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   Soggetti   Educational technology
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   Lingua di pubblicazione Inglese

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   Livello bibliografico Monografia

   Nota di bibliografia   Includes bibliographical references and index.

   Nota di contenuto   Gradation of Cognitive operations of Blue-Bot control in the primary
                          education Bee-Bot educational robot as a means of developing social
                          skills among children with autism-spectrum disorders Development of
                          educational scenarios for child-robot interaction: The case of learning
                          disabilities Educational Robotics in Online Distance Learning: An
                          Experience from Primary School Robotics Laboratory within the Italian
                          School-Work Transition Program in High Schools: A Case Study How to
                          promote learning and creativity through visual cards and robotics at
                          summer academic project Itaca An Arduino-based robot with a sensor
                          as an educational project A Social Robot Activity for Novice
                          Programmers Robotics and Intelligent Systems: a new curriculum
                          development and adaptations needed in coronavirus times An
                          Educational Framework for Complex Robotics Projects Education Tool
                          for Kinematic Analysis: A Case Study

   Sommario/riassunto   This book comprises the latest achievements in research and
                          development in educational robotics presented at the 12th
                          International Conference on Robotics in Education (RiE), which was
                          carried out as a purely virtual conference from April 28 to 30, 2021.
                          Researchers and educators find valuable methodologies and tools for
                          robotics in education that encourage learning in the fields of science,
                          technology, engineering, arts, and mathematics (STEAM) through the

design, creation, and programming of tangible artifacts for creating personally meaningful objects and addressing real-world societal needs. This also involves the introduction of technologies ranging from robotics platforms to programming environments and languages. Evaluation results prove the impact of robotics on the students' interests and competence development. The presented approaches cover the whole educative range from kindergarten, primary and secondary school, to the university level and beyond.