FOLC FEST 2024

Poster Session 2: March 15 | 3–4:00 p.m.

Wildfire Detection and Risk Assessment in Remote Areas

Despite many measures taken to curb wildfires, they continue to occur frequently with devastating effects on lives and property. This project targets remote areas with little to no fire surveillance. Building a rapid risk assessment device to assess and detect the risk of fires, and alert appropriate personnel quickly to respond to the fires will go a long way to save society.

Presenter: Randy Essikpe

Arizona STEM Acceleration Project

Over the past two years, the Arizona STEM Acceleration Project (ASAP) has supported 650+ STEM teacher fellows from across the state. Fellows develop and execute a STEM project for their schools or communities, complete 30-hours of professional development, and share lesson plans that have been developed to align with Arizona state standards https://stemteachers.asu.edu/stem-lesson-plans. We will present preliminary findings on the impact ASAP has had on constructs like teacher identity, network strength, and retention plans.

Presenter: Ruth Wylie

Fostering Innovation by Embracing Diversity: Accents, Limps & Differences in Cohesion

The institutions prepared for the future embrace diversity to foster innovation. Evidence from a range of research supports diversity's role in innovation. Intentional efforts are crucial; systems must ensure every voice feels heard, promoting comfort in speaking up despite differences. This alludes to inclusion and accessibility. The poster presents strategies for harnessing diversity and inclusion to drive innovation, emphasizing embracing differences for cohesive innovation.

Presenters: Praise Ifetogun | Ricardo Leon

ASU VIPLE in Computing and Engineering Curricula

ASU VIPLE is a Visual IoT/Robotics Programming Language Environment developed at ASU, in the IoT and Robotics Education Laboratory. It supports a variety of IoT and robotics platforms, including EV3 and open platform IoT systems and robots. VIPLE is used in high school computer science courses, college freshman courses as the first programming language. Its advanced features, including service-oriented computing, traffic simulation, autonomous driving, and quantum computing are used in college senior and graduate courses.

Presenters: Yinong Chen | Gennaro De Luca

Career Services Presents: Artificial Intelligence in Professional Development

Dive into the forefront of career and professional development with Career Services' cutting-edge AI tools. Explore VMock for personalized resume insights and Big Interview for comprehensive interview practice. These AI-powered resources are meticulously designed to refine application materials and enhance skillset. This showcase highlights the Career Services' investment in the latest AI innovations, demonstrating our dedication to advancing student's career development. Embrace this opportunity to be at the leading edge of career development. Join us at FOLC Fest and start shaping your future today.

Presenters: Abdulaziz Alakeel | Ban Faris | Malek Attar | Daniel Zheng

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Project EIFL

We aim to empower the youth in low-income and emerging countries with financial literacy. Through this, we directly and indirectly contribute to the attainment of the United Nations Sustainable Development Goals 1 (no poverty), 4 (quality education) and 8 (decent work and economic growth). We envision a financially literate world by being every youngster's go-to financial awareness program to intellectually equip themselves. Such learned youngsters can improve their socio-economic status by making well-informed decisions through the program.

Presenter: Tarun Masapeta

Upstream Student Success: Cultivating Community with Supervisors of Working Learners

This poster explores the intersection of student employment, supervisor support, and career development in fostering student success. This action research dissertation investigates how supervisors can enhance student employment experiences while developing a community of practice. Discover the innovative community-building approach drawn together from three cycles of research and a proposed final cycle. Using a mixed-method research design and the Wenger-Trayners value creation framework, this work delves into cultivating value for supervisors, the community, and the practice.

Presenter: Katelyn Armbruster

Building an ASU K-12 Ecosystem for Social Impact

With over 18,000 employees, sixteen colleges and schools, and four local campuses, mobilizing the community that drives social impact in the K-12 educational space for the university can seem an impossible task. The K-12 Ecosystem team-comprising of six individuals spanning six different education outreach programs across ASU-explores what it means to work together to create social impact for the community we serve. Representatives from the team will discuss their experience with the K-12 Ecosystem development, strategic objectives for this ASU community, and how we can leverage institutional assets to serve the public.

Presenters: Allison Wolf | John Janezic | Monique Reveles | Mary O'Malley

Course Stories, Inside the Magic

Course Stories is an international educational podcast exploring the stories of course design at ASU Online and special projects at ASU. Come learn about Course Stories, our approach to podcasting as a medium of telling our innovation stories for course design.

Presenters: Mary Loder | Ricardo Leon | Elizabeth Blythe-Lee

To Inclusivity and Beyond: Designing "Space For Humans," a YouTube-First Series

Inclusive design benefits everyone. Curb cuts make sidewalks gentler; closed captioning is essential to sports bars and beloved by multitaskers; and tailoring space suits for people with disabilities can improve safety and usability for all. In the new Youtube-first series "Space For Humans," we explore how universal design thinking can help us create space futures that include all humans – and how developing new space technologies is helping us create a more accessible present.

Presenters: Ricardo Leon | Amanda Kehrberg | Eric Stribling | Matthew Robinson

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Augmented Reality in First-year Engineering Projects

FSE100, Introduction to Engineering, is a project-based course where first-year students work on interdisciplinary projects e.g., robots that meet requirements of their chosen customers. We developed an Augmented Reality (AR) module to provide an additional tool for improving their project's impact. The module includes introductory videos, a sample project utilizing Adobe Aero software, and a workshop to further develop their skills. After becoming comfortable with AR students successfully utilized it as a demonstration tool and a way to better meet their customer's requirements.

Presenters: Anoop Grewal | Kyle Brim | J Stanley | Nicholas Lindquist

Technology to Enhance Client Outcomes and Educate Future Leaders in Healthcare

The ASU Speech & Hearing Science Program is committed to leveraging innovative technology for clinical training, shaping the future of professionals in speech-language pathology. At the core of our mission is providing unparalleled clinical training that spans nine practice areas, serving clients from birth to life's final stages. Embracing technology has been a game-changer, empowering our students to provide better access to clients and improve outcomes through telemedicine, client simulation, and virtual reality tools.

Presenters: Ileana Ratiu | Elizabeth Trueba

From Good to Great: A Student-Led Journey in Course Redesign

Explore a student-led initiative to transform a challenging course, resulting in a remarkable increase in student-reported effectiveness from 81% to 100%. From innovative teaching strategies to multimedia approaches enhancing student engagement and inclusivity, discover how collaborative efforts between faculty and the Teaching and Learning Hub elevated the learning experience.

Presenters: Joy Griffin | Nicholas Lindquist