Logic Model for the ISE Program

**Inputs**
- NSF
- Grant recipient
- Collaborators and consultants
- Other stakeholders

**Activities**
- Activities that Target Public Audiences
  - Mass media
  - Exhibits
  - Learning technologies
  - Youth/community programs
- Activities that Target Professional Audiences
  - Seminars/conferences
  - Professional development
  - Materials/publications

**Outputs**
- Number of viewers
- Number of visitors
- Number of users
- Number of participants

**Outcomes**
- Awareness, knowledge or understanding of STEM concepts, processes or careers
- Engagement or interest in STEM concepts, processes or careers
- Attitude towards STEM-related topic of capabilities
- Behavior resulting from engagement
- New skills based on engagement

**Strategic Impacts**
- New knowledge/practices that advance the informal education field