stelar
STEM Learning and Research Center

Data Brief

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The Innovative Technology Experiences for Students and Teachers (ITEST) program was established by the National Science Foundation (NSF) to help ensure the breadth and depth of the Science, Technology, Engineering, and Mathematics (STEM) workforce, in direct response to concerns and projections about the growing demand for and current shortages of STEM professionals in the U.S.

The STEM Learning and Research (STELAR) Center at Education Development Center, Inc., in partnership with the Goodman Research Group, Inc., assists ITEST principal investigators (PIs) and evaluators to design, refine, and evaluate their ITEST projects and to effectively synthesize and disseminate project findings.

These periodic Data Briefs explore results reported by ITEST project leaders in the Management Information System (MIS), which collects information each year from all active ITEST projects about what the projects do, whom they serve, and their successes and challenges.

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NSF EDC Learning transforms lives.

ITEST Dissemination Strategies

This data brief explores the strategies that ITEST projects use to communicate their findings, including the products they create, where they disseminate their work, and what audiences they reach.

Of 63 responding projects:
92% engaged in dissemination activities during 2014-2015.
Projects used, on average, 5 different dissemination activites.

What types of dissemination STRATEGIES did projects utilize?

Projects' 2014-2015 dissemination efforts fell into the following categories:

- 24% Online
- 33% Print
- 42% Face-to-face

In what specific ACTIVITIES did most projects enagage?

Below are the three most-common activites by category that projects used to disseminate their findings:

- 43 projects hosted a website
- 24 projects used social media
- 7 projects held podcasts, webinars, or virtual events

- 30 projects communicated via mass media
- 26 projects published in peer-reviewed journals *(Click here to view a selection.)*
- 26 projects created a brand

- 47 projects presented at conferences *(Click here to view a selection.)*
- 29 projects engaged in networking
- 24 projects organized workshops

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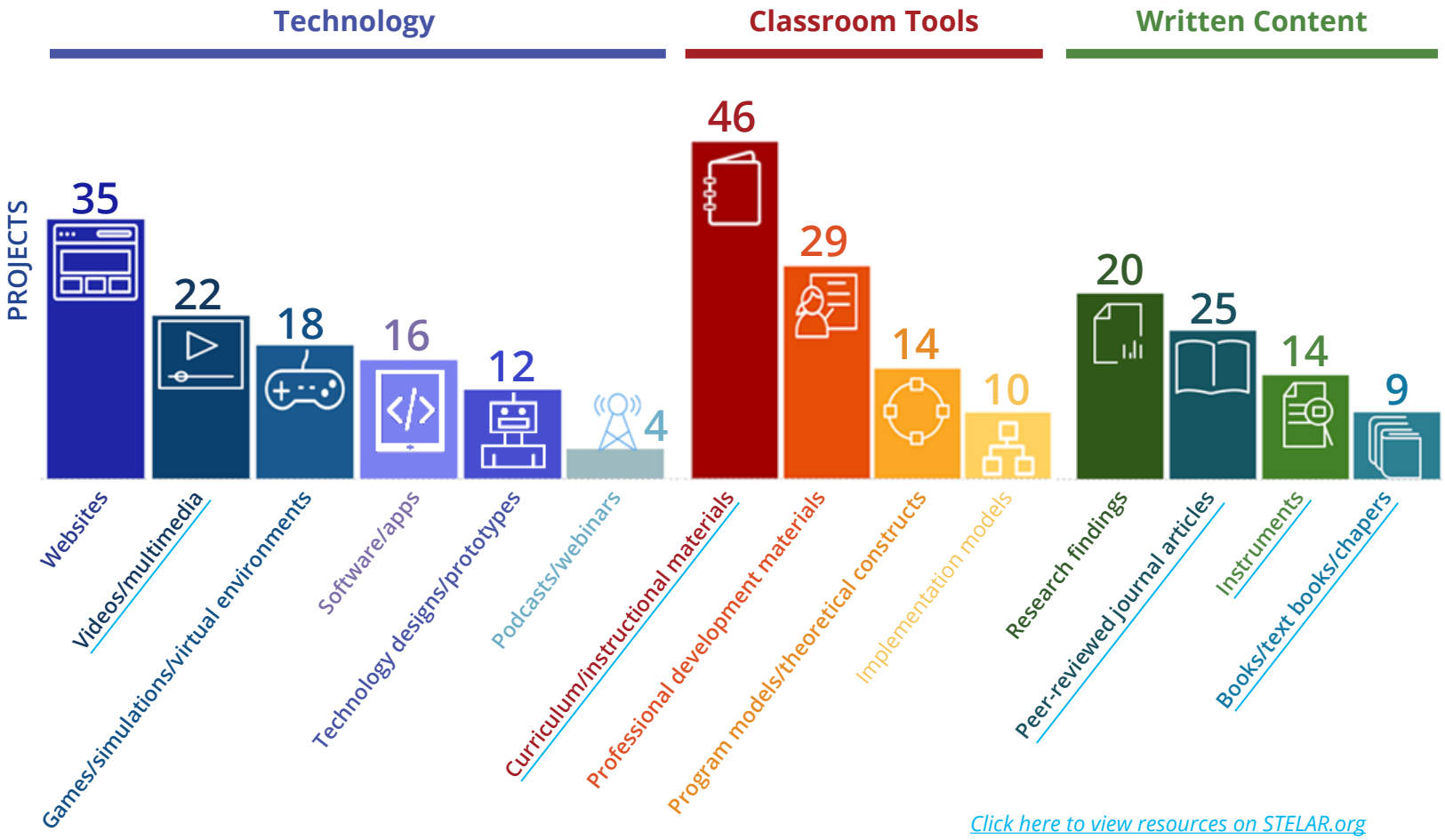
ITEST Dissemination Strategies

What PRODUCTS did ITEST projects develop during 2014-2015:

92% of responding projects developed an average of more than **4** products last year, creating a total of **274** new products. *(Click here to view a selection.)*



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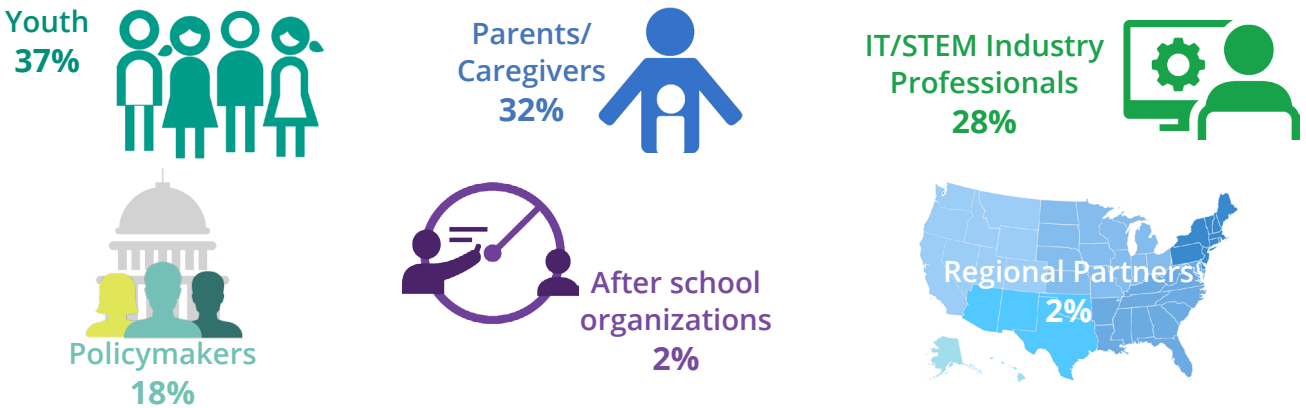
What AUDIENCES did ITEST projects target?

The majority **(66%)** of projects reported targeting between **2-4** different audiences for their products.

Projects traditionally target **educators (85%)**, **researchers & evaluators (52%)**, and/or the **general public (47%)**. Other less-common audiences of interest include:



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