Educational Technology Informed by Learning Engineering

CoreTrust as a Civic Learning Tool: Community Capital for Inclusive Digital Governance

Engineering a Semantic Topicality Instrument for Multiple-Choice Question Quality Control

Design and Development of Two Digital Solutions for Promoting Harmonious Relationships: Buddy Up and Squeez

From Immersion to Action: How VR Influences Behavioral Intentions Around Advanced Water Purification

From Immersion to Behavioral Intentions: Virtual Reality and Advanced Water Purification

How Students Really Use Courseware: Visualizing Student Pathways in Integrated Chemistry Courseware

REAL CHEM Action Research Through the LearnLab Summer School

SCALED: A Transferable Learning-Engineering Model for Large-enrollment STEM Courses

Terracotta: Lowering Barriers to Experimental Education Research

The Education Tree: A New Theoretical Model for P-20 Education and Development

The Impact on Cognition and Motivation Using Gaming, Simulation, and Visual Learning in Military Flight Training

The Promise of Scenario-Based Assessments for College Instruction

“Walk It Out”: An Embodied and Mobile AI Tutor for STEM Education

Impact of Varying the Playback Speeds of Educational Content on Learning and Engagement