

# Kenneth Y T Lim (PI) completed projects

- 2022
  - MOE TRF 5/22 LYTK Helping students learn coding with automatic feedback and analytics
- 2021
  - DEV 06/21 LYT Designing for the nurturing of new norms of social responsibility with the Socially Responsible Behaviour through Embodied Thinking (SORBET) Project
- 2020
  - OER 28/19 LYT Designing for greater authenticity in Geographical Investigations (GI) through local microclimate studies with the Internet of Things (IoT) and open-source environmental sensors
- 2019
  - I3G 08/19/LYT Learner-Generated Augmentation as an approach to Chemistry Education with Augmented Reality
- 2018
  - I3G 04/18 KL Investigating water quality with low-cost, scalable, open-source sensors in Geographical Inquiry for pre- and in-service Geography Education
- 2017
  - AFD 05/17 ZW Enhancing Maths curriculum through Team-Based Learning
  - DEV 01/17 LYT Learning Mathematics with portable, programmable robots
  - The HEAD Foundation Facilitating STEM education in Indonesian schools using open-source environmental sensors
- 2016
  - IDRC – Digital Learning for Development 2016-0005 Micro-climate studies in a STEM-based curriculum using open-source hardware and software
- 2015
  - NTU EdeX Surfacing intuitions and misconceptions in the analysis of circuits with an immersive learning environment
- 2014
  - NRF2014-EDU001-IHL05 “Worlds in Your Pocket” – Building towards a self-sustainable multi-school diffusion of the Six Learnings / Disciplinary Intuitions learning programme
- 2013
  - NRF2013-EDU001-IHL02 Extending the Six Learnings curriculum design framework and the Disciplinary Intuitions theory of learning
- 2012
  - SUG 41/12 LYT ERF P SUG Comparative study of emergent maker culture in a neighbourhood school and a non-profit incubator space
- 2011
  - NRF-2011-EDU002-EL004 Extending the Six Learnings framework for curriculum design in Virtual Worlds
  - NRF-2011-EDU002-EL006 Engaging students through social media and game based learning
    - SMILE Mobile Inquiry-based Learning Environment
    - Scenario-based Learning
- 2010
  - OER 13/10 LYT The development of a framework for the effective translation of educational research into sustained practice in Singapore
- 2009
  - OER 5/09 LYT The Starling Project: investigating the affordances for learning of Second Life

# What to take note of when closing projects

- Be organized
  - Know where your datasets are
  - Know where your documents are
- Set aside the time
  - Be on top of things
    - Read all communication
    - Abide by all protocols
  - Anticipate and plan
    - Mark your calendars
    - Work backwards
- Begin with the end in mind
- Be disciplined

# Anticipating possible issues when producing the final report

- Competing priorities
  - Keep stakeholders in the loop
- Meandering thoughts
  - Take breaks and look after your well-being
- Running out of time
  - You have made it this far with good time management
- Running out of patience
  - Lean in to your team and trust each other
- Running out of money
  - Not much advice can be offered at this stage

# Common issues encountered by ERFPO

- Discrepancies between the proposal, project amendments, and final report, including
  - research questions,
  - research design,
  - number of participants, etc.
- Lack of elaboration on how the research objectives have been met.
- Lack of evidence of the completed deliverables (e.g. need to provide pdf of the toolkit, screenshot of the materials or system, URL and temporary access rights granted to [grants@erfp.edu.sg](mailto:grants@erfp.edu.sg) to view the material)

# Closing encouragement

- Keep the learner as your focus
- Impart confidence that
  - the resources entrusted to you have been well spent
  - the stakeholders (and participants) you have interacted with have come away having learnt new skills, dispositions and literacies