

A hand holding a magnifying glass over the IEEE Educational Activities logo. The magnifying glass is positioned over the text, making it larger and more prominent. The background is white.

# **IEEE** Educational Activities

*Program Overview 2022*

# IEEE Educational Activities Programs

IEEE Educational Activities offers a variety of programs to meet the ever-changing landscape of engineering, computing, and technology education as well as the changing needs of engineering students and professionals.

## CONTINUING PROFESSIONAL EDUCATION PROGRAMS



The [IEEE Learning Network \(ILN\)](#) offers a single online portal for continuing education products from organizational units and societies across IEEE. Educational content available on this portal includes areas like 5G, Autonomous Vehicles, AI & Ethics in Design, Career Development, and more.



[IEEE eLearning Library](#) is an online digital library of multi-course programs and individual tutorials. There are hundreds of hours of continuing professional education in current and emerging technologies and professional skills, developed with the world's leading experts in their fields including collaborations with many IEEE Societies.



Earn Continuing Education Units (CEUs) and Professional Development Hours (PDHs) through the [IEEE Credentialing Program](#). Individuals may earn certificates by completing select IEEE courses on the IEEE Learning Network.



[IEEE Innovation at Work](#) is a high-impact digital media channel, which offers webinars, course announcements, and resources to our global engineering audience. Featuring the latest headlines in emerging technologies, education, and training for technical professionals, Innovation at Work provides professionals the information they need to succeed.

# UNIVERSITY EDUCATION PROGRAMS



[EPICS in IEEE](#) empowers students to work with local service organizations to apply technical knowledge to implement solutions for a community's unique challenges. EPICS in IEEE not only assists communities in achieving their specific regional community improvement goals but also encourages students to pursue engineering for community improvement as a career.



[ABET](#) is a nonprofit, non-governmental organization that accredits college and university programs in applied and natural science, computing, engineering, and engineering technology. IEEE is the largest member society with ABET. Working within ABET, IEEE Educational Activities oversees the accreditation of more than 800 engineering, computing, and technology programs in IEEE's fields.



[IEEE-Eta Kappa Nu](#) (also known as IEEE-HKN) is the honor society of IEEE. It promotes excellence in the profession and in education with ideals of scholarship, character, and attitude. IEEE-HKN primarily serves university students and secondarily serves alumni members.

The honor society activities include student leadership development, mentoring and tutoring, community service, and chapter development.



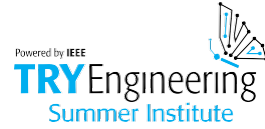
The [Teaching Excellence Hub](#) is a resource for university-level educators who are teaching engineering, computer science, and technology courses online or in-person. The website offers tools they can use to improve their curriculum, manage student teams, and more.

# PRE-UNIVERSITY EDUCATION PROGRAMS



[IEEE TryEngineering](#) provides online information on engineering careers with interactive activities intended for parents, teachers, school counselors, and pre-university students. These resources are free and available to the public.

IEEE TryEngineering offers over 130 lesson plans and online resources, including the Engineering Lesson Plan Toolkit to help volunteers conduct teacher and student workshops with TryEngineering lesson plans.



[IEEE TryEngineering Summer Institute](#) was created to introduce rising 8th-12th grade students to the exciting fields of engineering and technology. The immersive two-week overnight program is designed to provide students an engineering foundation. These experiences can help students develop STEM skills, build confidence, and unlock their potential for future academic and career paths in engineering.



[TryEngineering Together](#) is a unique eMentoring program developed by IEEE with Cricket Media. The program pairs a company sponsored volunteer with a student in a 3rd-5th grade classroom. Through the compelling virtual platform and exciting STEM content, TryEngineering Together is designed to help spark student interest in pursuing STEM careers. This program is currently available in the US only.



The [STEM Portal](#) is for IEEE Volunteers and serves as a resource for all things related to Pre-University STEM programs and activities. Share your STEM best practices and programs with IEEE's global community of volunteers, find inspiration from what others are doing, and utilize resources from this portal to develop or enhance your own programs.

## IEEE EDUCATIONAL ACTIVITIES BOARD (EAB) AWARDS

[IEEE Educational Activities Board \(EAB\) Awards](#) recognize and honor major contributions to engineering and technical education. Award nominations and scholarship applications are accepted beginning in January each year. The annual deadline is the first Monday after 30 April of that year.

Awards are given for meritorious activities in accreditation, continuing education, educational innovation, pre-university education, service to the IEEE EAB, employee professional development, informal education systems, and related achievements that advance the practice of engineering and engineering education.



# Join the Conversation



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Activities

**Volunteer website - [ea.ieee.org](http://ea.ieee.org)**

**Email - [eab-admin@ieee.org](mailto:eab-admin@ieee.org)**



# IEEE Educational Activities | 2020 STRATEGY



## Goal

**Our goal is to ensure that Educational Activities:**

- is grounded in addressing the needs of today and tomorrow,
- understands the evolving needs of those we aim to serve,
- is agile in exploring new opportunities,
- harnesses the most impact from our valuable resources, and;
- provides guidance and support throughout IEEE with regards to education.

## Core Purpose

To develop and deliver educational products and services to our members, professionals, educators, and students that excite and inspire understanding of IEEE's fields of interest; support career preparation and professional enhancement, foster diversity, and ensure access to lifelong learning opportunities.

## Core Values

- **Commitment to quality and ethics:**  
Ensuring high value to users
- **Grounded in knowledge and expertise:**  
Vetting technical and educational excellence
- **Inspirational to lifelong learners:**  
Relevant learning in IEEE's fields of interest
- **Maximizing impact:**  
Make a difference at scale
- **Collaboration:**  
Leverage relationships and partnerships within IEEE and beyond to reach our goals
- **Fiscal stewardship:**  
Getting the most impact from our resources

## Areas of Focus

- Member value
- Impact on the profession
- Resource for practitioners
- Service provider to all of IEEE
- Global relevance of our offerings with assured local quality
- Resource for pre-university educators
- Customer value
- Revenue generation to invest in impact

## Core Users

- Members
- Practitioners  
(*Young Professionals, Seasoned Professionals*)
- Educators
- Students  
(*kindergarten, primary to high school, colleges, universities, post-graduate*)
- Retirees