

## Teaching Portfolio

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## Formal Pedagogical Training and Certification

2015                      Achieved Certification Level C1 in the SDU Teaching in English process

2013                      Formal Education in University Teaching at DTU (UDTU) (250 hours)

## Teaching Philosophy

Through my teaching experience and teacher training I have come to see myself more as a supervisor rather than an educator/teacher. I prefer teaching using inductive methods where the reasons to learn something (the examples) precede the actual theory. I prefer two-way communication, whenever possible, and see the flipped-learning approach as a possible method for enabling this further. I like the way students normally find their own motivation to dive into the material when courses are project-based, and I enjoy supporting their ideas and guide them to relevant material for their concrete here-and-now challenges. In my opinion becoming an engineer is more about learning specific methods or procedures rather than knowing all the theory.

## Ideas, Thoughts and Principles

Keep the examples and projects relevant and up-to-date

Make sure to make more steps of evaluation throughout the course in order to measure learning.

Keep focus on methods – also when measuring learning.

Always introduce new learning areas with examples

Suggest alternative online readings and video material

Activate / help the students – let them dive in to a problem only for a certain amount of time – if they are not able to find an answer by then help them.

Keep a rigid – yet flexible timeline – reserve time for interesting and new input from the students.

## Teaching Experience

In later years, I've primarily been teaching the following courses several times:

Hardware and Robot Technology (5 ECTS), Social Technology Lab (10ECTS), IOS Programming (5ECTS).

Earlier I have taught the following courses (some also several times):

Augmented Reality and Internet of Things, Programming of Robots and other Physical Systems, User Centred Design, Interaction and Interaction design, Game Design, Object Oriented Analysis and Design, Robotics and Dynamic Agents, Adaptive Robots, Study techniques, project work and communication.

## Supervision Experience

Up until now (June 2019) the following number of students have finished their projects under my supervision:

Ph.D.: 1 (Co-supervision)

Master: 39

Diploma: 5

Bachelor: 43

Individual Study Projects: 6

Semester project groups: 30+