



# Help Us Understand How Hardware is Used in Computing Courses

Participate in a research study on students' experiences with hardware during their computing courses.

## Research Goal

Explore the difficulties that students encounter with hardware in computing classes, the strategies they employ to overcome those challenges, and the determinants of their confidence and experience.

## Why Participate?

- Help us improve how hardware based computing courses are taught at ASU.
- Understand student challenges and identify support strategies needed for using hardware in courses.
- Contribute to research that may shape future course design and accessibility.

## Questions?

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within Computer Science Education

## Who can Participate?

Current ASU students who are 18 years or older and have completed or are currently enrolled in at least one computing course or who has experience with an internship that required hardware usage.

## What's Involved?

Complete an online survey (approx. 30 mins) and share your perspective about your experiences working with hardware in computing courses and challenges, **then enter a drawing for two \$100 Amazon gift cards.**

## How to Join?

Scan the QR Code or visit  
[links.asu.edu/hardwareedu](https://links.asu.edu/hardwareedu)



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