

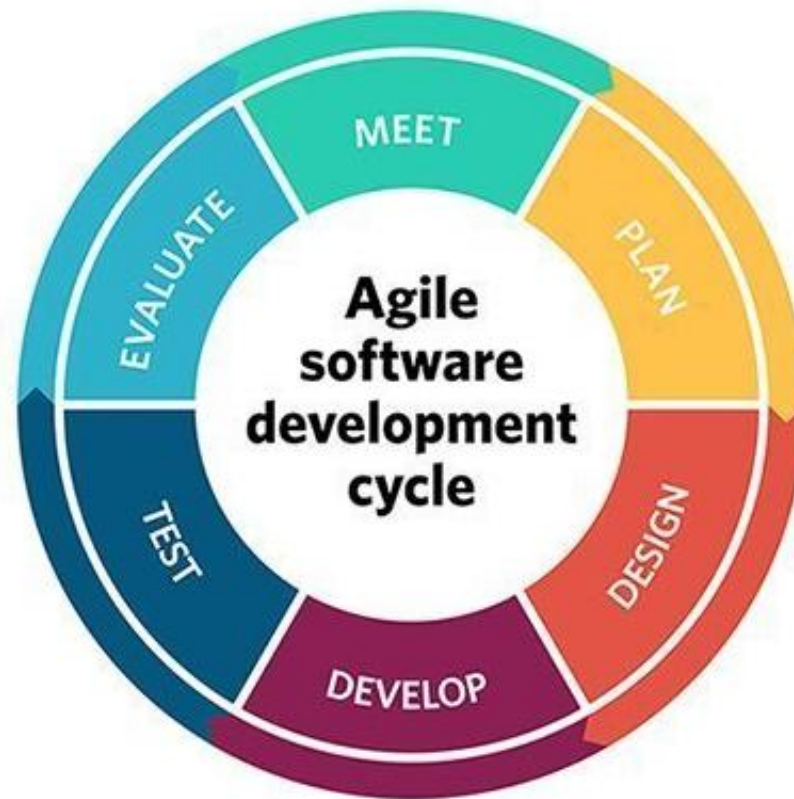
Activities to engage students in ISD tutorials

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FROM THE FACULTY OF INFORMATION TECHNOLOGY

Information system design and implementation



Challenges

1. Students do not pay much attention in class
2. Ineffective team work: only some students work hard and do all for the other team members

Solutions

- Applying problem-based learning and active learning in every tutorial
 - Add more activities during tutorials:
 - Exit ticket; think, pair, share; case study
 - Games: Kahoot, quizlet, heads up
 - To promote effective team work
 - Use concept expert, compare note in class
 - Use Facebook messenger, piazza

Sample solutions

Strategies	Old ways	New ways
Case study	Give a list of required software for students to choose build	Give some real problems and students will identify their own soft systems which can help then build those systems
Critical analysis, games	To teach a unit on the GUI designing principles, teachers list each principles, give explanation and some examples	Show pictures of good/bad interface and require students to analyze the good/bad things then teachers will generalize the principles. Play quizlet or heads up at the end
Think, pair, share	To teach a unit on requirement collection for a soft system, teachers give a list of techniques and give quizzes to test	Students work in group of 2, 1 acts as a customer, 1 acts as a developer. The developer prepares a intake form and tries different ways to get requirements from the customer.







Sample solutions

Quizlet [Complete purchase?](#) N Nguyetdtm

6 terms | N Nguyetdtm

Ist week 2

added to [SS2](#)

 LEARN	 FLASHCARDS	 WRITE	 SPELL	 TEST	 MATCH
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Sample solutions

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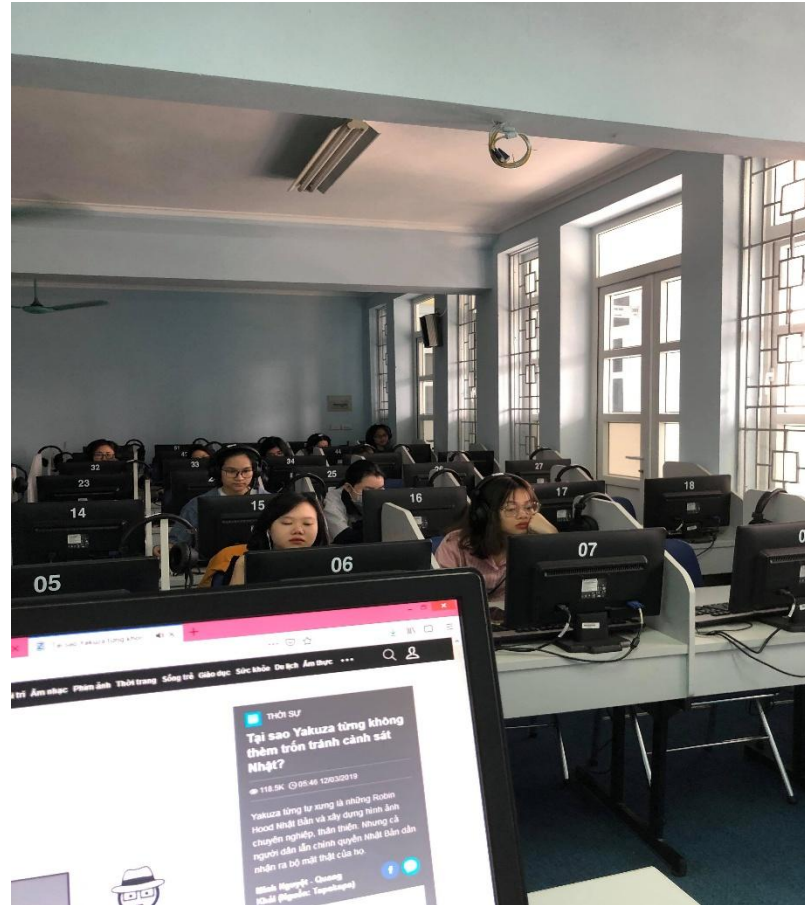
From \$1 per teacher/month



Barriers



Barriers



Barriers



Barriers

- Fixed tables
- Less free space for activities
- Lack equipment
- There are many students in some classes



Thanks for listening
