

# Design and Implementation of ESP32-Based IoT Devices: An Educational Framework and Project Showcase

Darko Hercog, Tone Lerher, Mitja Truntič, and Oto Težak

University of Maribor, Slovenia

🔥 by Abdullah Mian

# The Rise of IoT and Educational Need

IoT's Rapid Growth

14.3 billion IoT devices in 2022, with continued growth expected.

Demand for Skills

Growing need for IoT expertise in various industries.

Paper's Purpose

Presents educational IoT tools, technologies, and a course framework.

Key Hardware

Focuses on ESP32 modules like LilyGO TTGO T8.



### **Essential IoT Device Characteristics & Layers**

#### **IoT "Thing" Characteristics**

- Data acquisition
- Reaction capabilities
- Network reception
- Communication support

#### **IoT Device Layers**

- Physical layer
- Network layer
- Application layer



### Integrating IoT into Education



## **Smart Environments**

Improving school building efficiency and smart lecture rooms.



## E-Learning & Remote Labs

Enhancing learning experiences with interactive tools.



# RFID for Attendance

Automating administrative tasks in educational settings.



# Project-Based Learning

Benefits for practical skill development and engagement.



# Specific Educational IoT Approaches

#### **Gamification & Virtual Labs**

Enhancing engagement and practical learning.

#### **Support for Disabilities**

IoT applications aiding students with special needs.

#### **Project-Based Methods**

Improving educational quality through hands-on projects.

#### **Educational Platforms**

Examples of specialized IoT modules and platforms for learning.

# A Pedagogical Framework & Tools

**Custom Hardware** 

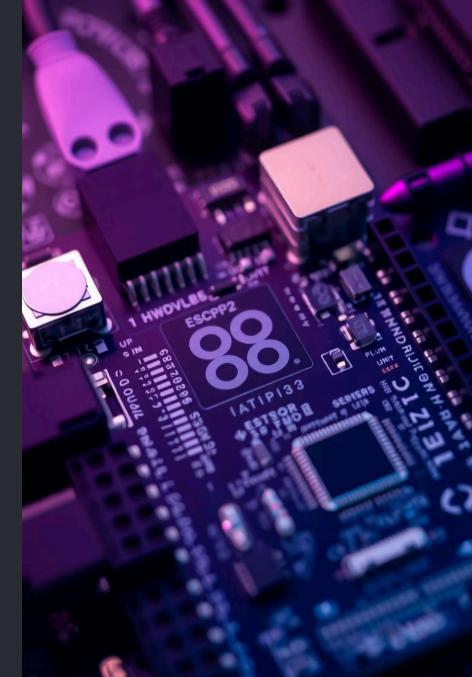
ESP32 sensor extension boards simplify connections and testing.

**Software Utilized** 

Arduino IDE with ESP32 libraries and Digilent WaveForms.

**Structured Course** 

Introductory ESP32 course flowchart guides learning.



2

3



# Student-Driven Project Implementation

#### **Practical Application**

Emphasis on student-developed projects for hands-on learning.

#### **Skill Development**

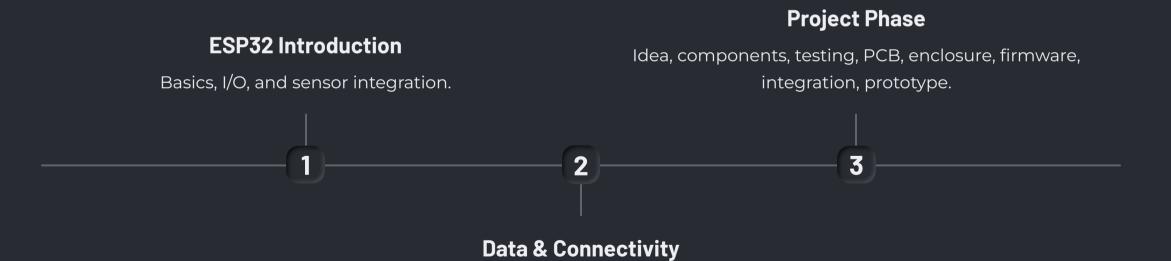
Students learn PCB design, programming, 3D printing, and IoT integration.

#### **Showcase Project**

The Beehive Monitoring System serves as a concrete example.



### **Educational System Overview**



Data logging, Wi-Fi, and IoT concepts.

# A&Q

Thank you for your attention. Any questions?

