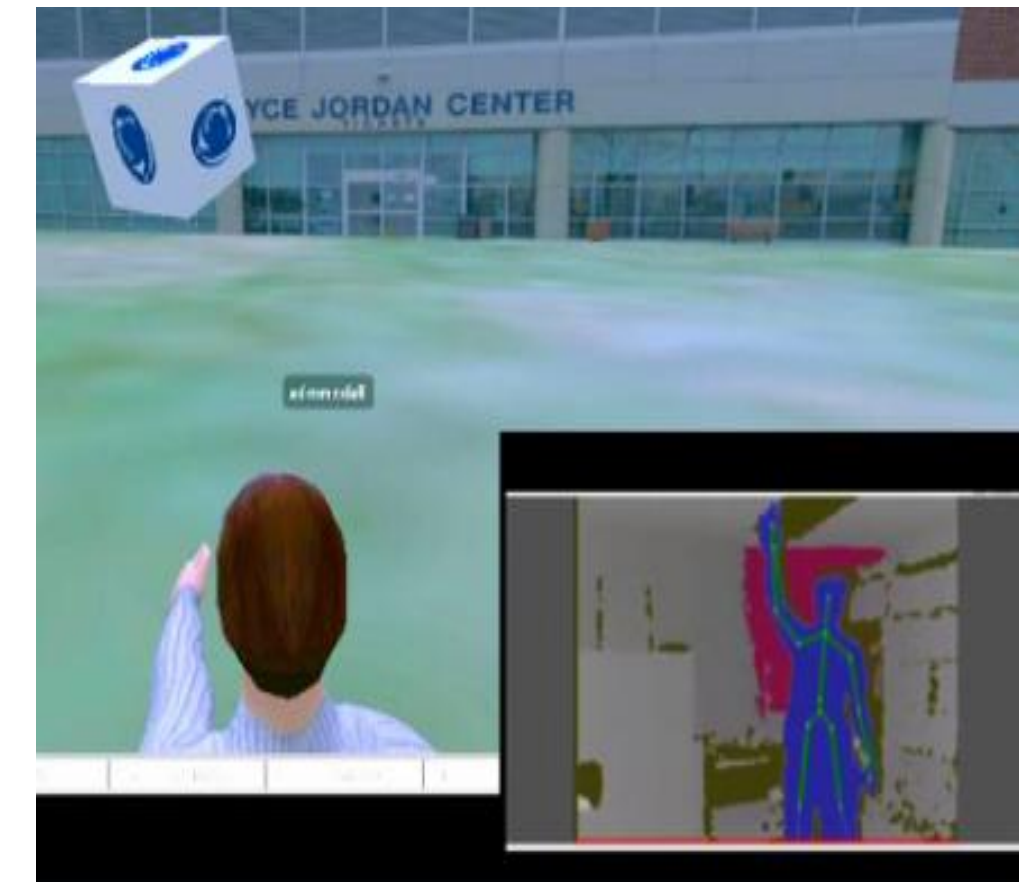
- Design equipment setup: 3D scanner and printer hardware
- Student surveys will address how the hands-on and virtual experiences influence their design process

Major Issues to Resolve

- Reduce the learning curve for both students and instructors aiming to implement these educational objectives as part of their in-class/online curricula

Discussion and Path Forward

- Ubiquitous computing / sensor devices have the potential to advance scientific knowledge in both traditional and online education (e.g., MOOCs)



Physical Interaction in Digital World

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