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Contributions in: First Year Courses and Students, Design Assessment, Computer Graphics, Gender Equality, Service Projects, Student Success, Major Selection, K-12 Engineering, Reasoning, Conceptual Knowledge, Creativity, Motivation, Undergraduate Research Experiences, Guided Enquiry Learning, Challenge Based Learning, Active Learning, Gamification, Entrepreneurship, Self-Efficacy, Co-Creation, Employability Skills, Educational Software, Internet of Things, Laboratory Design, Data Analysis, Aerospace Engineering Statics, Thermodynamics