

Tracks, Posters & Best of CoED

The full technical program by thematic track, the Best of CoED paper session, and every poster in the Division poster session.

3
THEMATIC TRACKS

6
POSTER THEMES

26
POSTERS

4
BEST-OF PAPERS

Technical Sessions by Track

26 sessions · 103 papers

A AI in Education

TOOLS, TUTORS, CURRICULUM & REFLECTION
9 sessions

M308A MON · 11:00 AM

Faculty AI Policies and Ethical Practice

CCC · E-220BC · 4 papers · Mod. Tejal Mulay

M408A MON · 1:30 PM

AI Companions and Tutors for Learning

CCC · W-207BC · 3 papers · Mod. Carlotta A. Berry

M508B MON · 3:15 PM

AI-Augmented Software Engineering Practice

CCC · E-220BC · 4 papers · Mod. Mattox Beckman

T308A TUE · 11:00 AM

AI in Engineering Curriculum and Course Integration

CCC · W-207BC · 4 papers · Mod. Shilpa Gupta

T408C TUE · 1:30 PM

Active Learning, Engagement, and Learning Assistants

CCC · W-205B · 4 papers · Mod. Diley Hernandez

T508A TUE · 3:15 PM

AI Agents, Multi-Agent Systems, and Conversational Tools

CCC · W-205B · 4 papers · Mod. Kamalamalini Nagasundaram

W108B WED · 8:00 AM

Learning Analytics, Networks, and Predictive Models

WC · Kings · 5 papers · Mod. Walter Schilling

W308 WED · 11:30 AM

Curriculum, Workforce, and Emerging Computing Topics

WC · Independence · 4 papers · Mod. Mehdi Mekni

W408 WED · 2:00 PM

Generative AI Across the Curriculum: Practice and Reflection

WC · Harris · 4 papers · Mod. Keith Hekman

B Learning, Engagement & Inclusion

STUDENT OUTCOMES, EQUITY & MODALITIES
9 sessions

M308B MON · 11:00 AM

Student Use and Perceptions of Generative AI

CCC · E-220A · 4 papers · Mod. Menaka Abraham

M408B MON · 1:30 PM

AI for Assessment, Grading, and Feedback

CCC · E-220BC · 4 papers · Mod. Kamalamalini Nagasundaram

M508A MON · 3:15 PM

Peer Engagement and Help-Seeking in Introductory Computing

CCC · E-220A · 4 papers · Mod. Brian Fiegel

T208 TUE · 9:15 AM

Equity, Accessibility, and Neurodiverse Learners

CCC · W-207BC · 4 papers · Mod. Joshua Hertz

T308B TUE · 11:00 AM

AI Literacy and K-12 AI Education

CCC · W-201C · 4 papers · Mod. Chris Bourke

T408A TUE · 1:30 PM

Robotics and Embodied Learning

CCC · W-201A · 4 papers · Mod. Ivan Abraham

T508B TUE · 3:15 PM

Spatial Skills, Embodied Cognition, and Multimodal Sensing

CCC · W-207BC · 4 papers · Mod. Benjamin E Chaback

W108 WED · 8:00 AM

Programming Misconceptions and Conceptual Understanding

WC · Queens · 4 papers · Mod. Mattox Beckman

W308B WED · 11:30 AM

Project-Based and Practicum-Style Learning

WC · Harris · 4 papers · Mod. Carlotta A. Berry

C Computing Pedagogy & Methods

FOUNDATIONS, PRACTICE & SYNTHESIS
8 sessions

M308C MON · 11:00 AM

Course Design and Engagement in Introductory Computing

CCC · W-207BC · 4 papers · Mod. Ivan Abraham

M408C MON · 1:30 PM

Cybersecurity Education

CCC · E-220A · 4 papers · Mod. Matthew Fendt

M508C MON · 3:15 PM

Gamification and Game-Based Learning in Computing

CCC · W-207BC · 4 papers · Mod. Akshay Mathur

T308C TUE · 11:00 AM

Computational Thinking and CS Pedagogy

CCC · W-201A · 4 papers · Mod. Matthew Fendt

T408B TUE · 1:30 PM

Virtual Reality for Engineering and Lab Training

CCC · W-207BC · 4 papers · Mod. Tejal Mulay

T508C TUE · 3:15 PM

Frameworks, Acceptance, and Scoping Reviews in Computing Education

CCC · W-201D · 4 papers · Mod. Lawrence Whitman

W408B WED · 2:00 PM

Educational Apps, Tools, and Frameworks

CCC · E-212B · 4 papers · Mod. Benjamin E Chaback

W508 WED · 3:45 PM

Reviews, Synthesis, and Future Directions

CCC · E-212B · 3 papers · Mod. Benjamin E Chaback

Best of CoED Paper Session

Monday, Jun 22 · 3:15 PM – 4:45 PM · M508D · W-209B · Moderator Jean Mohammadi-Aragh

★

Teaching Floating-Point Representation with an 8-Bit Format: The One-Byte Float Approach

John K. Estell, Ian Meyer Kropp, Stephany Coffman-Wolph

★

Quantum AI for Engineering Education: Assessment of Students' Problem-Solving Performance in Electric Circuits

Oenardi Lawanto, Wade H Goodridge, sehrish jabeen, Zain ul Abideen, Rifatul Islam Himel, Yashin Brijmohan

★

Students' Critical Thinking Conceptions as Predictors of Skill Development in Computer Engineering Capstone Courses

Trinidad Sofia Balart, Gibin Raju, Kristi J. Shryock

★

AI-Assisted Machine Learning Result Interpretation: Effects on Student Learning and Confidence in an Undergraduate ML Course

Vinod Kumar Ahuja

CoED Poster Session

26 posters

Monday, Jun 22 · 9:15 AM – 10:45 AM · Hall A (Exhibit Hall BC) · **Judged for the Woody Everett Award** · board numbers shown at left

AI TOOLS AND CHATBOTS IN EDUCATION

- 81** WIP: A Virtual Teaching Assistant to Engage in Effective Pedagogical Methods — Jonathan Steffens
- 82** WIP: AI-Powered Knowledge Graph System for Personalized SQL Learning and Adaptive Feedback in Database Systems Education — Dylan Dunham
- 83** WIP: Autoethnography Assistant: An AI interview tool to support qualitative inquiry. — Leo C. Ureel II
- 89** WIP: Low Effort, High Grades? Benchmarking LLMs on Various Engineering Assignments — Yuxuan Chen
- 95** Work in Progress: Beyond Words – A Multimodal AI Coaching Tool to Enhance Communication Skill Development in Engineering Education — Guang Yang
- 96** Work in Progress: From Textbooks to Interactive Visualization – 3D STEMulate: An AI-Powered Platform for STEM Education — Hamid S Timorabadi
- 97** Work in Progress: GUIDE—An AI-Powered Co-Pilot for Student Academic Pathways in Engineering — Zhuo Zhang

GENERATIVE AI IN CS AND ENGINEERING COURSEWORK

- 79** Effective Use of Generative AI for Reducing Knowledge Gap — Se Jeong Yang
- 84** WIP: Diagnosing CS1 Misconceptions with LLMs: A Pilot Study on Alignment, Variability, and Prompt Sensitivity — Kamalamalini Nagasundaram
- 86** WIP: From Proofs to Programs - Integrating GenAI and Interactive Applets in Graduate Control Theory Course — Ivan Abraham
- 101** Work-in-Progress: Investigating Novice End-User Programmers' Problem-Solving Through Student-GenAI Interaction Patterns — Fadhla Binti Junus
- 102** [Work-in-Progress] The Impacts of Students' GenAI Interactions on Their Social and Psychological Dynamics: Preliminary Findings from a Systematic Review in Engineering and Computing Education — Eunsil Lee

COMPUTATIONAL THINKING AND K-12 COMPUTING

- 91** WIP: SnapBots: Fostering Collaborative and Accessible Computational Thinking Education for Elementary and Middle School Students by Programming with Pencil and Paper — Duncan Johnson
- 92** WIP: The Influence of Block and Text Coding Interventions on Computational Thinking in Undergraduate Computer Science Students — Daniel W. Bursleson
- 100** Work-In-Progress: Designing Curricular Materials to Support Teacher Learning for Interdisciplinary Computer Science Education — Shannon Gooden Davidson

EMBEDDED SYSTEMS AND ROBOTICS EDUCATION

- 88** WIP: Leveraging Embedded Systems and Edge Intelligence to Enhance High-schoolers' Conceptual Change about AI — Woorin Hwang
- 90** WIP: Sim-to-Real Quadruped Robotics with Scaffolded Lab Modules for Motion, Perception, and Multi-Robot Coordination — Chinmay Dhanraj Nehate

COURSE DESIGN, PEDAGOGY, AND HANDS-ON LEARNING

- 78** Annotators Increased Research Career Interest After Participating in Human Labeling Tasks for AI/ML Research — Teresa Angelie Myrthil
- 80** WIP : Comparing Programming Interest/Perceptions with Cornerstone Project Modifications — James E. Lewis
- 85** WIP: From Curiosity to Impact - A Pedagogical Framework for Research-Based Learning in Computer Science — Raghavi Sakpal
- 87** WIP: Insights From Improving Student Outcomes in a Small Class Using Oral Exams and Other Student Engagement Techniques — Matthew Fendt
- 94** Work In Progress - Empowering Undergraduates with Virtual Labs: Interactive Learning of Core Engineering Principles using Ansys Discovery — Kaitlin Tyler
- 98** Work in Progress: Identifying and Sharpening Student's Conceptions of Induction in a Coursework Context — Nirvaan Kherra

ASSESSMENT AND COGNITIVE ENGAGEMENT

- 93** WIP: Tracking Cognitive Engagement via Micro-Facial Expressions during Engineering Problem-Solving — Talha Naqash
- 99** Work-In-Progress: A Scoping Review of Factors Influencing the Success of Digital Games in Engineering Education — Tristan Letizia
- 103** Work-in-Progress: An Investigation into the Benefits of Tagged Assessment Scores — Robert M Nickel