

Advancing Robotics-Enabled STEM Education in K-12: Frameworks for Comprehensive Learning Outcomes Assessment and Inclusivity

Parth Chandak

parth.chandak02@gmail.com

Abstract

This systematic literature review examines the integration of robotics in K-12 STEM education, focusing on assessment frameworks and inclusive teaching practices. Through analysis of empirical studies from 2006 to 2021, we identify key themes in educational robotics implementation, including technical skill development, cognitive growth, and social-emotional learning. The review synthesizes findings from 15 selected papers, highlighting the effectiveness of constructivist and constructionist approaches in robotics education. Particular attention is given to assessment methodologies that promote inclusive learning environments and support diverse student populations. The findings reveal that successful robotics integration requires comprehensive assessment frameworks that balance technical competency with broader educational outcomes. We present structured frameworks for evaluating student engagement, learning outcomes, and program effectiveness, while emphasizing the importance of adaptable teaching strategies that accommodate different learning styles and abilities. This review contributes to the growing body of knowledge on educational robotics by providing evidence-based recommendations for implementing inclusive, assessment-driven robotics programs in K-12 education.

Keywords

Educational robotics, Assessment frameworks, Systematic review, K-12 STEM education, Inclusive education, Learning outcomes, Constructivist learning, Student engagement, Robotics integration, Educational technology

1. Introduction

The integration of robotics into K-12 education represents a transformative approach to STEM education, encompassing multiple dimensions of learning and development. This technological integration has evolved from simple programming exercises to comprehensive educational frameworks that foster critical thinking, problem-solving, and collaborative skills. The field has seen significant advancement in both physical and virtual platforms, with studies showing improved learning outcomes across diverse student populations [1]. During the COVID-19 pandemic, this evolution accelerated dramatically, with virtual platforms like sBotics enabling over 3,700 students across 1,162 teams to continue their robotics education remotely [12].

Educational robotics uniquely combines theoretical knowledge with hands-on experimentation, creating

an environment where students can actively engage with STEM concepts. Research has demonstrated that this approach not only enhances technical skills but also develops crucial 21st-century competencies such as computational thinking, creative problem-solving, and teamwork [4]. The effectiveness of robotics in education is particularly evident in studies showing improved learning performance in 15 out of 39 analyzed cases [1], though outcomes can vary based on implementation factors such as teaching methodology, resource availability, and student engagement levels.

A key strength of educational robotics lies in its ability to democratize STEM education. Through affordable platforms and open-source solutions [8], robotics education has become increasingly accessible to diverse student populations, helping address longstanding disparities in STEM fields. This inclusivity is further enhanced by the development of

user-centered design approaches [2] and adaptive learning frameworks that accommodate different learning styles and abilities [13].

As we advance in an increasingly technology-driven world, the role of robotics in K-12 education extends beyond technical skill development. It serves as a catalyst for developing critical thinking, creativity, and collaborative abilities - essential skills for future workforce preparation. This comprehensive review examines the frameworks, methodologies, and outcomes of robotics integration in K-12 education, with particular attention to assessment strategies and inclusive practices that ensure equitable access and engagement for all students.

1.1 Overview of Robotics in K-12 Education



sBotics virtual robotics platform interface showing simulation environment

Figure 1: The sBotics virtual learning environment showing robot simulation interface and programming capabilities. This platform enables students to learn robotics concepts through virtual simulations and interactive programming. Adapted from [12], Fig. 4.

The use of robotics in K-12 education is gaining more attention for its ability to spark student interest in STEM fields while building essential skills for future jobs. Robotics programs do more than just improve understanding of subjects like math and science; they also encourage active participation through hands-on activities. Education in robotics is based on ideas that highlight teamwork and problem-solving as important parts of good learning [5]. For example, tools like ArduSkybot and sBotics have been created to provide affordable, customizable robotics options that serve a variety of learners, making it easier for

everyone to participate [7], [8]. Moreover, robotics education helps close gaps in equity, supporting underrepresented groups in STEM, which is crucial for community development [12]. In summary, adding robotics to K-12 programs not only prepares students for a tech-driven future but also creates a welcoming and engaging learning space that encourages creativity and innovation [11], [6].

Table 1: Key Themes in Educational Robotics Research

Theme	Description	Impact Areas
General Effectiveness	Overall impact of robotics in education	Learning outcomes, engagement
Learning & Transfer Skills	Development of technical and cognitive abilities	Problem-solving, programming
Creativity & Motivation	Student engagement and innovative thinking	Project-based learning, design thinking
Diversity & Broadening Participation	Inclusive access to STEM education	Gender equity, socioeconomic inclusion
Teacher Professional Development	Professional growth and implementation support	Pedagogical strategies, technical skills

Note: Themes identified through systematic review of educational robotics literature published between 2000-2018, analyzing 147 studies that met specific inclusion criteria for K-12 implementation [1].

1.2 Importance of Comprehensive Learning Outcomes Assessment and Inclusivity

The focus on assessing learning outcomes in robotics-based STEM education is crucial for promoting

inclusivity and enhancing student engagement, particularly in K-12 settings. Systematic reviews have shown that comprehensive assessment frameworks can significantly impact learning effectiveness, with studies reporting improved outcomes in both technical skills and social-emotional development [1]. By evaluating both educational achievement and social-emotional growth, educators can create a well-rounded learning environment that acknowledges diverse learning styles and ensures equitable access to educational opportunities [13]. The implementation of structured assessment frameworks, particularly those incorporating educational robotics as mindtools, has been shown to enhance student interaction and collaboration [11]. This pedagogical approach fosters engagement through authentic project-based learning, transforming students from passive recipients to active creators of knowledge [10]. For example, platforms like sBotics demonstrate how gamified assessments can stimulate creativity and critical thinking, with documented success in engaging over 3,700 students during remote learning periods [12]. These assessment strategies have been particularly effective in supporting inclusive practices, with studies showing improved participation rates among underrepresented groups in STEM education [7]. The integration of user-centered design principles in assessment frameworks has further enhanced their effectiveness, creating feedback cycles that continuously improve teaching methods and reinforce inclusive practices in robotics education [2], [13].

1.3 Impact of Robotics on Critical Thinking and Problem-Solving Skills

The use of robotics in K-12 education helps improve critical thinking and problem-solving abilities in students. Working on hands-on projects that need applying what they have learned lets students handle tricky problems, creating a learning space that encourages active involvement and questions-based learning [11]. For instance, programs that use tools like NAO robots teach students about programming and engineering while also promoting creativity and teamwork [10]. Additionally, research shows that educational robotics builds logical thinking and the skill to come up with new solutions for real-life

issues, emphasizing its effectiveness as a teaching tool for 21st-century skills [3]. As teachers create paths for inclusive robotics education, it is important to evaluate not just the students' technical abilities but also their capacity for reflective thinking and problem-solving, making sure that learning outcomes are solid across different learning settings [14]. This broad approach highlights how robotics can change education and its ability to prepare students with vital cognitive skills [2].

2. Methodology

2.1 Source Identification and Selection Process

This review employed a systematic approach to identify and analyze relevant literature in educational robotics, with a specific focus on user experience and STEM education. The search process was conducted through academic databases and citation indices, utilizing key terms including "educational robotics," "UX in education," and "robotics in STEM." Our selected papers span from 2006 to 2021, with particular emphasis on seminal works and recent developments in the field.

Selection Criteria

Inclusion Criteria:

1. Studies focusing on K-12 educational robotics implementation
2. Research addressing assessment frameworks or learning outcomes
3. Studies with clear methodology and empirical evidence
4. Papers examining user experience in educational technology
5. Works cited in major systematic reviews [1]

Exclusion Criteria:

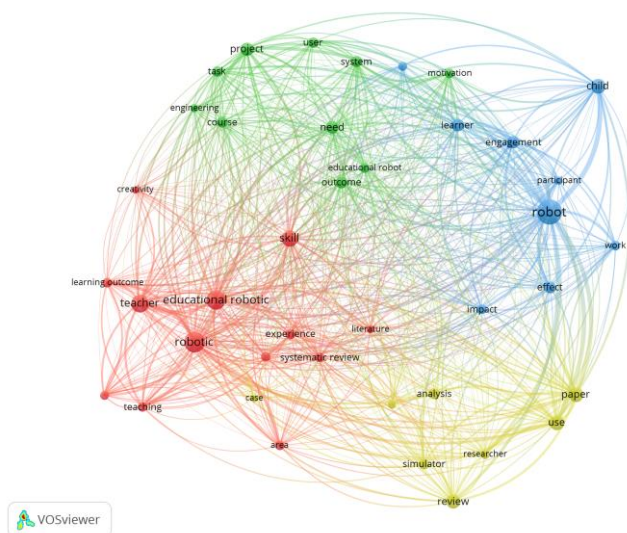
1. Studies focused solely on higher education
2. Papers without clear empirical evidence or methodology
3. Conference abstracts or incomplete reports
4. Studies not relevant to K-12 STEM education

Paper Selection Process

Our final selection of 15 papers represents key works in the field, including:

1. Systematic reviews of educational robotics [1]
2. Participatory design frameworks [2]
3. Virtual learning platforms [12]
4. Assessment methodologies [13]
5. Inclusive education approaches [7]

These papers were selected based on their methodological rigor, citation impact, and relevance to our research questions about assessment frameworks and inclusive practices in K-12 robotics education.



Network visualization of keyword co-occurrences in educational robotics research

Figure 2: Network visualization of keyword co-occurrences in educational robotics literature. The visualization reveals four thematically distinct clusters: (1) educational practice (red) centered around teaching methods and learning outcomes, showing how robotics is integrated into pedagogy; (2) student interaction (blue) emphasizing hands-on engagement between learners and robotic systems; (3) research methodology (yellow) encompassing systematic reviews and analytical approaches; and (4) project implementation (green) focusing on practical engineering applications and course development. Node size represents the frequency of term occurrence in the literature, while connecting lines indicate co-occurrence relationships between terms, with closer distances suggesting stronger thematic relationships [16].

Limitations

1. This review acknowledges several limitations:
2. Focus on recent publications may exclude valuable earlier studies
3. Language restriction to English-language publications
4. Geographic limitations in study contexts
5. Potential publication bias in available literature

2.2 Quality Assurance and Validation

Papers were evaluated using the Critical Appraisal Skills Programme (CASP) framework, which assessed:

1. Clear research aims and methodology
2. Appropriate research design
3. Rigorous data collection methods
4. Clear statement of findings
5. Value of the research to the field

Special attention was given to studies demonstrating:

1. Strong empirical evidence
2. Clear assessment frameworks
3. Detailed methodology
4. Practical applications in K-12 settings
5. Consideration of inclusivity and accessibility

2.3 Data Collection and Analysis Framework

The analysis followed a structured approach:

Literature Review: Comprehensive review of 15 selected papers spanning diverse methodologies and geographical contexts

Thematic Analysis: Identification of recurring themes in robotics education, including constructivist approaches, inclusivity measures, and assessment frameworks

Impact Assessment: Evaluation of each study's contribution to understanding robotics' role in K-12 STEM education

2.4 Synthesis and Integration

The systematic review process revealed several key insights that address our primary research questions regarding the effectiveness of robotics in K-12 STEM

education and the development of inclusive assessment frameworks. Through careful analysis, we identified the following key areas:

1. Identify best practices in robotics-enabled STEM education
2. Evaluate assessment frameworks for learning outcomes
3. Analyze approaches to promoting inclusivity
4. Examine the effectiveness of various robotics platforms and tools

This methodological approach enabled a comprehensive understanding of how robotics enhances STEM education while ensuring academic rigor and practical applicability of the findings. The following sections explore these findings in detail, examining their implications for educational practice and future research.

3. Literature Analysis

3.1 Components and Outcomes of Educational Robotics

Table 2: Core Components and Implementation of Educational Robotics

Component	Learning Outcomes	Implementation Methods
Technical Skills	Programming fundamentals, robotics simulation, engineering concepts [12]	Virtual environments, hands-on projects
Cognitive Development	Critical thinking, problem-solving, computational thinking [11]	Project-based learning, gamified challenges
Social-Emotional Learning	Teamwork, communication, collaborative learning [10]	Group projects, robotics competitions
STEM Integration	Cross-disciplinary knowledge,	Integrated curriculum, real-world simulations

Component	Learning Outcomes	Implementation Methods
	practical application [7]	

Note: Framework synthesizing the fundamental building blocks of educational robotics programs and their corresponding implementation approaches in K-12 settings, based on empirical studies. Each component represents a key aspect that should be considered when designing comprehensive robotics education programs.

The integration of robotics in K-12 education encompasses multiple dimensions, as outlined in earlier themes. The technical skills component forms the foundation, with studies showing that platforms like sBotics effectively develop programming fundamentals through virtual environments [12]. Cognitive development, particularly in critical thinking and problem-solving, is enhanced through project-based learning approaches that challenge students to apply computational thinking skills [11]. The social-emotional learning aspect, exemplified in robotics competitions and group projects, builds essential teamwork and communication abilities [10]. Finally, the STEM integration component demonstrates how robotics serves as a bridge between theoretical knowledge and practical application across disciplines [7]. This comprehensive framework guides educators in designing well-rounded robotics programs that address multiple learning objectives simultaneously.

Educational robotics has emerged as a transformative tool in K-12 STEM education, with systematic reviews documenting its effectiveness across multiple dimensions. A comprehensive analysis of literature from 2000-2018 [1] demonstrated that robotics education enhances not only academic achievement but also critical thinking, problem-solving abilities, and teamwork skills essential for today's workforce. The constructivist and constructionist approaches underlying educational robotics have proven particularly effective, as they engage students in hands-on activities that bridge theoretical concepts with practical applications [5].

The scalability and accessibility of robotics education was demonstrated during the COVID-19 pandemic through platforms like sBotics, which supported the 2020 Brazilian Robotics Olympiad with approximately 1,200 participants and over 40,000 program compilations [12]. Beyond technical skills, studies have shown that robotics education develops crucial competencies including proportional reasoning and scientific literacy while increasing student motivation and engagement across mathematics, physics, and other STEM disciplines [1]. This multi-faceted impact on learning outcomes highlights the potential of robotics as an integrated pedagogical approach in K-12 education.

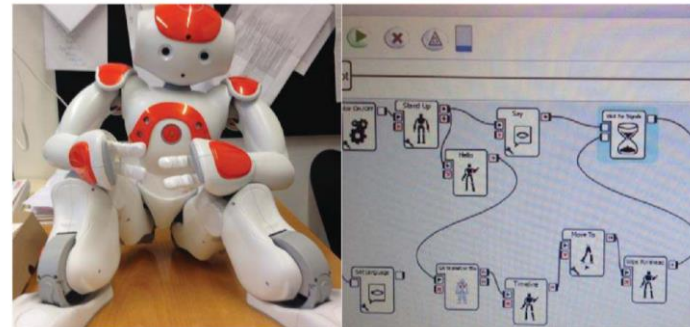
However, it's important to note that effectiveness can vary, with some studies reporting no significant gains in student learning or finding effects only for specific subgroups [1]. The integration of constructivist and constructionist principles in robotics education has proven particularly effective, with studies highlighting improvements in student engagement and technical comprehension [11]. These findings are supported by research showing that educational robotics and participation in robotics teams can significantly influence children's academic and social skills by allowing them to actively engage in critical thinking and problem-solving through designing, assembling, coding, operating, and modifying robots for specific goals [1].

3.2 Student Engagement and Learning Outcomes

Robotics gives a new way to get students involved in STEM education by encouraging active learning, creativity, and problem-solving skills. Different studies, like [1] and [6], show that adding robotics to K-12 classes boosts student interest and helps relate theory to practice. For example, working on mobile robot projects lets students face real engineering problems, which strengthens STEM ideas through practical work [8]. Also, user-centered design frameworks, mentioned in [2], are crucial for customizing robotic tools to fit various learners' needs, leading to better inclusion. The teamwork in robotics education also builds important soft skills like communication and collaboration, which are essential for students' future success [5]. In summary, robotics is an effective educational tool that draws

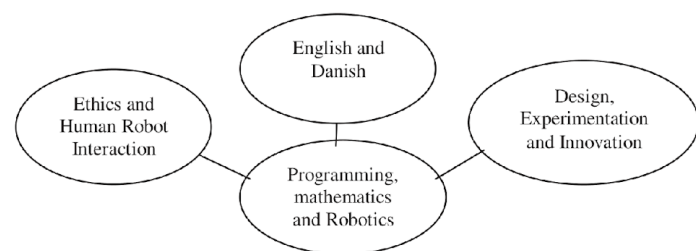
students into STEM and prepares them for a future with more technology.

Figure 3: Multimodal Robot Educational Applications



NAO robot and Choregraphe programming environment. Note: The NAO humanoid robot platform and its Choregraphe programming environment demonstrate advanced educational applications. This system enables students to learn programming concepts through an intuitive visual interface while controlling a sophisticated humanoid robot, making abstract computational concepts tangible. The NAO platform has been particularly effective in engaging students in complex programming tasks while maintaining accessibility for beginners [10].

Figure 4: Overview of Academic Subjects in Robotics Education



Overview of academic subjects and concepts explored with NAO robots. Adapted from [10], Fig. 2.

3.3 Assessment Frameworks and Learning Outcomes

The frameworks for assessing learning outcomes in robotics education are complicated but important for encouraging K-12 students' involvement in STEM subjects. By using educational robotics as a teaching

tool, teachers can promote critical thinking, creativity, and teamwork through hands-on projects that fit a constructivist learning approach [11]. For example, platforms like sBotics show how gamified learning frameworks can provide different experiences while fitting into various educational environments, especially due to challenges from the COVID-19 pandemic [12]. Additionally, focusing on participatory design and user involvement, especially in special needs education, indicates that frameworks need to be adaptable to different types of learners to improve educational results [2]. These methods support research showing that well-designed robotics programs not only boost cognitive skills but also help promote equity by including underrepresented groups in STEM [7]. Therefore, effective assessments of learning outcomes should have feedback systems in place to ensure ongoing improvement and alignment with educational goals [13].

Table 3: Assessment Framework for Learning Outcomes

Skill Category	Component s	Assessment Methods
Technical Skills	Programmin g logic, robotics simulation, algorithm developmen t [12]	Interactive feedback, project completion, simulation results
Cognitive Skills	Problem-solving, critical thinking, computation al thinking [11]	Design challenges, iterative development, documentation
Social-Emotional Learning	Teamwork, communicat ion, collaborativ e problem-solving [10]	Peer evaluation, group presentations, interactive demonstrations

Skill Category	Component s	Assessment Methods
Academic Integration	Cross-disciplinary knowledge, practical application [7]	Portfolio assessment, project outcomes, real-world applications

Note: Detailed evaluation framework outlining specific assessment methods for measuring different aspects of student learning and development in robotics education. This framework provides practical guidance for educators to track and evaluate student progress across multiple dimensions of learning.

Educational robotics, grounded in constructivist and constructionist principles, has demonstrated measurable impacts on learning outcomes across multiple dimensions. Studies have found that robotics-enabled lessons enhance not only content knowledge but also students' behavioral, social, scientific, cognitive, and intellectual aptitudes [1]. This comprehensive approach is particularly evident in the development of computational thinking skills, where systematic reviews have identified key improvements in sequencing, conditionals, loops, debugging, and algorithmic thinking [4]. The effectiveness of this approach has been validated through extensive research, with 15 out of 39 analyzed studies showing improved learning performance [1], though outcomes can vary based on implementation factors.

3.4 Evaluation Methods and Student Assessment

In the area of robotics in STEM education, evaluating how engaged students are and what they learn needs several different methods that go beyond normal testing. This includes qualitative methods like participatory design, which records how users interact with robotic tools and promotes teamwork in learning experiences [2]. Also, project-based assessments let students take part in real challenges, which improves their problem-solving and critical thinking skills [11]. Using digital tools, like simulation platforms such as sBotics, gives a new way to measure engagement through fun learning

experiences and the ability to change scenarios [12]. Additionally, ideas like Computational Thinking (CT) are important metrics that match with today's educational goals by measuring the cognitive skills gained from robotics activities [4]. In the end, a complete assessment model that combines these different methods can create an inclusive and lively learning environment that better supports student success in robotics education [7].

3.5 Promoting Inclusivity in K-12 Education

Using robotics in K-12 schools can help make education more inclusive by closing learning gaps and getting more types of students involved. Educational robotics helps increase interest in STEM fields, especially for groups that are usually not represented, by focusing on different learning styles and needs. With tools like sBotics, teachers can let students program virtual robots at different levels of difficulty, creating flexible learning settings that fit each student's needs better and are easier to access [12]. Additionally, using concepts from constructivist learning in robotics education highlights the importance of project-based learning and teamwork, which helps students take part in building knowledge and critical thinking [11]. The rise of affordable and open-source robot kits, like ArduSkybot, supports hands-on learning that encourages creativity and problem-solving, making it available to all students, regardless of their financial situation [8]. All these tools and ideas aim to create an educational environment where every student can succeed and enter STEAM fields with confidence [14].

3.6 Implementation Strategies for Diverse Learning Environments

Drawing from our findings on assessment and inclusivity, we now examine specific implementation strategies that have proven successful across diverse learning contexts. This analysis helps answer our research question about practical approaches to inclusive robotics education.

To put robotics into different learning settings, teachers need to use varied strategies that meet different student needs and situations. Programs like those in [1] focus on constructivist methods that boost participation through hands-on work and project-based activities. Research in [10] shows that using

humanoid robots within broader curriculum not only builds technical skills but also improves discussions around communication and ethics. Additionally, low-cost and customizable educational platforms discussed in [8] increase access, helping less fortunate students join in robotics education. Key to this process are participatory design methods that emphasize user input, which improves the relevance and effectiveness of tech solutions, as pointed out in [2]. Overall, these methods highlight the importance of teamwork, creativity, and inclusiveness, thus changing the educational environment for K-12 students in STEM fields, as explained in [11].

Addressing Gender and Socioeconomic Disparities in STEM Education

Tackling issues of gender and economic differences in STEM education is key for creating a varied and inclusive future workforce in sectors increasingly focused on technology, like robotics. Programs like sBotics show how gamified learning can break down barriers and give fair access to good resources for underrepresented groups in K-12 schools [12]. By working on hands-on team projects, students from different backgrounds can build and program robots, which helps them improve critical thinking and problem-solving abilities [3]. Additionally, using user-centered design highlights the importance of educational tools that connect with sociocultural backgrounds, leading to higher motivation and participation [13]. Various case studies show that robotics education not only builds technical skills but also fosters soft skills like teamwork and creativity, helping to close the gap in STEM involvement across different genders and income levels [1]. Addressing these issues needs ongoing dedication from teachers, policymakers, and industry leaders to establish environments where every student can succeed [9].

4. Discussion

4.1 Synthesis of Main Findings

Our systematic review has revealed several key findings about assessment frameworks and inclusive practices in K-12 robotics education:

Comprehensive Assessment Approaches

1. Need for multi-faceted evaluation that combines technical skills assessment with measures

of cognitive development and social-emotional learning [1], [11]

2. Importance of both quantitative metrics and qualitative feedback through project-based assessment [13]
3. Value of continuous assessment through platforms like sBotics that enable tracking of student progress [12]

Effective Implementation Strategies

1. Success of constructivist and constructionist approaches that emphasize hands-on learning [11], [15]
2. Benefits of combining virtual and physical robotics platforms [6], [12]
3. Critical role of teacher training and support systems [2], [13]

Inclusivity Considerations

1. Need for differentiated instruction to accommodate diverse learning styles and abilities [7]
2. Importance of culturally relevant content and examples [2], [13]
3. Value of low-cost and open-source solutions in expanding access [8]

4.2 Research Gaps and Future Directions

Several important areas require further research and development:

Assessment Methods

1. Development of standardized frameworks for measuring learning outcomes while maintaining flexibility [1], [13]
2. Better tools for evaluating non-technical skills like creativity and collaboration [9], [11]
3. Methods for assessing long-term impact on STEM engagement [7]

Implementation Support

1. Research on effective teacher professional development models [2]
2. Studies on optimal integration of robotics across different subject areas [3], [10]
3. Investigation of hybrid learning approaches combining virtual and physical platforms [12]

Inclusivity and Access

1. Research on engaging underrepresented groups in robotics education [7], [14]
2. Development of culturally responsive robotics curricula [2], [13]
3. Studies on reducing barriers to entry through affordable solutions [8]

5. Conclusion

The integration of robotics in K-12 education represents a powerful approach to STEM learning that combines technical skill development with broader educational outcomes [1], [5]. Our review demonstrates that successful implementation requires thoughtfully designed assessment frameworks that can measure both technical competency and broader learning outcomes while supporting inclusive practices [11], [13]. The emergence of platforms like sBotics and open-source solutions has expanded access to robotics education [12], while participatory design approaches ensure that these tools meet the needs of diverse learners [2].

As technology continues to evolve, the future of K-12 robotics education will depend on:

1. Continued development of comprehensive assessment frameworks [1], [13]
2. Enhanced support for teacher professional development [2]
3. Expanded access through affordable and adaptable solutions [8]
4. Greater focus on inclusive practices that engage all students [7], [14]

These elements are essential for preparing students with the technical knowledge and critical thinking skills needed for an increasingly technology-driven world [3], [6] while ensuring equitable access to these educational opportunities [7], [8].

References

- [1] S. Anwar, N. A. Bascou, M. Menekse, and A. Kardgar, "A Systematic Review of Studies on Educational Robotics," *Journal of Pre-College Engineering Education Research*, vol. 9, no. 2, pp. 19–42, Jul. 2019, doi: 10.7771/2157-9288.1223.
- [2] L. B. Bertel, D. M. Rasmussen, and E. Christiansen, "Robots for Real: Developing a Participatory Design Framework for Implementing

Educational Robots in Real-World Learning Environments,” Lecture notes in computer science, pp. 437–444, Jan. 2013, doi: https://doi.org/10.1007/978-3-642-40480-1_29.

[3] R. Chitolina, F. Noronha, and L. Backes, “A Robótica Educacional como tecnologia potencializadora da aprendizagem: das ciências da natureza às ciências da computação,” *EDUCAÇÃO, FORMAÇÃO & TECNOLOGIAS*, vol. 9, no. 2, pp. 56–65, 2016.

[4] V. Constantinou and A. Ioannou, “Development of Computational Thinking Skills through Educational Robotics.” Available: <https://ceur-ws.org/Vol-2193/paper9.pdf>

[5] B. Curto and V. Moreno, “Robotics in Education,” *Journal of Intelligent & Robotic Systems*, vol. 81, no. 1, pp. 3–4, Nov. 2015, doi: <https://doi.org/10.1007/s10846-015-0314-z>.

[6] A. D’Amico, D. Guastella, and A. Chella, “A Playful Experiential Learning System With Educational Robotics,” vol. 7, no. 33, p. 33, Mar. 2020, doi: 10.3389/FROBT.2020.00033.

[7] C. Ferrada, F. J. Carrillo-Rosúa, D. Díaz-Levicoy, and F. Silva-Díaz, “La robótica desde las áreas STEM en Educación Primaria: una revisión sistemática,” *Education in the Knowledge Society (EKS)*, vol. 21, pp. 18–18, Jul. 2020, doi: <https://doi.org/10.14201/eks.22036>.

[8] C. García-Saura and J. González-Gómez, “LOW COST EDUCATIONAL PLATFORM FOR ROBOTICS, USING OPEN-SOURCE 3D PRINTERS AND OPEN-SOURCE HARDWARE.” Available: http://www.learobotics.com/downloads/2012-11-19-ICERI/ICERI_2012-Printbots_for_education.pdf

[9] F. Gheorghe, A. J. Hodgson, and H. F. M. Van der Loos, “Improving outcomes in student design courses through qualitative user research and contextual immersion,” Jun. 2013, doi: 10.24908/PCEEA.V0I0.4801.

[10] G. Majgaard, “MULTIMODAL ROBOTS AS EDUCATIONAL TOOLS IN PRIMARY AND LOWER SECONDARY EDUCATION.” Available:

http://gunvermajgaard.dk/wp-content/uploads/2012/03/Majgaard_IHCI_2015.pdf

[11] T. Mikropoulos and I. Bellou, “Educational Robotics as Mindtools,” *Themes in Science & Technology Education*, vol. 6, no. 1, pp. 5–14, 2013. Available: <https://files.eric.ed.gov/fulltext/EJ1130925.pdf>

[12] L. Moura et al., “sBotics - Gamified Framework for Educational Robotics,” *Journal of Intelligent & Robotic Systems*, vol. 102, no. 1, Apr. 2021, doi: <https://doi.org/10.1007/s10846-021-01364-8>.

[13] M. Schmidt, Y. Earnshaw, A. A. Tawfik, and I. Jahnke, “Methods of User Centered Design and Evaluation for Learning Designers,” Oct. 19, 2020. Available: https://www.researchgate.net/publication/344752507_Methods_of_User_Centered_Design_and_Evaluation_for_Learning_Designers

[14] D. Toh, Ravintharan, M. Lim, L. K. Wee, and M. Ong, “Robotics for Learning,” Feb. 03, 2015. Available: https://www.researchgate.net/publication/271855409_Robotics_for_Learning

[15] I. M. Verner and E. Korchnoy, “Experiential Learning through Designing Robots and Motion Behaviors: A Tiered Approach,” *International Journal of Engineering Education*, vol. 22, no. 4, pp. 758–765, Aug. 2006. Available: https://www.researchgate.net/publication/233518941_Experiential_Learning_through_Designing_Robots_and_Motion_Behaviors_A_Tiered_Approach

[16] N. J. van Eck and L. Waltman, “Software survey: VOSviewer, a computer program for bibliometric mapping,” *Scientometrics*, vol. 84, no. 2, pp. 523–538, 2010.