



**Universität
Zürich** ^{UZH}

Institut für Informatik



Materials Science & Technology

Part IV: Teaching Methods for Computer Science

Nikolaus Bornhöft



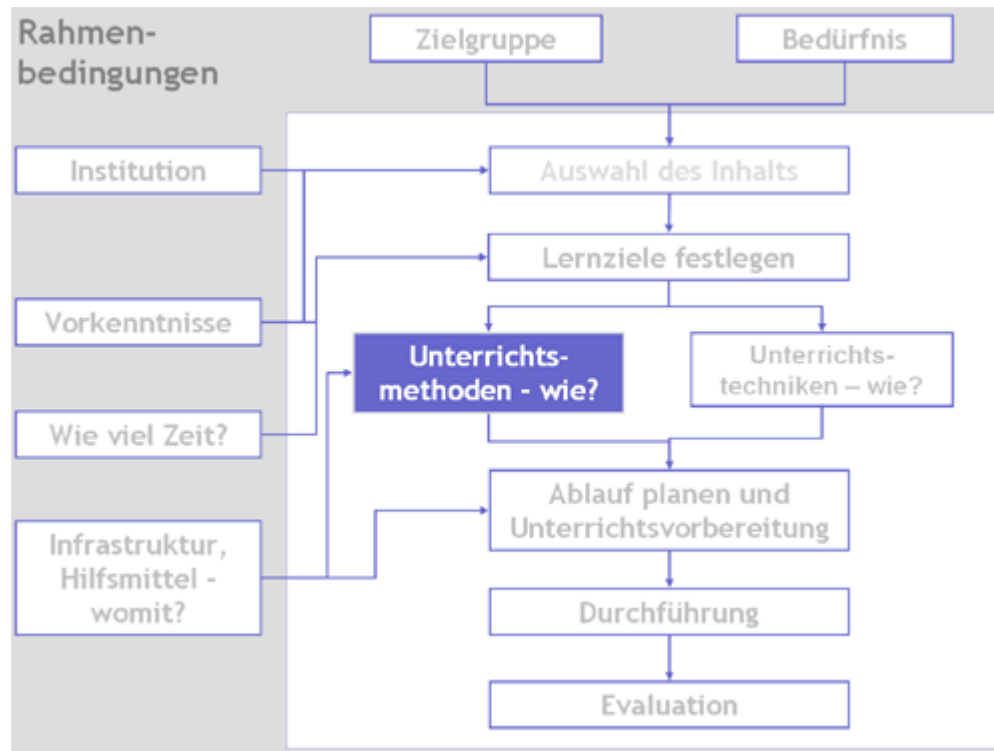
- Nikolaus Bornhöft but I prefer Klaus
- Wirtschaftsinformatik at University of Hamburg, area of specialization in computer simulation, minor in Psychology
- Since June 2011 at Empa, in the “Environmental Risk Assessment and Management” Group
- Developing methods for simulation of nanomaterial flows in the environment under uncertainty
- Since WS 2011/2012 PhD-Student in the “Informatics and Sustainability Research” Group of Prof. Lorenz Hilty



- Motivation
- Allocation in the planning and execution process
 - Learning assignments
 - Group work
 - Guided programs
 - Discovery Learning
 - Project Work
- Summary
- Discussion



- Pure lecturing faces the fact that it tends to bore students by repeating the same form of teaching for a lot of different content.
- Especially education in computer science encounters a huge variety of prior experiences
- A wide set of different teaching methods helps to keep the lessons interesting, versatile und suitable for all students



- “How to convey knowledge”
- Defining a general script for a whole topic, problem or a lesson



Learning assignments

- After an introductory part of the teacher, the students get an exercise to solve by themselves
- The exercise mostly is a programming or a technical task.
- A learning assignment usually lasts 10 to 30 minutes
 - Each student may proceed at his own speed
 - All students work on the given task and may solve it on their own.



- In Group Work a task is given to a small group of students.
- The group is working on its own on the given job and becoming an expert on the field they are assigned to.
- Depending on the kind of Group Work, the students of the group may spread their expertise among the others afterwards
- Team work skills and independent working are imparted



- In Guided Programs the focus is set on matters for self-study
- The Progress of the program is determined by the speed of the individual and not by the teacher`s speed
 - “Expert”-students may learn at their own high level of capacity
 - Beginners do not need to compete with them



Discovery Learning

- Competing a difficult problem individually, students develop solutions by themselves.
- As there is not given a one right solution to a specific problem he is more likely to try own individual, more creative approaches.
- Discovery Learning shall lead to self-confident solution-oriented working



- A group of students works together for a longer period of time (e.g. a Week) on a common project.
- The work is divided; responsibility for parts of the project is given to individuals or small subgroups
 - Project Work supports Team Work as well as Independence
 - A big project shows the necessity of more detailed planning processes



- All new concepts mean an individualization of the work; tasks are fulfilled by a single student or a small group.
- The tasks and the time to solve them depend on the degree of expertise of the students.



- What are fair grades if everybody is working on totally different levels of achievement?
- Is it demotivating if the “good” and the “bad” students get different tasks?
- Is it waste of knowledge, if the teacher as an expert of his field stands back instead of using most of the time in lecture?
- Will the different degree in expertise grow, if the more interested students get the more difficult tasks?



Thank you for your
attention!