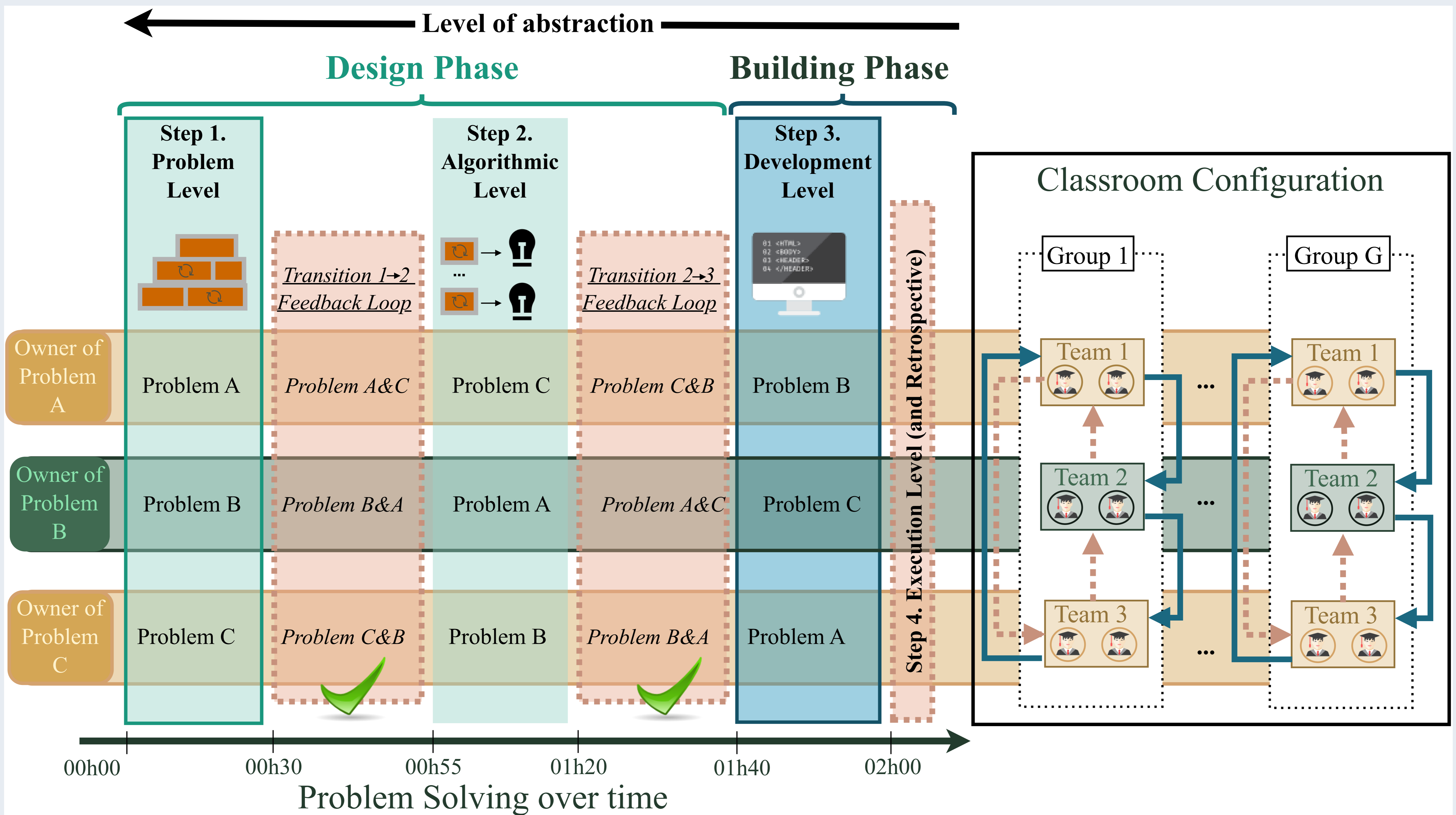
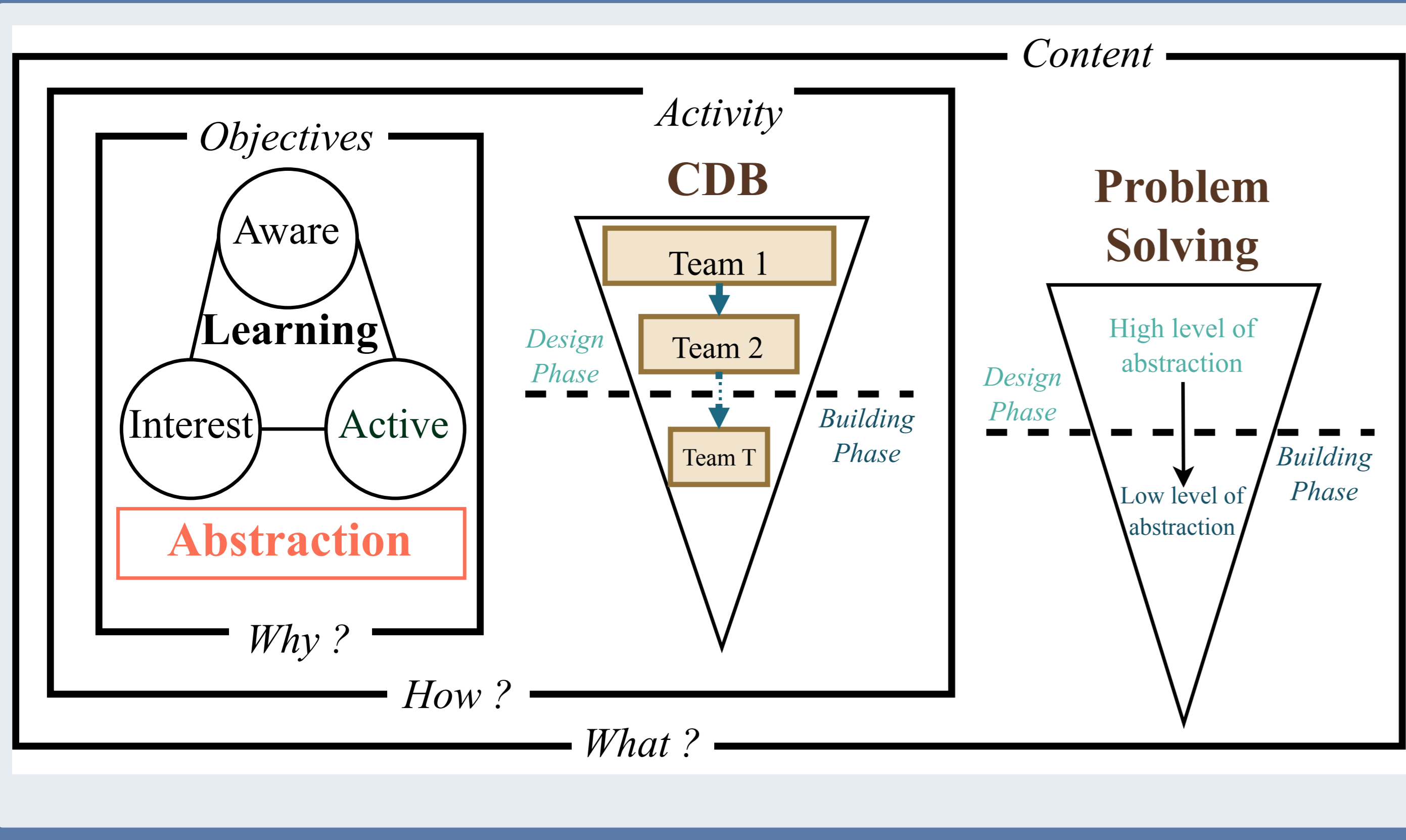


The Collaborative Design and Build (CDB) Activity: How it works?



Research Summary

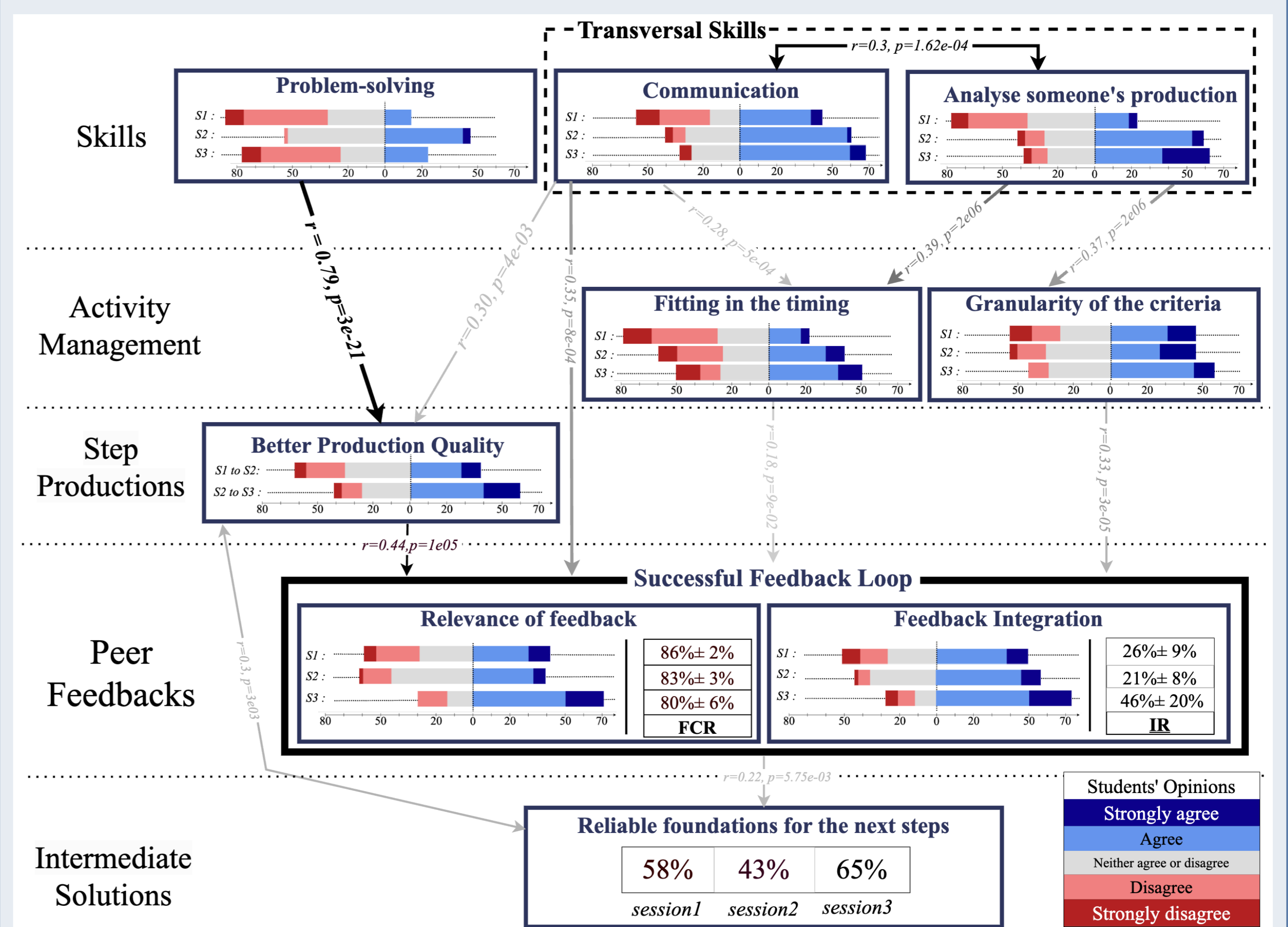


Which fields of study do we have explored so far?

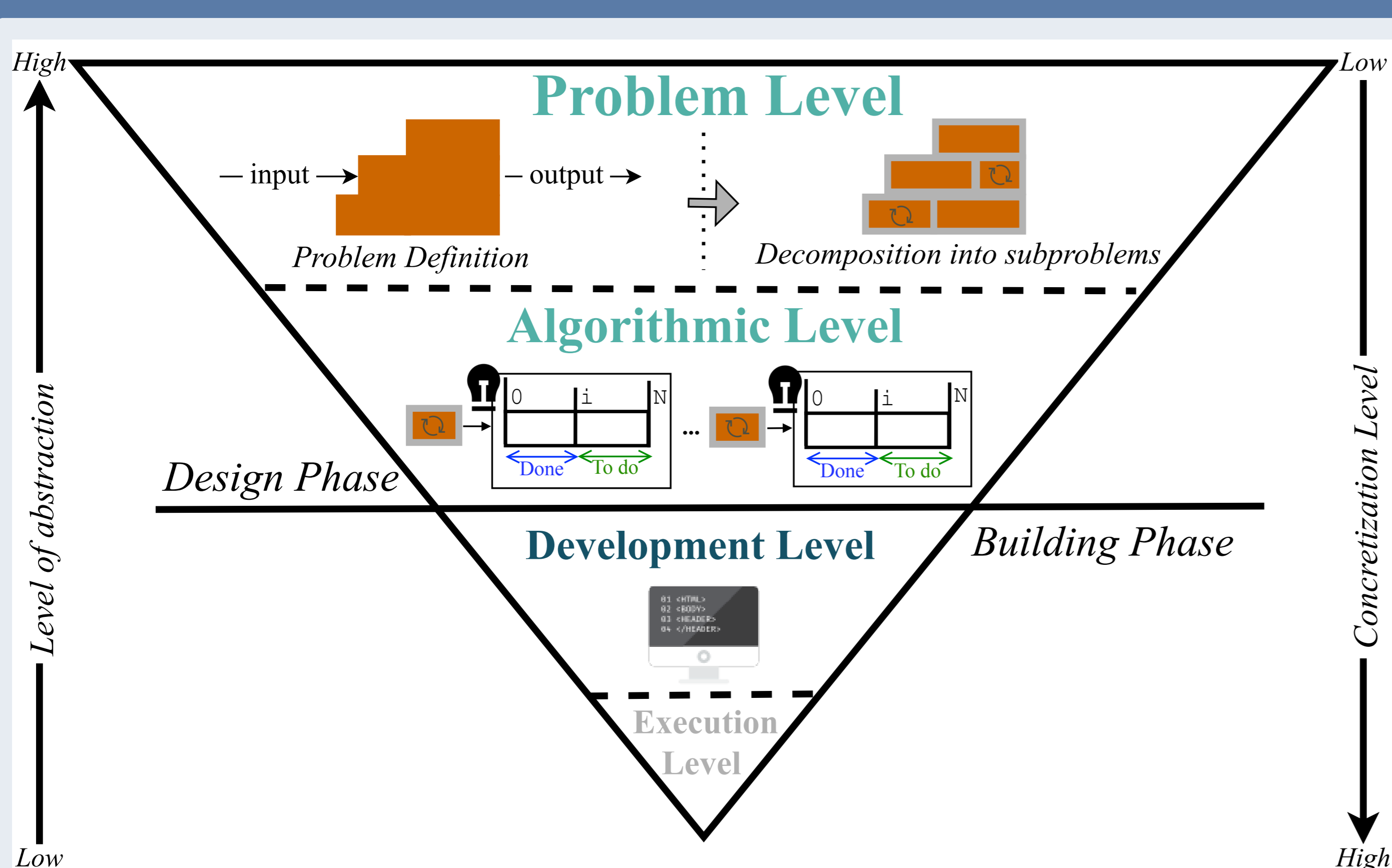
- How students perform at the different levels of abstraction in CDB? ("Practicing Abstraction through a Top-Down Problem-Solving Framework in a CS1 Course.")
- How the CDB activity impacts on students' performance? ("Collaborative Design and Build Activity in a CS1 Course: A Practical Experience Report.")
- How much students are comfortable with soft skills during CDB? ("Integrating Soft Skills Training into your Course through a Collaborative Activity." (under review))
- How students manage peer-feedback in CDB? ("How Students Manage Peer Feedback Through a Collaborative Activity in a CS1 Course.")

Some Results

Components of CDB and how they are connected to each others:



What do we teach?



Which are the key requirements to implement CDB in your course?

1. Select a category of problem.
2. Identify  $T$  problem-solving steps.
3. Define criteria related to each step.
4. Set the parameters of the activity (timing and number of students in a team).
5. Define  $T$  problems related to the category you selected.