

Informatics Teaching Festival 2022: Design of Teaching and Learning

The Informatics Teaching Festival is back for a third consecutive year and will run Monday May 9th to Wednesday May 11th 2022.

The 2022 Informatics Teaching Festival will focus on the design of teaching and learning and consist of the following sub-themes:

- overview of course design (Day 1, May 9th 2022)
- design to develop student skills, including for the industry (Day 2, May 10th 2022)
- design of assessment (Day 3, May 11th 2022).

Each day will include both presentations on school and university processes, tools and support, as well as the sharing of experience and good practice around different approaches to the design of teaching and learning, and internal (Informatics or university-based) as well as invited external speakers.

If you'd like to attend any of the following sessions, and are not a member of the School of Informatics, please [register your interest here](#), and a Collaborate link will be emailed to you in advance of the session(s).

Schedule* –

Day 1: Overview of Course Design.

Monday, May 9th 2022

Topic (and links to recordings after event)	Date/Time	Speaker, with linked Resources
Opening / Welcome Session	9-9.10am	Björn Franke
Morning Session – Designing a new course:	Morning Session: 9.10-12.30pm	
Process and experience of designing new courses: Designing a new Informatics Course – Sharon Goldwater ; Design Decisions and Dilemmas in a new data science course – David Sterratt ; Designing INF2-IADS – John Longley	9.10-10.40am	Sharon Goldwater David Sterratt John Longley
<i>Coffee break</i>	10.40-11am	Meet in Gathertown
Support for course design (ELDeRs)	11-11.30am	Fiona Hale Cristina Alexandru
Sharing positive experiences on improved courses	11.30am-12.15pm	Heather Yorston on DMP Pavlos Andreadis
Discussion	12.15-12.30pm	
<i>Lunch break</i>	12.30pm-2pm	

Afternoon Session – Improving an existing course:	Afternoon Session: 2-5pm	
Course proposal / improvement (involving Board of Studies approval)	2-3.20pm	Aurora Constantin Felipe Costa Sperb Heather Yorston RS for CAM
<i>Coffee break</i>	3.20-3.40pm	Meet in Gathertown
Course improvement (not involving Board of Studies approval)	3.40-4.30pm	Cristina Alexandru on SEPP Pavlos Andreadis
Discussion	4.30-5pm	
<i>Day end</i>	5pm	

Day 2: Design to develop student skills. Tuesday, May 10th 2022

Topic (and links to recordings after event)	Date/Time	Speaker / Resources
Morning Session – Developing core Informatics skills:	Morning Session: 9-12.30pm	

<p>Cristina Alexandru, Heather Yorston, and Brian Mitchell: Teaching students with varied profiles in UG1 Judy Robertston: Teaching First year students with varied backgrounds</p>	9-10am	<p>Cristina Alexandru on Varied Profiles UG1 Heather Yorston on FAC and MC Brian Mitchell – Prize and Prejudice Judy Robertson – prerecorded video</p>
<p>Teaching programming</p>	10-11am	<p>Pawel Orzechowski Charlotte Desvages – Day 2 Judy Robertson – prerecorded video Michael Glienecke</p>
Discussion	11-11.15am	
<i>Coffee break</i>	11.15-11.30am	<p>Meet in Gathertown</p>
<p>Teaching Modelling: Reflection on including the industry perspective in our teaching</p>	11.30am-12.30pm	<p>Pavlos Andreadis Sanjay Rakshit</p>
<i>Lunch break</i>	12.30pm-2pm	
<p>Afternoon Session – Developing transferrable skills:</p>	<p>Afternoon Session: 2-5pm</p>	

Guest Presentation: Back to the future: shaping software engineering education with lessons from the past (abstract)	2-2.45pm	Joseph McGuire
<i>Coffee break</i>	2.45-3pm	Meet in Gathertown
Developing research skills	3-4pm	Felipe Costa Sperb Stefano Albrecht – pre-recorded video
Skills for the industry: Rebecca Clacy-Jones on “Employment for Informatics Students” and Pavlos Andreadis on “View of Informatics Students”	4-4.35pm	Rebecca Clacy- Jones Pavlos Andreadis
Skills for the industry: Large companies and what they require	4.35-4.55pm	Michael Glienecke
<i>Day end</i>	5pm	

Day 3: Assessment. Wednesday, May 11th 2022

Topic (and links to recordings after event)	Date/Time	Speaker / Resources
Morning Session – Philosophy of Assessment	Morning Session: 9-12.30pm	
Assessment in Informatics	9-9.45am	Björn Franke

Guest Speaker: Vertically integrated assessment in Physics (abstract)	9.45-10.30am	Ross Galloway , School of Physics and Astronomy
<i>Coffee break</i>	10.30-110am	Meet in Gathertown
Assessment Approaches: “Let’s talk about Groupwork” : David Sterratt “A brief introduction to WebPA” : Meredith Corey “Why and how to assess and give feedback on code (using standard tools)” : Charlotte Desvages	11am-12.15pm	David Sterratt Meredith Corey Charlotte Desvages – Day 3
Update on Assessment Plans (from ILTS and IT0)	12.15-12.30pm	Toni Noble Meredith Corey David Sterratt
<i>Lunch break</i>	12.30pm-2pm	
Afternoon Session – Marking Approaches	Afternoon Session: 2-4pm	
Rubrics Cube: Puzzles in designing rubric-based marking schemes		Aurora Constantin
How do we set challenging assignments without encouraging students to throw arbitrary amounts of time at them?		Iain Murray

<u>Marking to the Common Marking Scheme with Criteria & Decision Rules</u>		Paul Anderson
<u>Closing Ceremony</u>	3.30-4pm	Jane Hillston
<i>Day end</i>	5pm	

* The schedule is still subject to change. As best we can we will not make big adjustments to speakers and timings.

Informatics Teaching Festival 2021: Sharing experience and planning for online and hybrid teaching

The Informatics Teaching Festival is back for a second consecutive year.

Join us for the opportunity to:

- hear interesting presentations around lessons learned in the past year and good practice in online/hybrid teaching from colleagues and inspiring speakers from other schools
- listen to the feedback provided by student representatives regarding their experience with studying in an online/hybrid context
- listen to the feedback provided by teaching support and administrative staff as to their experience with

teaching and administration this past year

- learn about new approaches to teaching and educational software
- share your own experience with teaching delivery, student support and course administration during workshops and informal GatherTown meetings
- reflect and come up with ideas together for improving our delivery of online and hybrid teaching, both as a school and in our different courses.

If you'd like to attend any of the following sessions, and are not a member of the School of Informatics, please [register your interest here](#), and a Collaborate link will be emailed to you in advance of the session(s).

Schedule

Topic and links to recordings	Date/Time	Resources
Opening/Welcome	Monday 7 June, 10-10.30am	Björn Franke
Keynote: Experience with online/hybrid teaching in 2 other schools	Monday 7 June, 10.30-11.30am	Charlotte Desvages Brian Rabern
Coffee break & GatherTown meet and greet	Monday 7 June, 11.30am-12pm	n/a
Student experience with online/hybrid teaching in 2020-21; Suggestions for the future	Monday 7 June, 12-1pm	n/a
Personal Tutoring and Student Support: Sharing best practice and providing views on upcoming changes	Monday 7 June, 2-3pm	n/a

Lectures in an online/hybrid context	Tuesday 8 June, 10-11.15am	Iain Murray Mary Cryan Fiona McNeill
Coffee break & GatherTown meet and greet	Tuesday 8 June, 11.15-11.45am	n/a
Teaching support staff experience with online/hybrid teaching in 2020-21; Suggestions for the future	Tuesday 8 June, 11.45am-12.45pm	n/a
Practical sessions (tutorials, labs, workshops, etc.) in an online/hybrid context	Wednesday 9 June, 10-11.15am	Fiona McNeill Pawel Orzechowski Tim Drysdale Sharon Goldwater
Coffee break & GatherTown meet and greet	Wednesday 9 June, 11.15-11.45am	n/a
Case study: practical sessions in IRR and IPP	Wednesday 9 June, 11.45am-12.45pm	IRR/IPP
Case study: Teaching Ethics in Computing	Wednesday 9 June, 3-4pm	David Sterratt email James for Shannon's paper
Assignments in an online/hybrid context	Thursday 10 June, 10-11.15am	Padlet
Coffee break & GatherTown meet and greet	Thursday 10 June, 11.15-11.45am	n/a
Exams in an online/hybrid teaching context	Thursday 10 June, 11.45am-12.45pm	Padlet
Learn Foundations: UX (Emma Horrell)	Thursday 10 June, 2-3pm	Emma Horrell

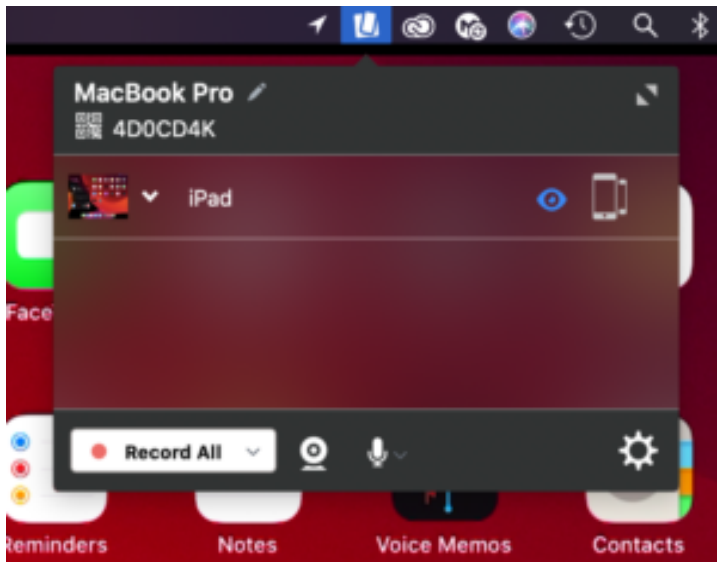
Equality and Inclusion (Decolonizing the curriculum and Congressive Teaching methods)	Friday 11 June, 10-11.15am	Decolonizing the curriculum
Coffee break & GatherTown meet and greet	Friday 11 June, 11.15-11.45am	n/a
Final reflection, Informatics Awards Ceremony	Friday 11 June, 12-1pm	will be uploaded after the session

How to record and view your iPad screen on desktop using Reflector – Guide, Advantages, Disadvantages and Alternative

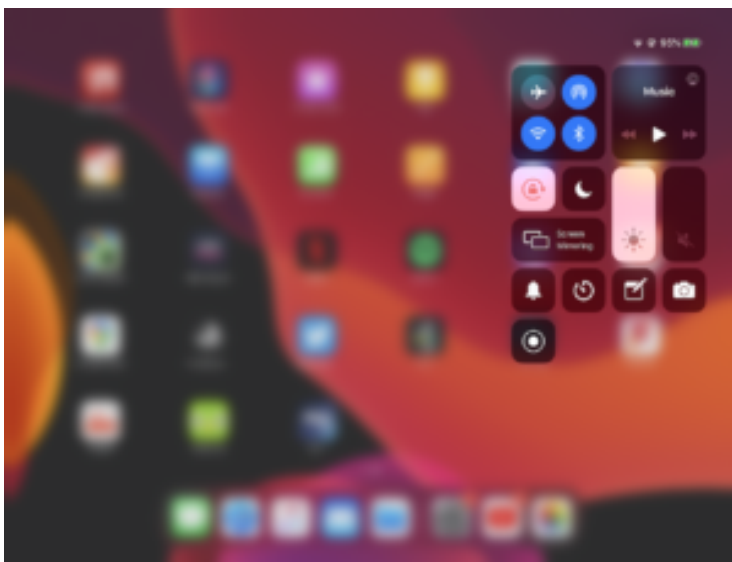
This guide was written using macOS and an iPad. The Reflector software is available on Windows. Reflector can support any device using AirPlay, Google Cast or Miracast.

How to use record your iPad screen wirelessly on desktop using reflector:

1. Download and install the app [here](#).
2. Click the Reflector app in the menu bar to see devices connected.



3. On the iPad, swiped down from the top right of the screen to access the control centre. Tap Screen Mirroring and select the desktop device you want to reflect to.



4. On the iPad image on the desktop, click the cog on the top left to choose a frame for the image and adjust the scale, device rotation and choose whether the mobile screen image floats on top.

5. Click the menu bar icon for Reflector, click the camera or microphone icon to choose to enable webcam and audio recording. Click Record all to begin the recording.

6. Click the red record button again on the iPad stream image to end the recording. Once the recording is finished you can give the recording a name and choose where to save it.

Advantages:

- Reflector supports iOS devices using Airplay and Android devices using Google Cast.
- Reflector allows you to reflect multiple devices to your desktop at once, allowing a simultaneous recording of both.
- Ability to reflect devices wirelessly by using the same network is convenient and simple to set up.
- Allows you to record screen of mobile device and webcam of desktop simultaneously.
- Allows you to record screen of mobile device while hiding it on the desktop screen.
- Places mobile device video feed on desktop screen. This means you can use other software to do a screen recording that will capture the desktop and mobile device simultaneously in one video file.
- Allows you to use frames for the device's feed e.g. you can make an iPad video stream look like an actual iPad device.
- Changeable video quality settings, as well as different frame rate recording options to help decrease video file size.
- Reflector teacher allows use with reflector director, reflector student and is preconfigured for classrooms.

Disadvantages:

- Due to the connection to the mobile device being wireless, there is potential for lag in the recording if the network is weak.
- The trial version of the app has a significant watermark on recordings.
- Can't screen record desktop and mobile device at same time on its own.
- Difficult to change the scale of the image on the screen.
- If mobile device recording is separate from other components of lecture recording, the 2 videos would need to be synced up after recording.

Alternative – How to record the iPad using QuickTime Player (wired connection):

1. Plug your iPad into your Mac and launch QuickTime

Player, built into macOS.

2. On the app menu bar, click File>New Movie Recording.
 3. On the video control panel, click the downward arrow beside the record button and select your iPad as the video and audio source.
 4. Click the record button. When you are done recording click the stop button.
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Kaltura Capture Video Tutorial – Allowing End User To Control View Of Multiple Video Streams

1. Open the KalturaCapture App.
2. Check the screen feed, camera feed and audio feeds are on.
3. Hit Record.
4. When you want to finish recording, you can pause or stop the recording.
5. Give the video a title, description and tags (optional) and click upload.
6. When the video is uploaded, a link to the video on media.ed.ac.uk will appear. Click this link to check your video.\
7. On Media Hopper Create, if your video had a screen and camera stream, both will be automatically controllable by the end user allowing for full screen of either of the videos and multiple split screen views.