

# Workshop: Arduino-Based Experiments in Science Education Research

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**Abstract.** The Arduino-based device is broadly used for teaching and learning in science, engineering, and computer projects from the school to university level. It is open-source software and inexpensive apparatus displaying highly accurate information. Science education research involving approaches to provide Arduino-based experiments for students also increases. This workshop aims to share ideas on how to implement the device in the science classroom and ways to publish related works. A case study of the Arduino sensor for measuring a voltage of local fruits will be demonstrated.