

RoboSTEAM Project November 2020 videoconference

Miguel Ángel Conde-González
University of Leon
mcong@unileon.es

Abstract

Presentation and agenda of the November 10th 2020 videoconference of the RoboSTEAM Erasmus+ Project (Ref. 2018-1-ES01-KA201-050939) [[1-9](#)].

Keywords

RoboSTEAM, Erasmus+, STEAM, Robots, Computational Thinking, EU

Link to the presentation

<https://zenodo.org/record/4269314>

DOI

10.5281/zenodo.4269314

Agenda

1. COVID19 Situation
2. Work in progress
3. Deadlines and reminders
4. Questions

Disclaimer

RoboSTEAM (Integrating STEAM and computational thinking development by using robotics and physical devices) is a project funded under European Union ERASMUS+ KA2 – Cooperation and Innovation for Good Practices. Strategic Partnerships for school education Programme (2018-1-ES01-KA201-050939).

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

References

- [1] F. J. García-Peñalvo, "O3 RoboSTEAM Environment – First overview and discussions," presented in RoboSTEAM Erasmus+ project Kick-Off, Bragança, Portugal, February 15-16, 2019, 2019. Available from: <https://goo.gl/hro7tc>. doi: 10.5281/zenodo.2571497.
- [2] RoboSTEAM Consortium, "RoboSTEAM Project," presented in RoboSTEAM Erasmus+ project Kick-Off, Bragança, Portugal, February 15-16, 2019, 2019. Available from: <https://goo.gl/Ni43mK>. doi: 10.5281/zenodo.2575066.
- [3] M. Á. Conde *et al.*, "RoboSTEAM - A Challenge Based Learning Approach for integrating STEAM and develop Computational Thinking," in *TEEM'19 Proceedings of the Seventh International Conference on Technological Ecosystems for Enhancing Multiculturality (Leon, Spain, October 16th-18th,*

- 2019), M. Á. Conde-González, F. J. Rodríguez-Sedano, C. Fernández-Llamas and F. J. García-Peñalvo, Eds. pp. 24-30, New York, NY, USA: ACM, 2019. doi: 10.1145/3362789.3362893.
- [4] J. Gonçalves *et al.*, "Educational Robotics Summer Camp at IPB: A Challenge based learning case study," in *TEEM'19 Proceedings of the Seventh International Conference on Technological Ecosystems for Enhancing Multiculturality (Leon, Spain, October 16th-18th, 2019)*, M. Á. Conde-González, F. J. Rodríguez-Sedano, C. Fernández-Llamas and F. J. García-Peñalvo, Eds. pp. 36-43, New York, NY, USA: ACM, 2019. doi: 10.1145/3362789.3362910.
- [5] C. Fernández-Llamas and M. Á. Conde-González, "RoboSTEAM Project – A brief review," 2019. Available from: <https://zenodo.org/record/3531941>. doi: 10.5281/zenodo.3531941.
- [6] M. Á. Conde, F. J. Rodríguez Sedano, C. Fernández-Llamas, J. Gonçalves, J. Lima and F. J. García-Peñalvo, "RoboSTEAM Project Systematic Mapping: Challenge Based Learning and Robotics," in *2020 IEEE Global Engineering Education Conference (EDUCON), (27-30 April 2020, Porto, Portugal)* pp. 214-221, USA: IEEE, 2020. doi: 10.1109/EDUCON45650.2020.9125103.
- [7] M. Á. Conde *et al.*, "Exchanging Challenge Based Learning Experiences in the Context of RoboSTEAM Erasmus+ Project," in *Learning and Collaboration Technologies. Design, Experiences. 7th International Conference, LCT 2020, Held as Part of the 22nd HCI International Conference, HCII 2020, Copenhagen, Denmark, July 19–24, 2020, Proceedings, Part I*, P. Zaphiris and A. Ioannou, Eds. Lecture Notes in Computer Science, no. 12205, pp. 442-455, Cham, Switzerland: Springer Nature, 2020. doi: 10.1007/978-3-030-50513-4_33.
- [8] M. Á. Conde *et al.*, "Adaption of RoboSTEAM Project to the Pandemic Situation," in *TEEM'20 Proceedings of the Eighth International Conference on Technological Ecosystems for Enhancing Multiculturality (Salamanca, Spain, October 21st-23th, 2020)*, F. J. García-Peñalvo, Ed. ICPS: ACM International Conference Proceedings Series, New York, NY, USA: ACM, 2020.
- [9] M. Á. Conde, F. J. Rodríguez-Sedano, C. Fernández-Llamas, J. Gonçalves, J. Lima and F. J. García-Peñalvo, "Fostering STEAM through Challenge Based Learning, Robotics and Physical Devices: A systematic mapping literature review," *Computer Application in Engineering Education*, vol. In press, 2020. doi: 10.1002/cae.22354.