

## Contents

### **Contributions in: Identity Formation, Emotions, Self-Efficacy, Communications Skills, Co-Op Programs, Social Media, Ethics, Active Learning, PBL, Flipped Classroom, Evaluation, Service Learning, Engineering Design, Ideation, Gamification, Self-Regulation, Team Building, Technical Drawing, Production Engineering, Electronics Engineering, Software Engineering, Biomedical Engineering**

<b>Ahmad Ibrahim</b>	1725	Editorial
<b>Nadia Kellam, Karen Gerow, Gregory Wilson, Joachim Walther and Joshua Cruz</b>	1726–1740	Exploring Emotional Trajectories of Engineering Students: A Narrative Research Approach
<b>Ann S. Lourens and Liesl S. Pannell</b>	1741–1753	Self-Efficacy of Engineering Students at a South African University—Findings from a Longitudinal Study
<b>Justin L. Hess, Anthony Chase, Grant A. Fore and Brandon Sorge</b>	1754–1767	Quantifying Interpersonal Tendencies of Engineering and Science Students: A Validation Study
<b>Rodrigo Fernando Herrera, Juan Carlos Vielma and Felipe Muñoz La Rivera</b>	1768–1775	Impact of Microteaching on Engineering Students' Communication Skills
<b>Fabrice Mantelet, Frederic Segonds and Camille Jean</b>	1776–1784	Additive Creativity: An Innovative Way to Enhance Manufacturing Engineering Education
<b>Jacqueline C. McNeil and Alex D. Beebe</b>	1785–1797	Students' Ease, Time, and Coping with Transitions from Co-op to the University
<b>Edward Berger and Edward Pan</b>	1798–1811	Relationship of Blog and Video Usage Patterns to Academic Performance in Undergraduate Mechanics
<b>Cigdem Turhan and Ibrahim Akman</b>	1812–1821	Integration of Social Media into Engineering Education: A Comparative Study on Perceptions of Faculty and Students
<b>Yasser E. Ibrahim</b>	1822–1828	Integrated Evaluation of Teaching Effectiveness: A Case Study
<b>Kumar Yelamarthi</b>	1829–1837	Improving Student Success Through an Effective Learner-Centered Course in Introductory Engineering, Mathematics, and Programming
<b>Beto Catz, Nissim Sabag and Aharon Gero</b>	1838–1847	Problem Based Learning and Students' Motivation: The Case of an Electronics Laboratory Course
<b>Ignasi Florensa, Marianna Bosch, Josep Gascón and Carl Winslow</b>	1848–1862	Study and Research Paths: A New tool for Design and Management of Project Based Learning in Engineering
<b>Benjamin P. Jacobson, Michael C. Dorneich and Leslie A. Potter</b>	1863–1875	Impact of Lecture Video Acceleration in a Flipped Introductory Engineering Course
<b>Jing Yan, Lin Li, Jianjun Yin and Yujing Nie</b>	1876–1887	A Comparison of Flipped and Traditional Classroom Learning: A Case Study in Mechanical Engineering
<b>Aline Cazarini Felício and Jorge Muniz Jr</b>	1888–1896	Evaluation Model of Student Competencies for Discussion Forums: An Application in a Post-Graduate Course in Production Engineering
<b>Sung-Hee Jin</b>	1897–1909	Collaborative Instructional Models for Teaching Community Service to Engineering Students
<b>Greg J. Strimel, Eunhye Kim, Scott R. Bartholomew and Diana V. Cantu</b>	1910–1929	Examining Engineering Design Cognition with Respect to Student Experience and Performance
<b>Radul Milutinović, Biljana Stošić, Mladen Čudanov and Velimir Štavljanin</b>	1930–1938	A Conceptual Framework of Game-Based Ideation
<b>Iris Bento Da Silva and Oswaldo Luiz Agostinho</b>	1939–1950	A Strategy for Teaching and Learning Technical Drawing
<b>Oenardi Lawanto and Andreas Febrian</b>	1951–1968	Investigating the Influence of Context on Students' Self-Regulation during the Capstone Design Course
<b>Muhammad Khalid Shaikh and Kamran Ahsan</b>	1969–1975	<i>Psychographd</i> : A Team Building Platform for Software Engineering Students
<b>Denise M. Wilson and Mee Joo Kim</b>	1976–1986	Do Engineering Students View Sustainability Differently from Students in Other Majors?
	1987	Guide for Authors

