

Teaching Portfolio

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Teaching experience

I have teaching experience in many diverse fields and I have developed courses at university MSc level. I have supervised a number of projects at different levels (PhD - as secondary supervisor, MSc, BSc, Diploma in Engineering, semester projects). I have utilized my teaching experience as a leader and CEO.

University:

SM-BLO. Blockchain Theory and Application. Developed with Ronald Jabangwe.
SB-POM. Project Organization and Management.
OM-AUT3. 1/4 of the course. Software Engineering. I developed this part.
SW05. Software in Context. I developed this course for the Master in Engineering.
SW04. Real-Time Modelling. 1/3 of the course. I developed this part.
SW06. Advanced Object-Oriented Programming.

Supervision:

Co-supervision for two PhD-projects.
Supervision of Master, Bachelor, and Diploma project at SDU and IOT.
Supervision of semester projects.

Managing:

Informing employees about strategies, plans, and general information as Head of R&D, Executive Director, and CEO of a middle-sized software company.
Executing a strategy game as part of developing and implementing a company-wide strategy. Part of my MBA. The game contained two important elements: gamification and action-research.

Other:

CASE provider for the Software Engineering education at SDU (as part of a case competition. I also participated in the judging committee.
Study groups at Ericsson DiAx. Subjects: object-oriented principles, SDL (language), OMT (predecessor to UML), and Design Patterns.
Introduction to LaTeX and Unix at Aalborg University

Educational practice

My fundamental pedagogical view is to support students - or other people I teach - to realization through literature studies, case-work, reflection, and discussion. It is my firm view that the role I must fulfill as a teacher is to facilitate learning by creating a room for discussion and interaction.

I have always considered problem-based and group-oriented work learning as being the spine in my fundamental pedagogical view. The application of methods and models on concrete practical problems is a defining tool for motivating learning and for giving the students a multi-faceted understanding of theories and models and their applications and limits.

Formal pedagogical training

Participated in SDU's teacher training (not finished due to job change).
Civil defence basic course in teaching.

Other activities related to teaching and teaching development

Presented the FLOCS project at TAL2018 (Teaching for Active Learning conference). Paper titled: "Bringing Experience into the Classroom" which summed up the results from working with cases and simulation in a project management course.

Currently undertaking the SDU financed e-learning project FLOCS (Flipped Learning Online Cases and Simulation) in which I combine a number of pedagogical methods to teach project management.

CEO for a software company focusing on pedagogical software for teaching.

Work as Head of Programme at VIA University College. Responsible for two engineering educations including curriculum development, administration, course descriptions, evaluations, etc. In this capacity, I was in the steering committee for introducing the CDIO framework at VIA.

LEGO Serious Play Facilitator.

Teaching and supervision

Blockchain. Theory and Usage

Kasper Hallenborg & Torben Worm
01/09/2018 → ...

OM-AUT3 (IT Part)

& Torben Worm
01/02/2018 → ...

Project Organization and Management

Kasper Hallenborg & Torben Worm
01/02/2017 → ...

Quality Improvement in Distributed Software Development

Torben Worm
01/02/2017 → 30/06/2017

Strengthen and evolve fault tolerance in a microservice architecture

Torben Worm
01/02/2018 → 30/06/2018

Visualising the Software Development Process in Continuous Delivery Environments

Torben Worm
01/09/2017 → 30/06/2018

Wunderly Customer Center

Torben Worm
01/02/2018 → 30/06/2018