2023 IEEE ISEC
(Best Paper Award – Full Papers)

1st Place

Adapting Cybersecurity Teacher Training Camp to Virtual Learning

Joshua Maddy, Eric M Dillon and Husnu S Narman (Marshall University, USA)

2nd Place

An Immersive Curriculum to Develop Computational Science and Research Skills in a Cohort-Based Internship Program

Erik Johnson, Marisel Villafañe-Delgado, Danilo Symonette, Katherine-Ann Carr, Marisa Hughes, Julie Burroughs, Sydney Floryanzia and Martha Cervantes (JHU/APL, USA); William Gray-Roncal (Johns Hopkins University Applied Physics Laboratory & Preparation Meets Opportunity Foundation, USA)

3rd Place

Multi-Lingual DALL-E Storytime

Noga Mudrik (Johns Hopkins University, USA); Adam Charles (The Johns Hopkins University, USA)

2023 IEEE ISEC
(Best Paper Award – Work in Progress Papers)

1st Place

Adjustable Platform for Exploring Soft Robotic Gripper Design

Janelle P Clark (University of Massachusetts Lowell, USA); Emily LaBelle and Domenic Carrillo (UMass Lowell, USA); Holly Yanco (University of Massachusetts Lowell, USA)

2nd Place

Developing Mini VR Game Engines as an Engaging Learning Method for Digital Arts & Science

Angelos Barmpoutis, Wenbin Guo and Ines Said (University of Florida, USA)

3rd Place

Competencies assessment: indicators for a covariance structural model for STEM

Leopoldo Julian Lechuga Lopez (Instituto Tecnologico y de Estudios Superiores de Monterrey, Mexico); Olga Lopez (Instituto Tecnológico y de Estudios Superiores de Monterrey, Mexico)

2023 IEEE ISEC
(Honorable Mention– Work in Progress Papers)

A3Sat: Using CubeSat Emulators to Broaden Advanced Participation in STEM Education

John D Moore (Institute for Earth Observations, USA & NASA GLOBE Mission Earth, USA); Maxwell Friedman and Sriram Elango (Institute for Earth Observations, USA); Jin Kang (United States Naval Academy, USA); Christine Maceo (USNA, USA)