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Contributions in: Generic Competences, Attrition, Graduate Students, COVID-19, Motivation, Stress, Systems Thinking, First Year Students, Creativity, Sustainability, Risk Estimation, Design Education, STEAM, Cross-Cultural Comparison, Coaching, Interdisciplinarity, PBL, Student Persistence, Abstract Thinking, Academic Dishonesty, Assessment, Asynchronous Online Discussions, Attitudes, Senior Projects, e-Learning, Team Work, Computer Simulation, Particle Dynamics, Electronic Circuits, Analog Circuits, Fuzzy Numbers

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