

Is One More Successful than the Other?

Comparing Evaluation Findings Across Project Components

Claire Thoma Emmons, Research & Evaluation Associate



Project Goals:

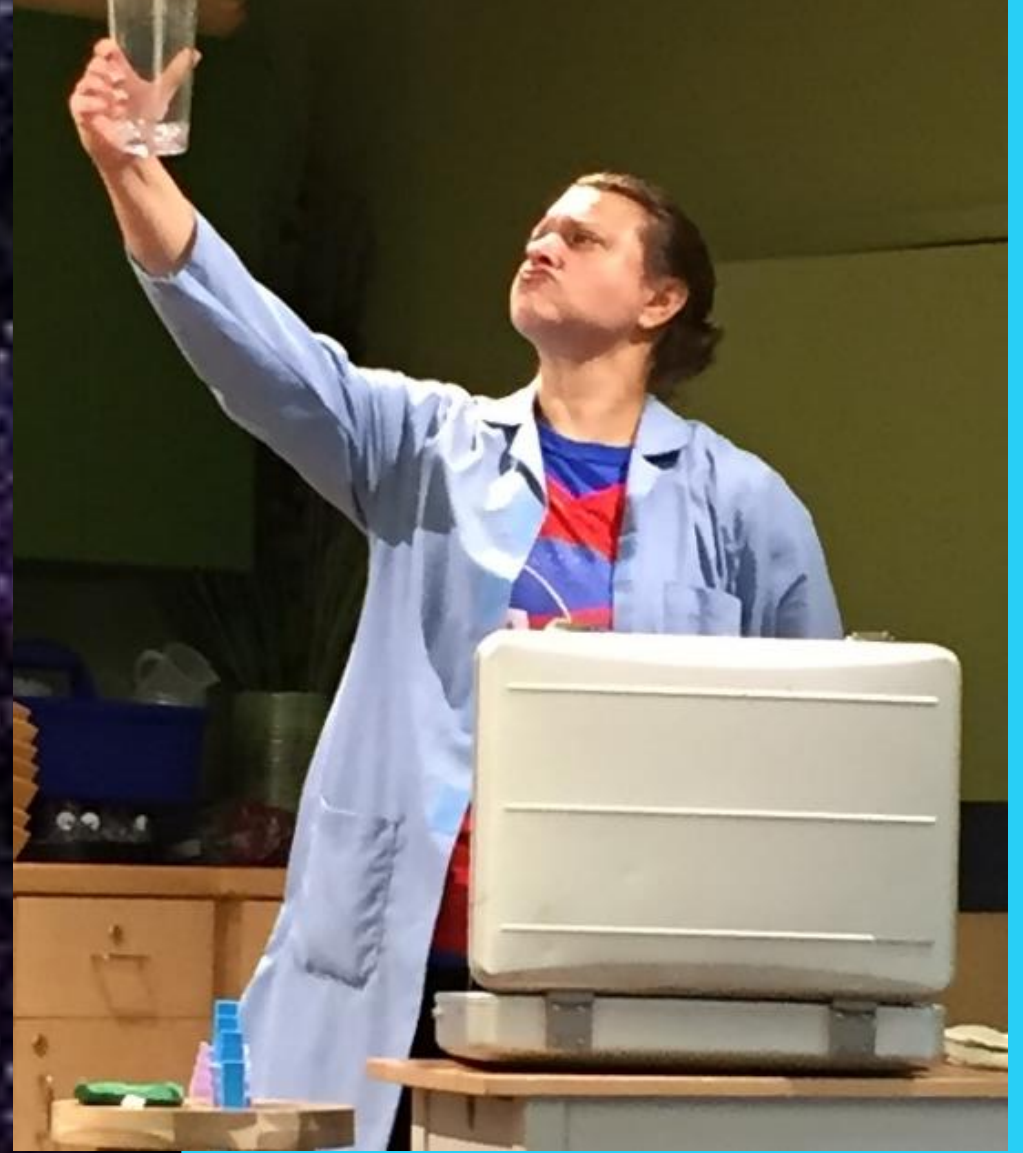
- Increase interest in space exploration
- Increase interest in engineering
- Understand daily life on ISS
- Understand challenges of living and working in space
- Aware of science research on ISS
- Aware of range of careers that contribute to space exploration
- Have a positive experience with engineering

Project Component	Increase interest in space exploration	Increase interest in engineering	Understand daily life on ISS	Understand challenges of living and working in space	Aware of science research on ISS	Aware of range of careers that contribute to space exploration	Have a positive experience with engineering
Engineering Workshop	✓	✓	✓	✓	✓	✓	✓
School Robotics	✓	✓	✓	✓	✓	✓	✓
Family Robotics	✓	✓	✓	✓	✓	✓	✓
ISS Exhibit	✓	✓	✓	✓	✓	✓	✓
Space Object Theater	✓	✓	✓	✓	✓	✓	✓

*small checks indicate the goal was reached but to a lesser extent



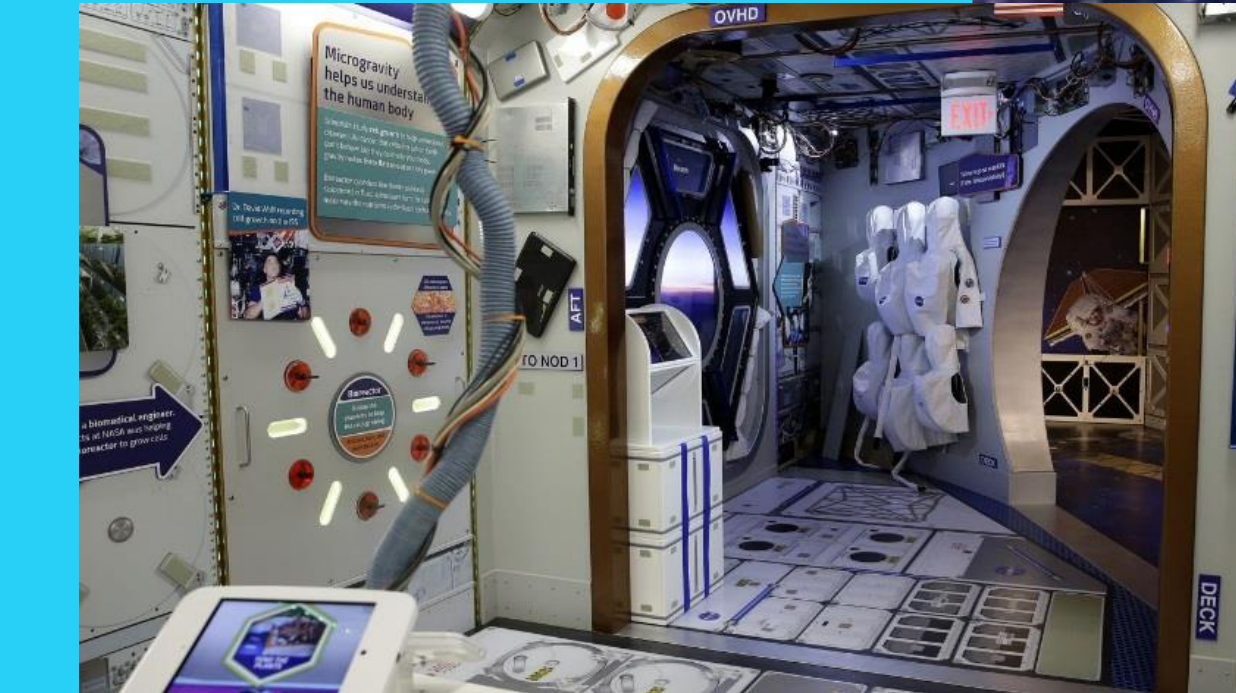
Use of multimedia powerpoint and everyday objects creates a friendly and fun environment for families to participate in the engineering design process.



Findings: Many children gained a more concrete understanding of engineering and a sense that they could "do it." 66% of participants reported increased interest in both engineering and space. 53% are more likely to seek out future engineering experiences.



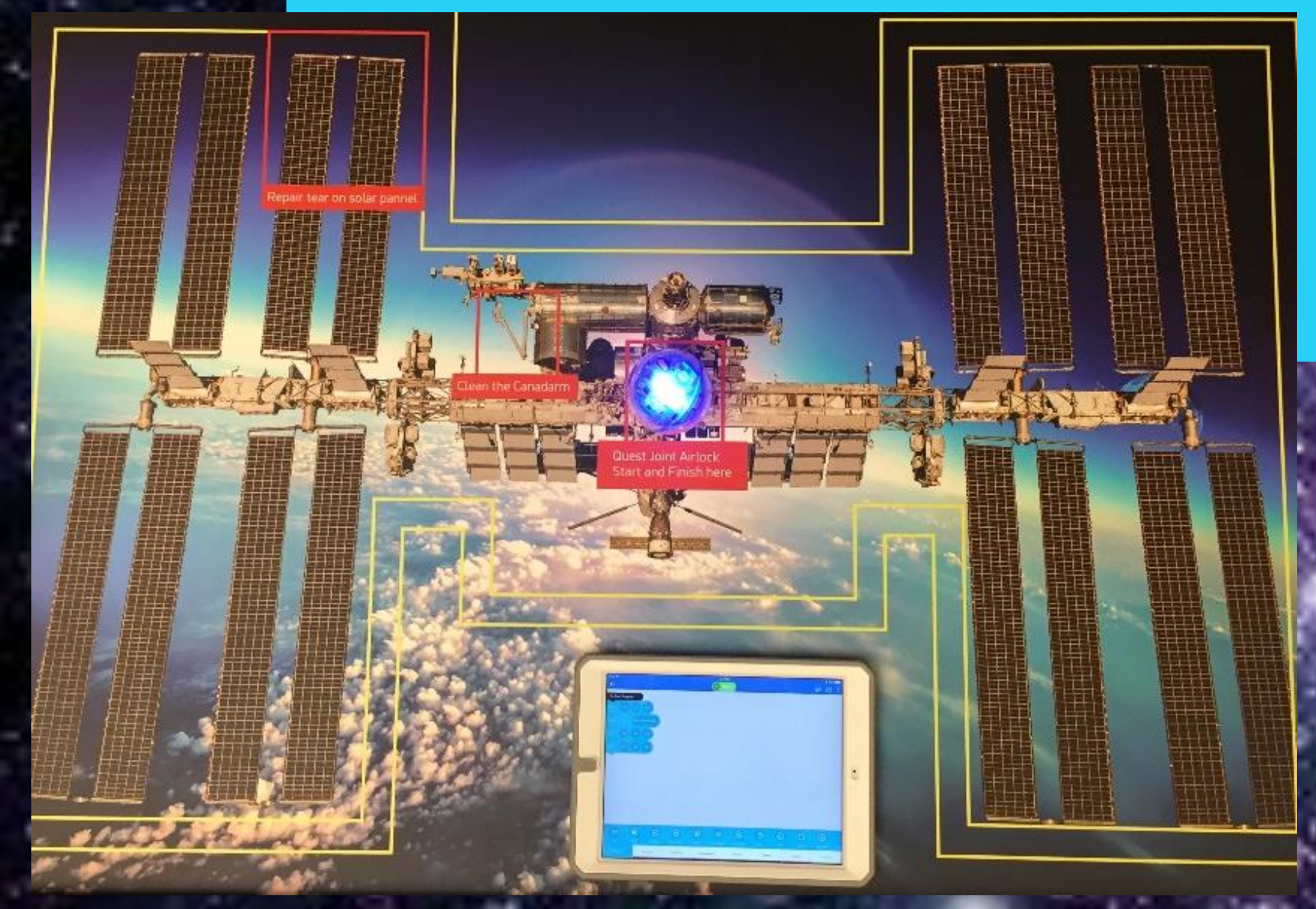
The immersive exhibit effectively conveys the experience of daily life on the ISS.



Finding: 53% of visitors reported that they are more likely to seek out future experiences related to space education after visiting.

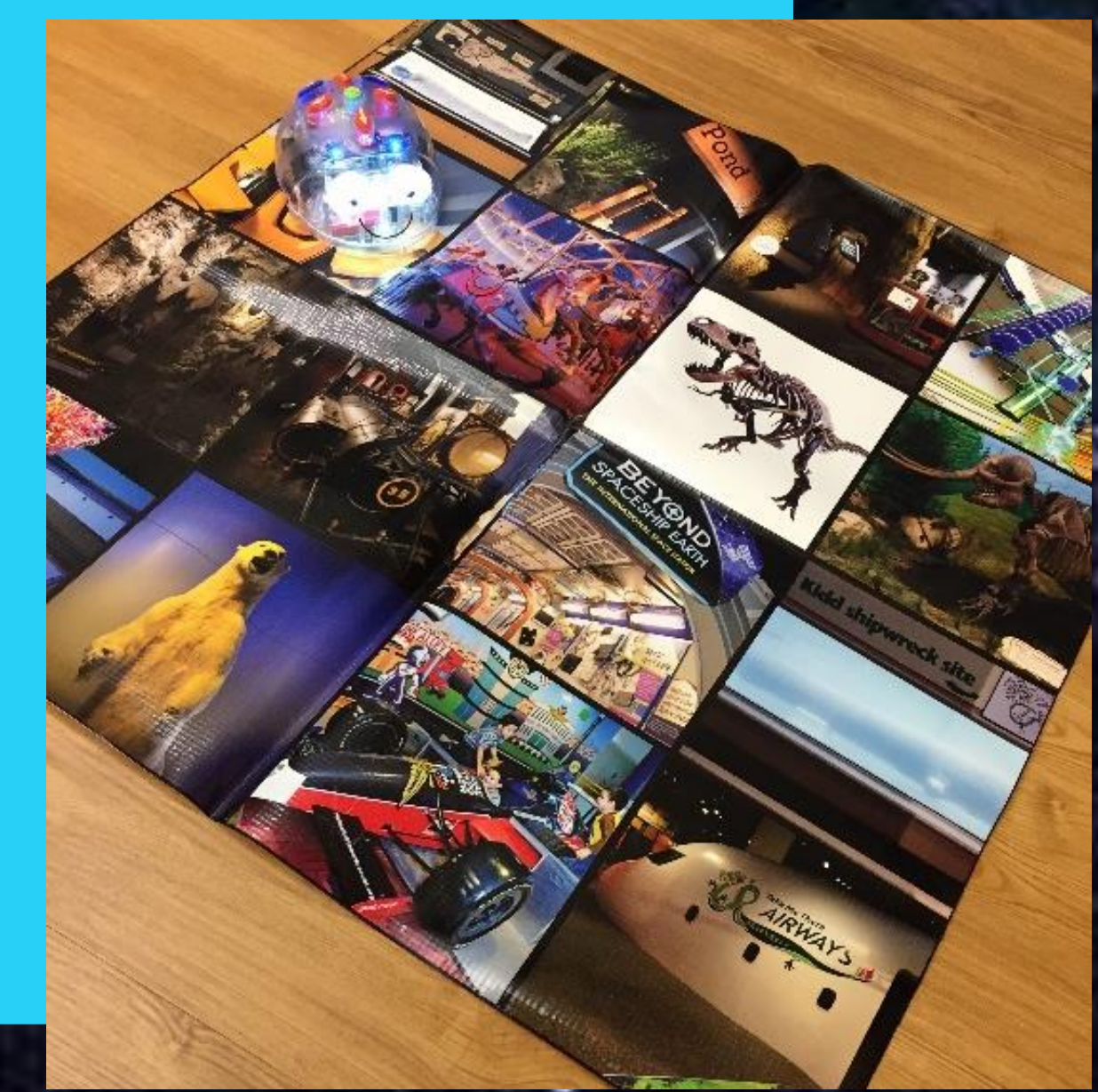
Use of a programmable robot and a challenge that requires persistence successfully engages students in iterative coding and problem-solving. The ISS map reinforces the link between coding and space exploration.

Findings: For 63% of students, this was their first experience with coding. Teachers reported that the program increased student interest in robotics.



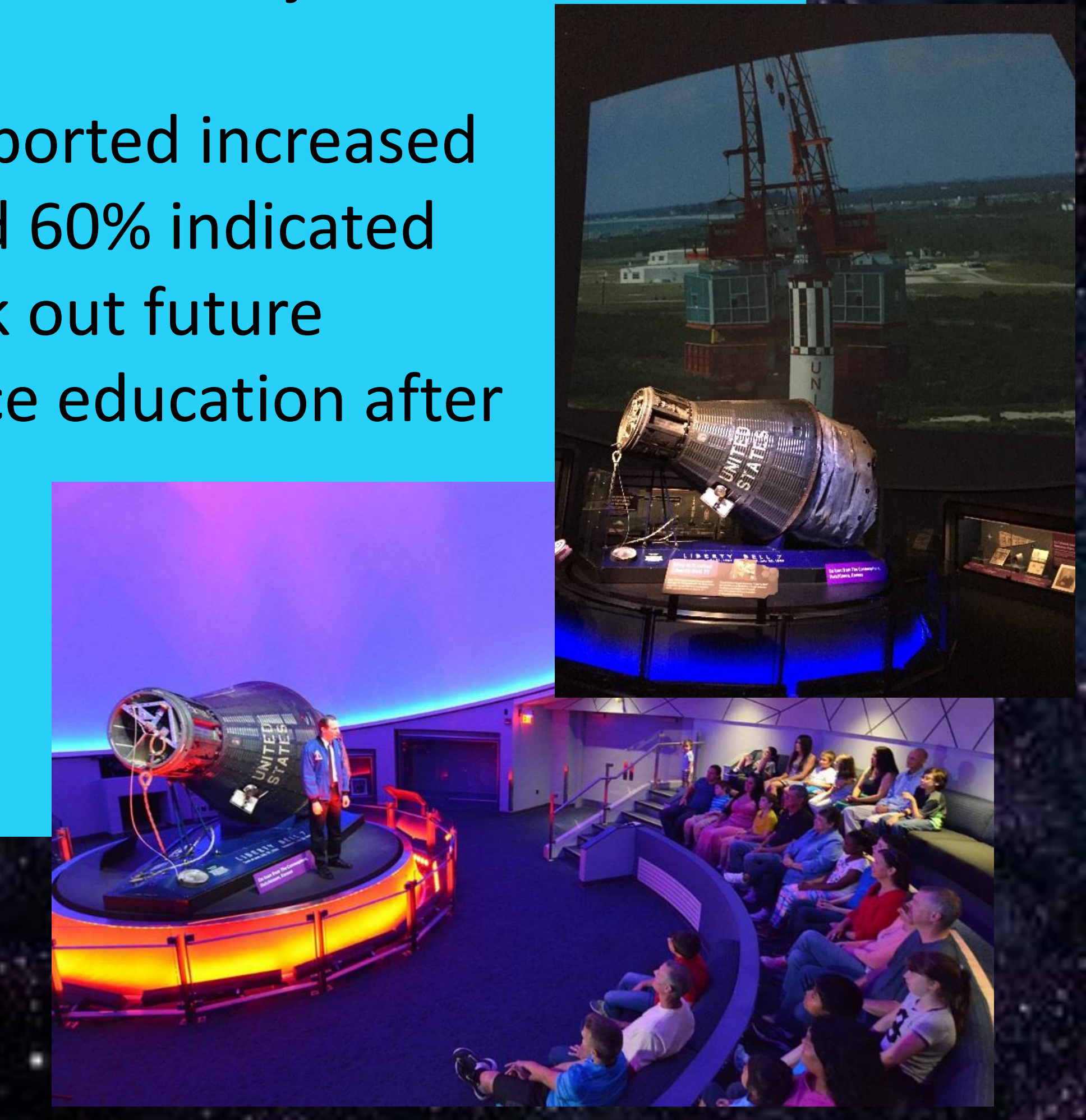
Use of a simple programmable robot and a challenge that requires persistence successfully engages families in iterative coding.

Findings: Participants reported learning about the coding process, especially the role of trial and error. 56% reported they are more likely to seek out future robotics experiences. 38% indicated their interest in robotics and space increased.



Full-dome technology creates a unique and exciting experience with a historic object.

Findings: 73% of visitors reported increased interest after the show, and 60% indicated they are more likely to seek out future experiences related to space education after visiting.



Take-away: Goals related to engineering were better achieved in program formats, while daily life on the ISS was best conveyed through the immersive exhibit. Visitors learned about challenges of living in space through all project components.

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