Ubiquitous Computing Education: Why, What, and How

Seminar June 2019

SCHEDULE

SCHLOSS DAGSTUHL
Leibniz-Zentrum für Informatik
breakfast  WHO  lunch  WHY  Collaborative Writing  break  dinner

WHAT  WHAT  Collaborative Writing

WHAT/HOW  outing  outing

HOW  HOW  Collaborative Writing

FUTURE ACTIVITIES  departure
**MONDAY _WHO AND WHY**

- **7.30** - **8.00**
  - WARM UP
  - 5 things common game paper plane game

- **8.00** - **9.00**
  - 3 MIN TALKS
  - who you are and brief research; teaching; what are the 1-2 grand challenges in teaching Ubicomp?

- **9.00** - **9.30**
  - DISCUSSION BOARDS
  - Sharing ideas about the presentation using post it and placing them on the wall

- **10.00** - **10.30**
  - VISION BRAINSTORMING
  - teaching in 2020? 2050? 2100? creating the landscape we will work around in this seminar

- **11.00** - **11.30**
  - COLLABORATIVE WRITING
ITERATION 1: TOPICS
- topics within the Ubicomp curriculum, one topic per card

ITERATION 2: PRIORITIZE
- which are core, which are optional, use a color (?) scale green, orange, red to add to topic card

ITERATION 3: NETWORK
- place the card within a network to show what is going together, what can be done in parallel, sequentially etc.

ITERATION 4: VARIATION
- modify curriculum to accommodate for a variation

TUESDAY __ WHAT (and why)

COLLABORATIVE WRITING
- collaborative writing, dumping interesting ideas and discussion about today, not about quality of writing but rather capturing the day

TALKS FROM GROUP
- groups present their final curriculum & discussion
WEDNESDAY

HOW (and why)

7.30 - 8.00
8.00 - 9.00
9.00 - 9.30
9.30 - 10.00
10.00 - 10.30
10.30 - 11.00
11.00 - 11.30
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17.00 - 17.30
17.30 - 18.00

CHALLENGES IN METHODS
Brainstorming post it: from the curriculum of yesterday, let’s try to summarise what is hard to deliver, why?

CURRENT ACTIVE LEARNING MATERIALS?
From your own experience, I think about 3 methods you want to share, it could be anything

DATING
Discuss your active learning activity with another person, swap every 3 minutes

GROUP PHOTO (10:30)

OUTING OR STAY IN
THURSDAY __ HOW (more)

DEVELOPING NEW LECTURE MATERIALS
develop new active learning activities for gaps in ubicomp
Create deck of slides/materials to run the activity

EXPERIENCING NEW APPROACHES
Pair of groups to experience the new approaches;

ITERATING AND
PREPARE A SHORT OVERVIEW
Iterate based on the feedback received
Prepare a very short overview presentation to report on the lecture to the group
FRIDAY — CLOSING UP

LECTURE OVERVIEW
5 minutes presentation of yesterday new ideas (with iteration)

NEXT STEPS AND GENERAL FEEDBACK
brainstorming timeline of events needed to reach our goals