

ASSESSMENT OF COMPUTER SCIENCE AND ENGINEERING STUDENTS IN LEARNING INTERNET-OF-THINGS (IOT) TECHNOLOGY FOCUS ON MOBILE APP. DEVELOPMENT FOR PICK-AND-PLACE ROBOT

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The merging of Robotics and Internet-of-Things (IoT) technology is a revolutionary tool that can be introduced in classroom interventions for strengthening Outcome-Based Education. The researcher developed an Android based mobile app using MIT App Inventor 2, cloud-based web application, which can be used for building IoT applications. This mobile app was integrated to the Pick-and-Place robot programmed with Arduino language. This study used quantitative and qualitative approach. There were two sections of 5th year Computer Engineering (CpE) students who underwent the surveys. The participants strongly agreed with the functionality and acceptability of the prototype.