Ubiquitous Computing Education: Why, What, and How

Seminar June 2019

SCHEDULE

SCHLOSS DAGSTUHL
Leibniz-Zentrum für Informatik

| 7.30 | 8.00 | 8.30 | 9.00 | 9.30 | 10.00 | 10.30 | 11.00 | 11.30 | 12.00 | 12.30 | 13.00 | 13.30 | 14.00 | 14.30 | 15.00 | 15.30 | 16.00 | 16.30 | 17.00 | 17.30 | 18.00 |

| 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 8.30 9.00 9.30 10.00 10.30 11.00 11.30 12.00 12.30 13.00 13.30 14.00 14.30 15.00 15.30 16.00 16.30 17.00 17.30 18.00
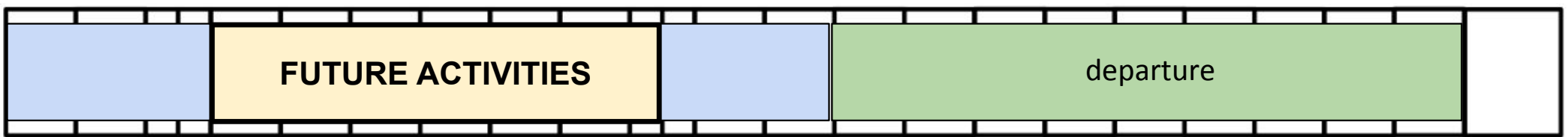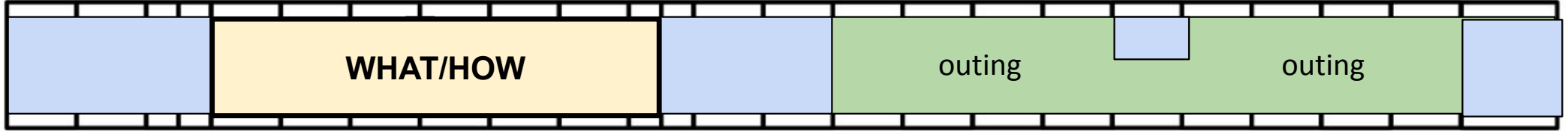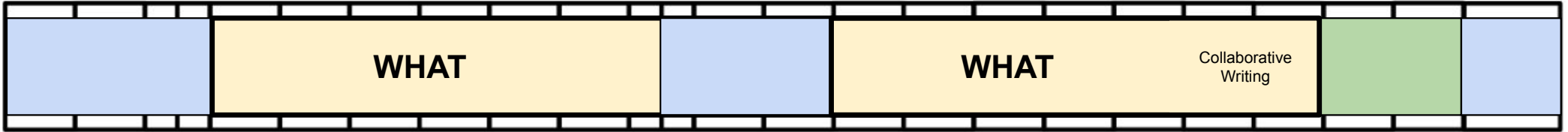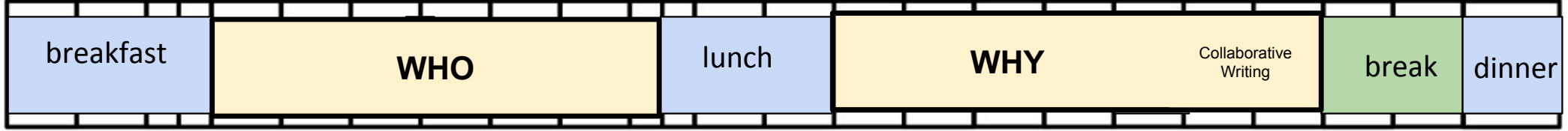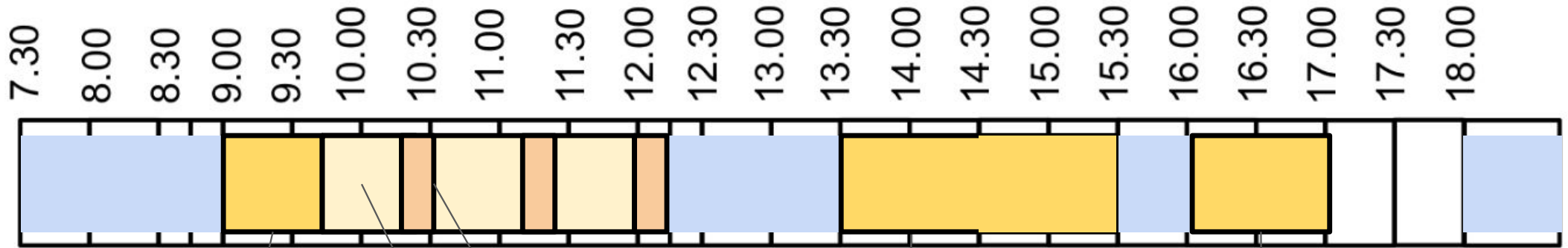
WARM UP

5 things common game
paper plane game

3 MIN TALKS

who you are and brief research; teaching;
what are the 1-2 grand challenges in teaching Ubicomp?

**DISCUSSION BOARDS**

Sharing ideas about the presentation using post
it and placing them on the wall

VISION BRAINSTORMING + **COLLABORATIVE WRITING**

teaching in 2020? 2050? 2100?
creating the landscape we will
work around in this seminar

TUESDAY__ WHAT (and why)

7.30 8.00 8.30 9.00 9.30 10.00 10.30 11.00 11.30 12.00 12.30 13.00 13.30 14.00 14.30 15.00 15.30 16.00 16.30 17.00 17.30 18.00

CURRICULUM DESIGN
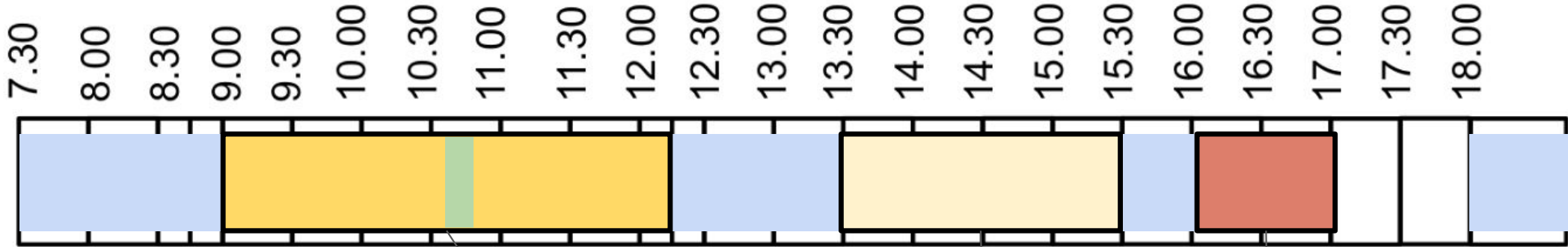
ITERATION 1: TOPICS
topics within the Ubicomp curriculum,
one topic per card

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

TALKS FROM GROUP
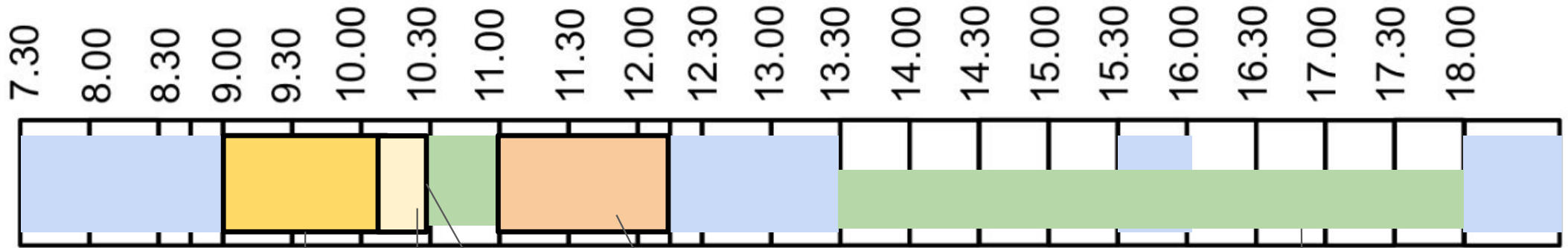groups present their final
curriculum & discussion

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

WEDNESDAY_ HOW (and why)

7.30 8.00 8.30 9.00 9.30 10.00 10.30 11.00 11.30 12.00 12.30 13.00 13.30 14.00 14.30 15.00 15.30 16.00 16.30 17.00 17.30 18.00

6

CHALLENGES IN METHODS

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

2

DATING

Discuss your active learning activity with another person, swap every 3 minutes
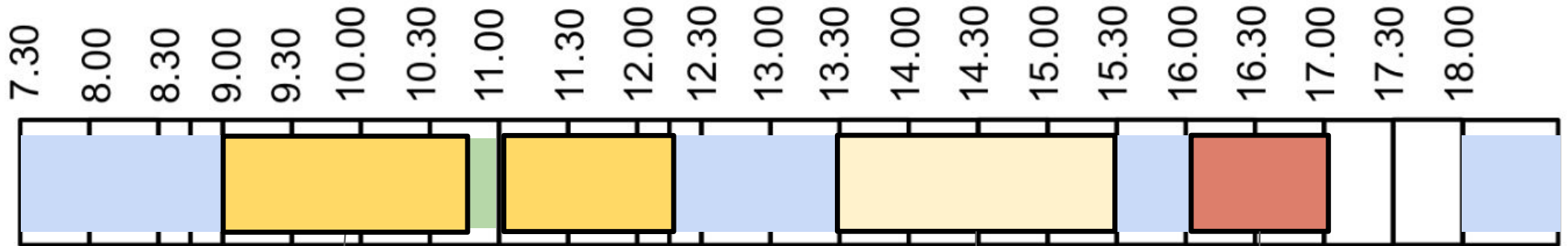
OUTING OR STAY IN

1

CURRENT ACTIVE LEARNING MATERIALS?

From your own experience, ithink about 3 methods you want to share, it could be anything

GROUP PHOTO (10:30)

THURSDAY __ HOW (more)

7.30 8.00 8.30 9.00 9.30 10.00 10.30 11.00 11.30 12.00 12.30 13.00 13.30 14.00 14.30 15.00 15.30 16.00 16.30 17.00 17.30 18.00

3-4

DEVELOPING NEW LECTURE MATERIALS

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

3-4

EXPERIENCING NEW APPROACHES

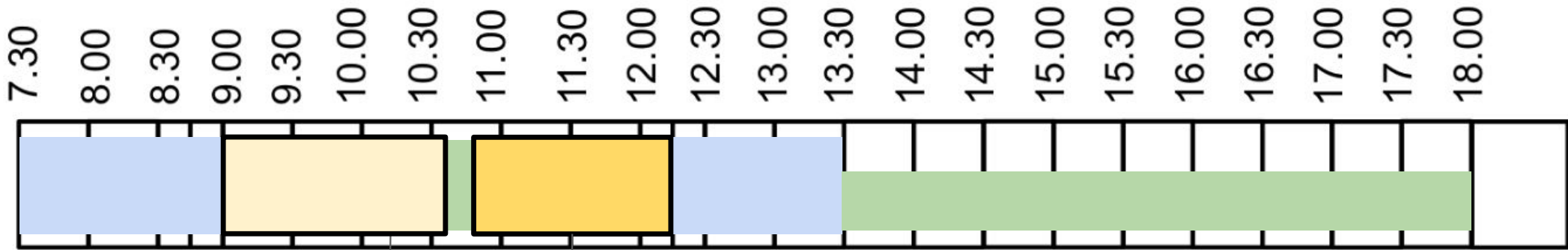Pair of groups to experience the new approaches;

3-4

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

7.30　8.00　8.30　9.00　9.30　10.00　10.30　11.00　11.30　12.00　12.30　13.00　13.30　14.00　14.30　15.00　15.30　16.00　16.30　17.00　17.30　18.00

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