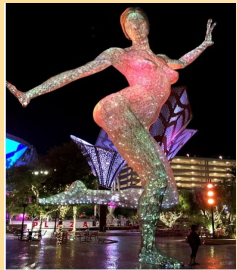# VEGAS STEM LAB

PI: Emma Regentova; Co-PIs: Venkatesan Muthukumar, Jonathan Hilpert, SJ Kim
Electrical and Computer Engineering, Entertainment Engineering and Design, College of Education
UNIVERSITY OF NEVADA, LAS VEGAS
Community engagement: Snehal Bhakta, Clark County School District

Informal STEM engagement and learning program for middle school students of grades 6,7 and 8.

Jabbawookeez

Neon Museum

Park MGM

Area 15

Smart Hospitality

Smart Bussers

SCIENCE: Light, color sound, electricity, electronics, computer science.

TECHNOLOGY: Halogen, incandescent, fluorescent bulbs and fixtures.

MATH: Geometric transformations, resolution, interpolation, resizing.

TECHNOLOGY: Displays and LED fixtures

ENGINEERING (Robotics, IoT): Force, motion, velocity, acceleration, momentum, motor control, sensors, interfacing and communication.

Attitude to STEM as a boring or a difficult field prevails. Talents may be wasted.

Engage students who had no or negative STEM experience in science and engineering through site visits and learning what is behind the scene of entertainment and hospitality projects.

Learn on-site from professionals.

Learn from undergraduate mentors, faculty.

Create fun projects, communicate, present.