**EDUCATN 600 Handout: Research in Teaching and Learning I**

*Complete this handout as you progress through the module, and then submit it to the Research in Teaching and Learning I Handout Assignment Submission Folder on the EDUCATN 600 Avenue to Learn site.*

**Scholarly Teaching: Locating the Literature**

1. What are 2-3 discipline-specific teaching journals in your area of study?

Computer Science Journals

- ACM Transactions of Computing Educations

- IEEE Transactions on Learning Technologies

- Innovation in Teaching and Learning in Information and Computer Science

1. Which teaching topic of interest did you choose? Which keywords did you use in your search?

Experiential Learning

1. Which 2-3 academic articles on your teaching topic of interest did you locate that may inform your work as a scholarly teacher? *(list their bibliographic references)*

Experiential learning in computing accessibility education

Weishi Shi, Saad Khan, Yasmine El-Glaly, Samuel Malachowsky, Qi Yu, and Daniel E. Krutz. 2020. Experiential learning in computing accessibility education. In Proceedings of the ACM/IEEE 42nd International Conference on Software Engineering: Companion Proceedings (ICSE '20). Association for Computing Machinery, New York, NY, USA, 250–251. DOI:<https://doi.org/10.1145/3377812.3390901>

Assessing collaborative and experiential learning

Mihaela Sabin. 2010. Assessing collaborative and experiential learning. J. Comput. Sci. Coll. 25, 6 (June 2010), 26–33.

Successful Undergraduate-level Experiential Learning Projects: A Stakeholder Perspective

Margeret Hall, April Goettle, Connor Carson, Jess Collicott, Kim Dietz, and Kip Smith. 2020. Successful Undergraduate-level Experiential Learning Projects: A Stakeholder Perspective. In Proceedings of the 21st Annual Conference on Information Technology Education (SIGITE '20). Association for Computing Machinery, New York, NY, USA, 106–112. DOI:https://doi.org/10.1145/3368308.3415387

**Principles of Good Practice in SoTL**

*Please respond with 4-6 bullet points for each question.*

1. **Which aspects of student learning (or instructor influence on student learning) would you be most interested in inquiring into further?**

How effective methodoligies like experiential learning are in translating to real world applicability in industry (not just in classroom evaluation)

1. **If you were to conduct a SoTL project, which scholarly/local contexts would be most relevant to consider?**

**I don’t understand what you mean by local contexts. Overall I don’t understand the question.**

1. **Which methods might be most conducive to a study on the aspects of student learning and/or within the scholarly/local context you've identified above? (e.g. data sources, data collection processes)**

I don’t know what methods to choose from so I don’t know how I’m expected to answer this question. Did I miss a resource where these methods were outlined?

1. **How might you engage students in the inquiry process?**

Usually the simplist and most effective way to engage students in an activity is through marks. Make it explicit that you will achieve a certain amount of marks for doing so and most students will engage

1. **Where/how might you "go public" with your research results? With whom would you share your findings? Why?**

**I assume I would submit to a journel or conference. I already listed some journels in my area above. I have in the past submitted a paper on experiential learning in computing to a conference known as TFP**