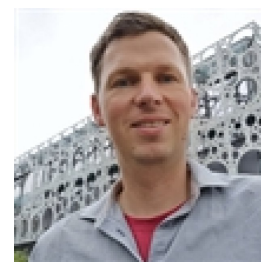


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Teaching Experience at SDU (since 08/2019)

Fall 2019 Introduction to Data Processing

Teaching Experience at Leipzig University (before 08/2019)

Spring 2019 Information Visualization for Digital Humanities (M.Sc module)
Fall 2018 Computational Geometry (Lecture)
Fall 2018 Modeling and Programming 1 (Seminar + Exercise Supervision)
Spring 2018 Information Visualization for Digital Humanities (M.Sc module)
Fall 2017 Computational Geometry (Lecture)
Fall 2017 Modeling and Programming 1 (Seminar + Exercise Supervision)
Spring 2017 Information Visualization for Digital Humanities (M.Sc module)
Fall 2016 Modeling and Programming 1 (Seminar + Exercise Supervision)
Spring 2016 Modeling and Programming 2 (Seminar)
Fall 2015 Modeling and Programming 1 (Seminar)

Supervision of Students

B.Sc. theses Isabell Rasch, Christopher Meinecke, Sascha Hahne
M.Sc. theses Christofer Meinecke, Richard Khulusi
PhD theses Martin Reckziegel, Richard Khulusi, Jakob Kusnick, Tariq Yousef
Co-supervised PhD theses Muhammad Faisal Cheema
Co-supervised student degree theses Waldemar Beser, Martin Reckziegel, Matthias Zigan, Johann Berger, Daniel Heinze, Richard Khulusi, Jakob Kusnick, Christopher Schott

Teaching Methods

In my teaching activities, I aim at conveying a theoretically founded knowledge on the one hand, and practical education on the other hand.

First and foremost, I want to offer a fundamental computer science education, especially, students need to internalize algorithmic basics and they should acquire the capability to learning a programming language. In order to motivate students of computer science and related domains in that regard, a main focus is the design of tasks with a practical relevance as well as to convey the benefits of programming as early as possible. I also focus in not only serving the students with theoretical foundations but also get to know practical applications of the studied matters. Sometimes, I use my own works as motivating examples.

In my visualization courses, students learn the fundamental aspects of information visualization in general and sub-fields like geo- or text visualization in particular referring to applications in areas like bioinformatics or digital humanities. On the basis of related research questions from those fields, my lecture discusses challenges of working with real world data sets, required methods of data transformation and the basics of information visualization and visual analytics for developing interactive visualizations for the computer-aided explorative data analysis. In order to assess the quality of my lectures, I regularly carry out evaluations. During practical training sessions, students carry out little visualization projects. On the basis of publicly available research questions and data sets, or those provided by my cooperation partners, the students process the data according to visualization ideas and they develop Web-based applications used for interactive visual data analyses.

In the best case, students can work together with domain experts during these projects aiming to learn the challenges of interdisciplinary work. One of my major goals in this teaching organization is giving students an understanding on research-related topics, and the publication of results on conferences of some of the student projects is focused. Likewise, student degree theses under my supervision are motivated by research-related topics aiming at writing a scientific publication.