BLENDED AND EXPERIENTIAL LEARNING IN COMPUTERS AND SOCIETY

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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 ambience 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".

LEARNING OUTCOMES

To nuture engineers who...

- employ critical thinking skills
- understand their position
- are able to explore, collaborate, and communicate

"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

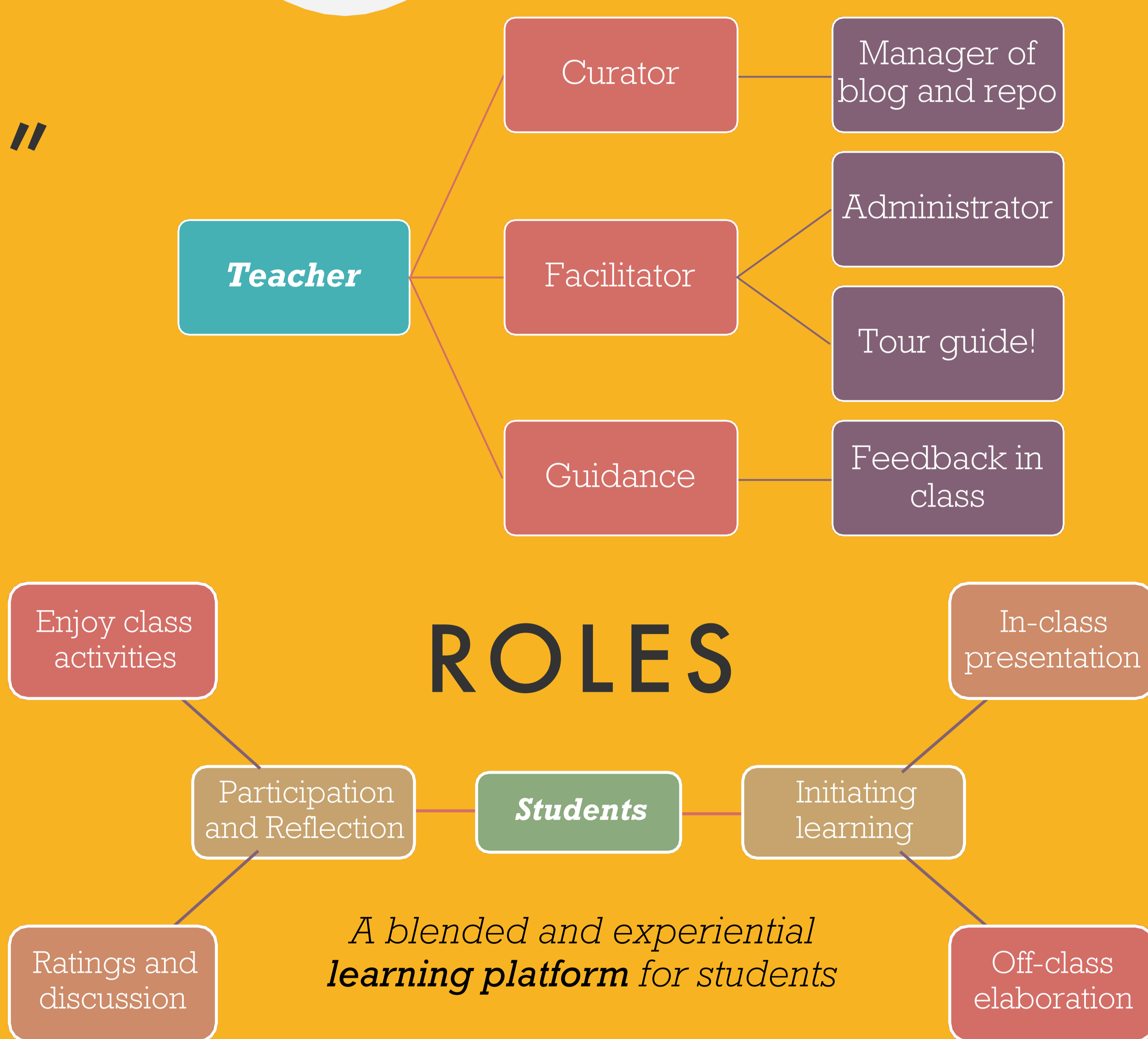- One article based on suggested topics or relevant ideas

Teacher
- Curator → Manager of blog and repo
- Facilitator → Administrator, Tour guide!
- Guidance → Feedback in class

ROLES

Students
- Participation and Reflection → Enjoy class activities, Ratings and discussion
- Initiating learning → In-class presentation, Off-class elaboration

*A blended and experiential **learning platform** for students*

OTHER COURSE COMPONENTS

EXIT SURVEY

From a class of 175, **66 responses** were received

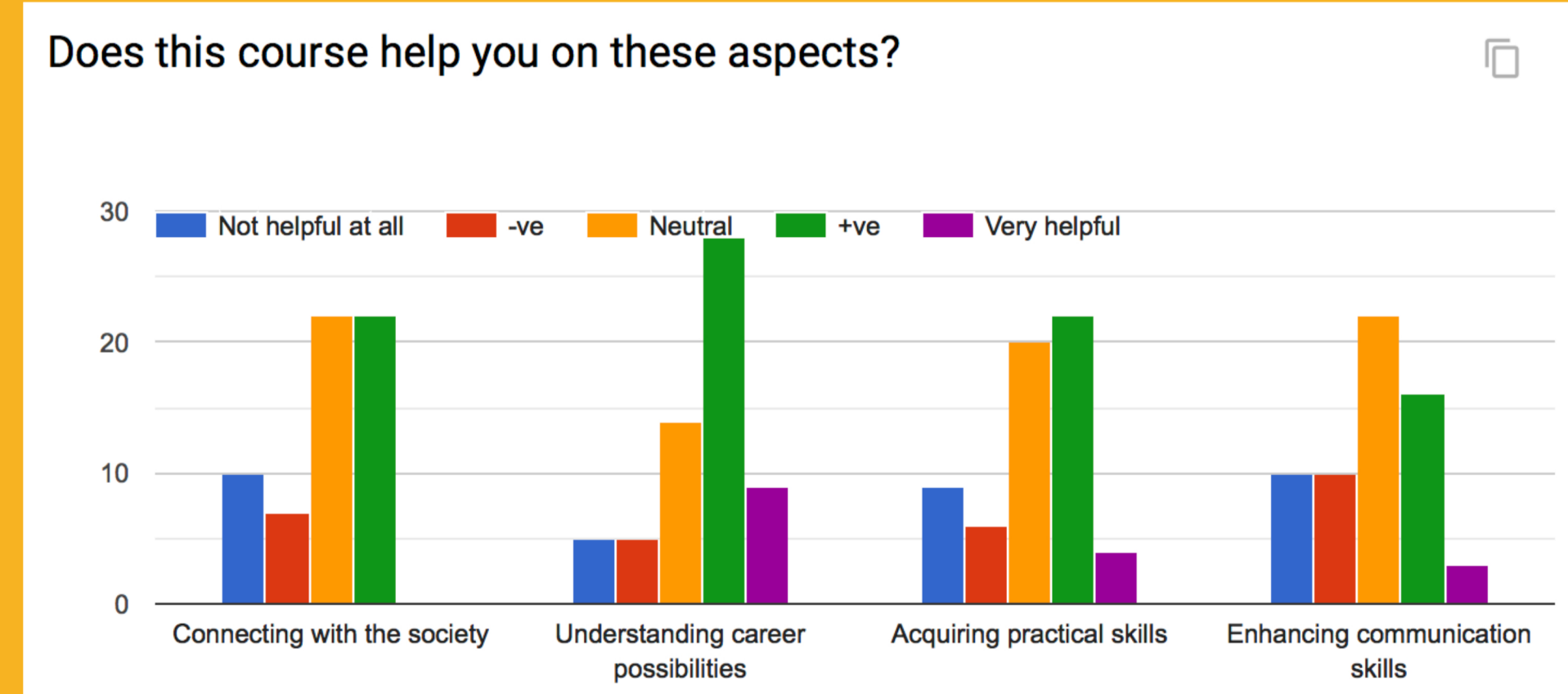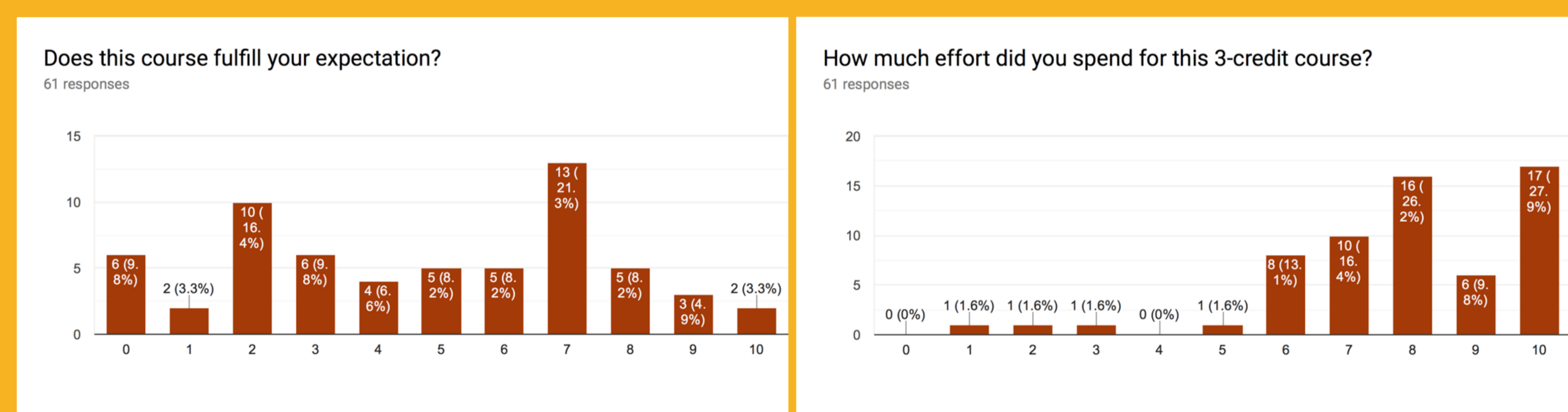"High workload"
"Broad coverage"
"Interesting and useful"

STUDENTS' OUTPUT...

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