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The use of robotics in STEAM education

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Abstract

Although no one can be sure what careers will exist in 10, 15 or 20 years' time, it is important to equip our students with a set of fluid skills that will let them adapt to the changing workplace. Robotics is the ideal platform for teaching these skills. Working with robotics to solve problems requires students to learn not only coding, but also engineering, design and physics. From working with sensor technology, servos and motors through to machine vision and AI. The study of robotics incorporates all of the above as well as drives train design and customization. Battery or fuel cell development, design of both robotic devices and their control interfaces. It can even involve the development of autonomous devices such as vehicles or smart homes.

Biography

Paul has a specialist in creative uses of EdTech, Robotics, AI and Mixed Reality. He is experienced in curriculum development and project-based experiential learning. Four times winner of the Upstate NY EdTech challenge, Microsoft Innovative Educator Expert and Fellow of The Royal Society of Arts

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