BLEND AND EXPERIENTIAL LEARNING IN COMPUTERS AND SOCIETY

CSCI3250+3251
In 2018–19 Term 2, the “society” and “practicum” course pack returned to the CSE department from the faculty package, and we made some changes.
We aimed to motivate students to explore in relevant topics, and ignite the (self-)learning ambiance by collaboration and class interaction. There were also invited talks and industrial visits. Here we introduce the course project, "A Short Intro to Everything in CSE".

"A SHORT INTRODUCTION TO EVERYTHING IN CSE"

Broad coverage of ideas beneficial to CS/CE year 2 students

Group work (of 2 students)
- A presentation of 9 minutes
- Interaction with audience in presentation
- 1 MC quiz question based on presentation contents
- Presentation writeup of 600–1000 words

Individual work
- One article based on suggested topics or relevant ideas

LEARNING OUTCOMES
To nurture engineers who...
- employ critical thinking skills
- understand their position
- are able to explore, collaborate, and communicate

ROLES
Teacher
Curator
Facilitator
Guidance

Manager of blog and repo
Administrator
Tour guide!
Feedback in class

In-class presentation
Participation and Reflection
Students
Initiating learning

Ratings and discussion
A blended and experiential learning platform for students

Off-class elaboration

OTHER COURSE COMPONENTS

EXIT SURVEY
From a class of 175, 66 responses were received

STUDENTS’ OUTPUT...

"High workload”
“Broad coverage”
“Interesting and useful”

There could be issues in uniformity, consistency, correctness... yet students’ works were always FULL OF surprises and inspiration!

BREAK THE CLASSROOM!
THE CLASSROOM IS NEVER THE LIMITATION