Florida International University







School of Computing & Information Sciences

Third Workshop on Using Learning and Engagement Strategies in Software Engineering and Programming Courses (LESSEP 17-2)

June 28, 2017 @ ASEE Conference

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Outline

- Introduction of Participants
- Schedule
- Objectives
- Outcomes
- Organizing Committee
- Acknowledgements



Workshop Schedule

- 1:30 1:40 Introductions *Peter Clarke*
- 1:40 2:30 A: Learning and Engagement Strategies *Peter Clarke*
- 2:30 2:40 Break
- 2:40 3:20 B: Learning Objects Peter Clarke
- 3:20 3:40 *Coffee Break*
- 3:40 4:25 C: SEP-CyLE Student's View Gursimran Walia
- 4:25 4:35 Break
- 4:35 5:20 D: SEP-CyLE Instructor's View Gursimran Walia
- 5:20 5:30 Closing Remarks and Evaluations Peter Clarke



Workshop Specific Objectives

- Introduce various Learning and Engagement Strategies (LESs) and how LESs may be used to improve student learning
- 2. Introduce Learning Objects (LOs) and how they may be used to improve student learning
- 3. Learn to use the features of SEP-CyLE (Software Engineering and Programming Cyberlearning Environment) in the classroom to improve student learning



Workshop Outcomes

- 1. Increased knowledge of LESs and how they may be used to improve student learning in SEP courses
- 2. Increased knowledge of LOs and how they may be used to improve student learning in SEP courses
- 3. Access the learning materials in SEP-CyLE and be able to use the features of SEP-CyLE to support pedagogy. More specifically, be able to upload class rosters, create virtual teams, and create and assign learning objects and tutorials



If you did not register for the workshop through the ASEE web site please send an email to Raymond Chang-lau rchan001@fiu.edu and Hakam Alomari alomarhw@miamioh.edu that includes your name and institution affiliation



LESSEP Team

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