Tinkering in Informatics as Teaching Method

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background: Creative Technology

multidisciplinary bachelor programme

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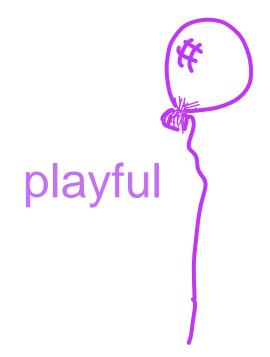


background ambition gender nationalities electrical engineering computer science maths design human factors economy/business projects

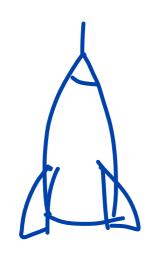


starting seemingly undirected





define own challenges and goals

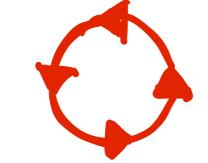


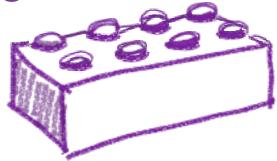
tinkering

building prototypes

explore materials, concepts & methods

iterative



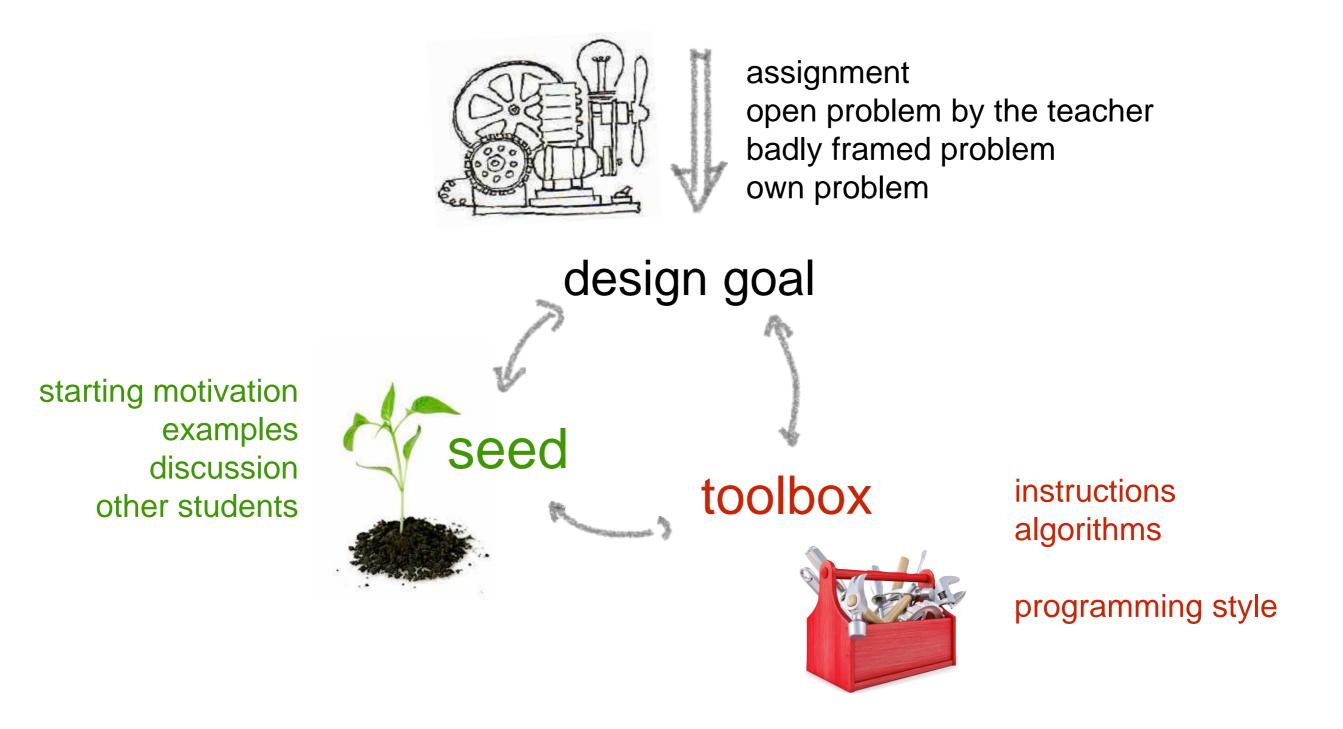


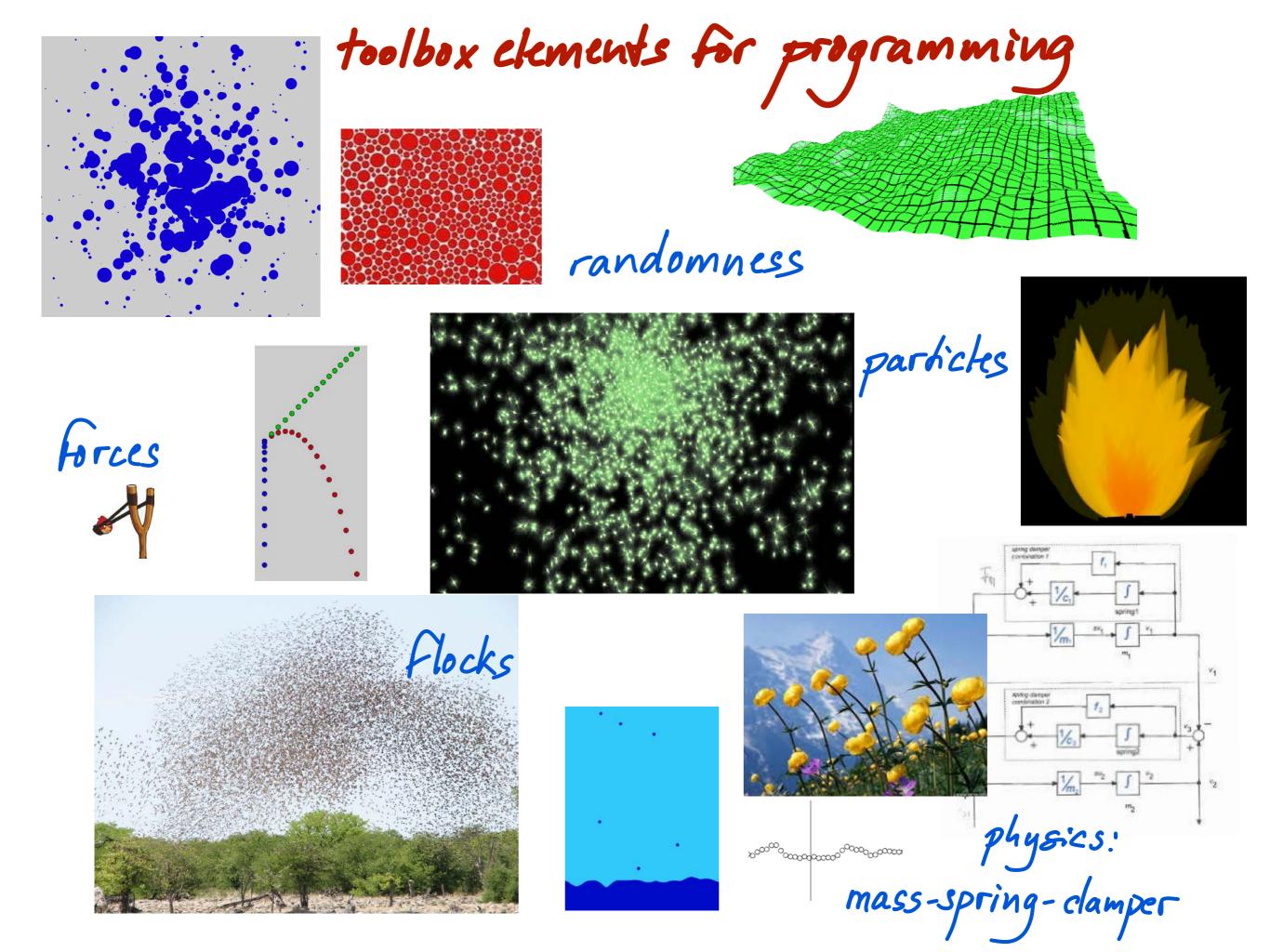
The tinkering approach is characterised by a playful, experimental, iterative style of engagement in which makers are continually reassessing their goals, exploring new paths and imagining new possibilities.



decisions

implementing tinkering in informatics teaching





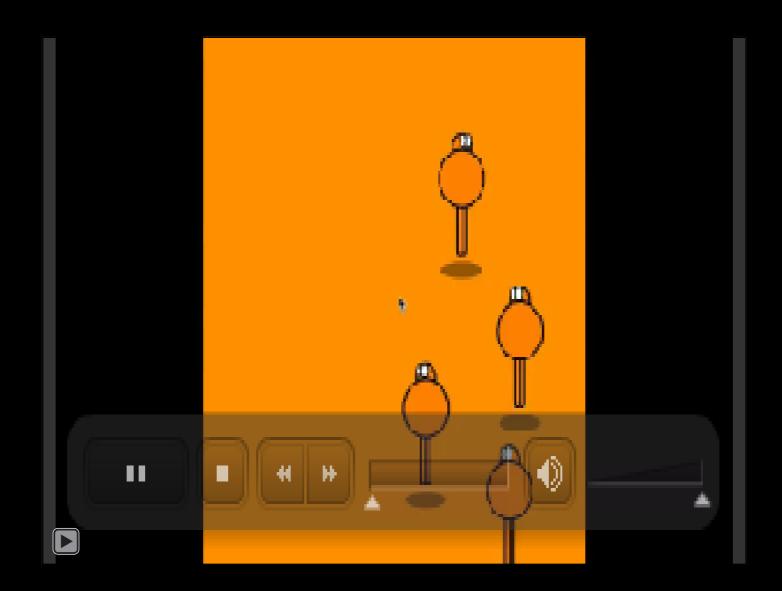
results, observations & challenges

we can handle huge diversity in background very little dropout no gender differences in performance plagiarism is not an issue

feedback intensive students have fun doing assignments students challenge each other some students stick to a school mindset (reproducing vs playing)

make the approach scalable:

- student assistants
- automated analysis of standard issues in programming style



Quality Criteria of



Science

Engineering



truth universality theoretic consistence coherence simplicity empirical adequacy practical success applicability reliability effectiveness efficiency