

Didaktikforum 2016

Project-Oriented Studies (PST) Innovative Teaching/Learning Concepts for First Semester Students

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Outline

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Method / Thematic Field

- Implementation of additional support for (first semester) students
 - Mentoring
 - Counseling
 - Tutorials
- Collaborative Learning

Basic Conditions of the PST

- **Target group:** first semester students (B.Sc.)
 - computer science
 - medical computer science
 - applied computer science
- Average grade of the university entrance certificate: 2.8 (over the last 10 years)
- Participating at the organization/implementation of the PST: Almost every member of the department of computer science and media

Objectives

- **Primary objective:** Quick familiarization of the first semester students with the everyday life at our university
- university \neq school
- self-determined learning vs. externally-determined learning
- Long-term goal: reduction of the dropout rate
- Crucial: a successful first semester

Sub-Objectives

- overview of the range of courses/topics offered at our department
- experimental learning culture
- team building
- social skills
 - self-organisation
 - communication
 - collaboration
 - presentation

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Implementation

- preparatory courses
- two-day start-workshop
- barbecue at the end of the second day
- eight-week project phase with supporting tutorials
 - scientific work
 - examination regulations
 - social skills (presentation, collaboration, communication,...)
- project presentation (Audimax)
- final party (Nikomatik)

PST Overview



Start-Workshop

Monday 26.09. / Tuesday 27.09.16 **6 Topics 4 Groups**

- Library
 - Mrs. Zänker, Mrs. Kaepke
 - Library
- Teamwork (Org. & Pres.)
 - Prof. Kindsmüller
 - Room 301, 3. Floor
- Social Software Moodle
 - Mr. Mrkor
 - PC-Laboratory 224, 2. Floor
- IT-Infrastructure
 - Mr. Doletzki, Mr. Weidner
 - PC-Laboratory 223, 2. Floor

- Math-Check
 - Prof. Socher (Mrs. Fröhlich)
 - PC-Laboratory 232, 2. Floor
- Student-Guided Campus-Tour
 - Nico Bandt
 - Meeting Point: Foyer

Break Room: R 035

PST Topics

- (1) Evolution of Computer Games (Prof. Syrjakow)
- (2) Programming of Interactive Objects with Arduino (Prof. Jänicke)
- (3) Poster Design Nikomatik (Prof. Urban)
- (4) 2.5D-Animation and Projection (Prof. Hasche)
- (5) Electronic Cube (Prof. Kell)
- (6) Cross Platform Apps with Kivy (Prof. Preuss)
- (7) Panorama Photography (Prof. Kim)
- (8) Hyperspectral Imaging (Prof. Schrader)
- (9) Gait Analysis (Prof. Loose)
- (10) Patient Information (Prof. Beck)

InfB/ACS

MZI

Impact

Disadvantages

- a lot of effort
- almost every member of our department is involved

Advantages

- quick familiarization of the first semester students
- quick team building
- overview of
 - the range of topics
 - professors
 - scientific/technical employees
- approved by positive evaluations

Some Data Regarding the Dropout Rate

(without consideration of ticket students)

Development of the WS 2012/13 - cohort (B.Sc. Computer Science, not cumulative)



Lessons Learned

- positive impact on the students
 - socially (many PST groups persist for the entire course)
 - study success (small dropout rate)
- beneficial for the team spirit
 - in our department
 - among the students
- creation of a (very) positive atmosphere

Open Questions?

Please feel free to ask!