Teaching and Learning Initiatives

ICC Pong Senior Advisor to Provost Professor of Computer Science & Engineering Hong Kong University of Science & Technology E-mail: tcpong@ust.hk

21 JUNE 2019

Visit Program on Friday, 21 June 2019

- 9:30am: Arrive HKUST, the delegation will be greeted by Mr. Tony Fung at the Piazza
- 9:30am 9:45am: 7/F Foyer
- 9:45am 10:45am: Introduction to HKUST and its education initiatives by Prof. T.C. Pong (Room 4582)
- 10:45am 11:15am: Visit the Engineering Commons and introduction to E2I by Prof. Ben Chan
- 11:15am 11:45pm: Visit the UG Student-initiated Experiential Learning (USEL) Lab
- 11:45pm 12:00pm: Walk along the academic concourse to Library
- 12:00am 12:30am: Visit the HKUST Library
- 12:30pm 2:00pm: Lunch at the G/F Chinese Restaurant
- 2:00pm: Depart HKUST



> A globally oriented university founded in 1991

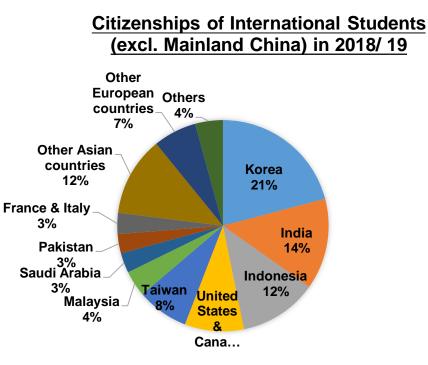
- 687 Faculty (647 Regular Faculty & 40 Visiting)
- 15,555 Students (Among UGC institutions with the highest % of non-local UG intake (2015/16))
- 9,995 UG and 5,560 PG students
- World-class research university with global reputation of excelling in science, engineering and business, complemented by humanities and social science



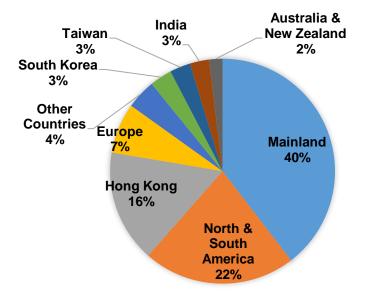








HKUST Faculty Diversity 2018



- Among UGC institutions with the highest % of non-local UG intake (2015/16)
- > Over 300 Partners worldwide

- > 100% of tenure track faculty with doctorate degree
- International faculty from 34 countries/ regions recruited (2018)



International Learning Experience



Student body 50+ Nationalities



1000+ Incoming exchange students





300+ partners







Outline

- Overview on pedagogical and technological development in the digital age
- Experience sharing on using MOOCs for:
 - blended learning
 - experiential learning
 - fully online delivery
- Research in innovative e-learning pedagogies
- Concluding remarks

Pedagogical and Technological Developments in the Digital Age

Greater understanding raditional Internet and Web of learning and Icaliner Lecture

Focus on outcomes and mastery

Al and Big Data

Emphasis on active a כון collaborative learning

e.g. AR/VR tools

Pedagogy

Technology

Criticism of Lecture Style Teaching

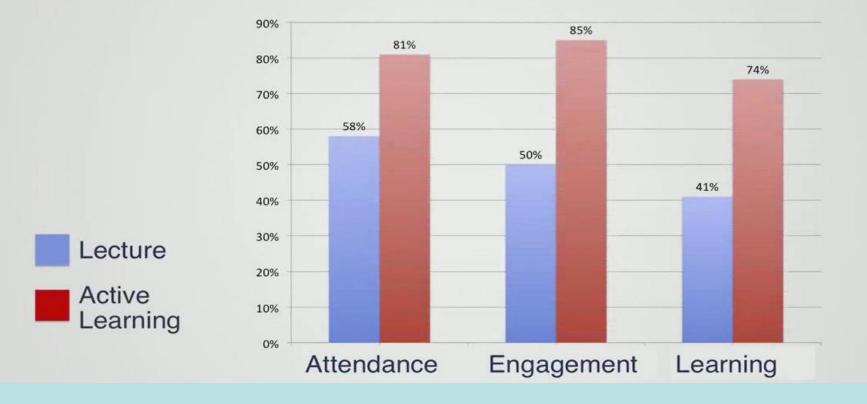
The criticisms of lecture style teaching can be summarized by a quote attributed to Mark Twain:

- College is a place where a professor's lecture notes go straight to the student's lecture notes, without passing through the brains of either.
- How to make teaching and learning more effective?
- Chinese proverb (Xun Zi 荀子):

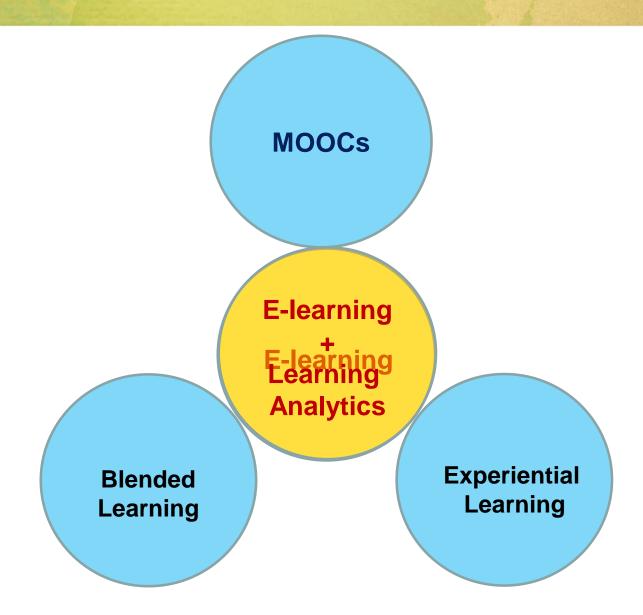
Tell me and I will forget (闻之不若见之), Show me and I will remember (见之不若知之), Involve me and I will understand (知之不若行之).

Active Learning

"Improved Learning in a Large-Enrollment Physics Class," Louis Deslauriers, Ellen Schelew and Carl Wieman, Science (2011).



Innovative E-learning Pedagogies



Massive Open Online Courses

A massive open online course (MOOC) is a type of online course aimed at large-scale participation and open access via the Internet.

- In addition to online video lectures, learners are involved actively in the learning process.
- MOOCs go beyond just offering courses and content. Learning analytics allow us to understand how students learn and how teachers can improve their teaching.

HKUST's MOOC Experience



HOW IT WORKS

RKS COURSES

SCHOOLS

REGISTER NOW

log in

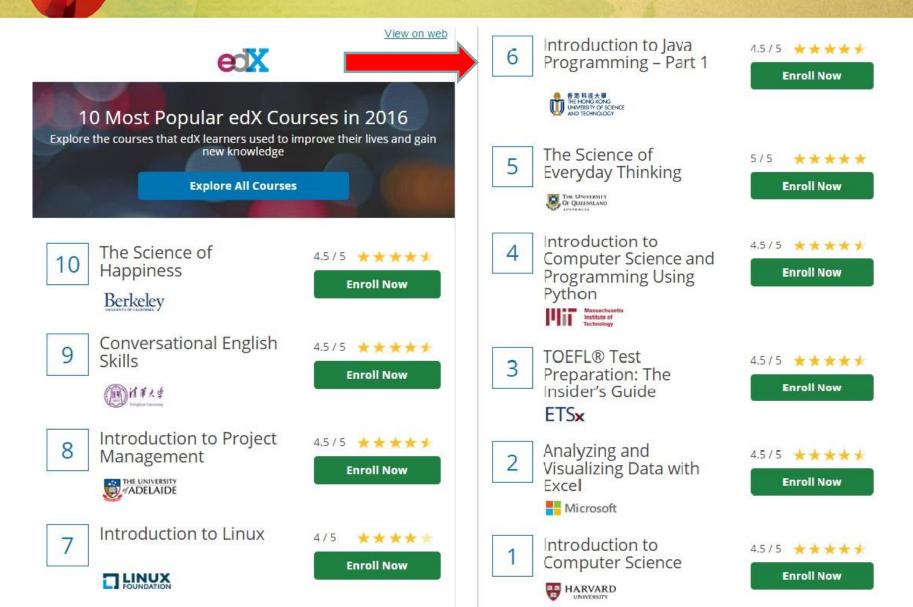








edX: 10 Most Popular Courses in 2016



Top edX Courses in 2017



Coursera Top 10 Computer Science Specializations of 2016

Year in Review: Game Design and Rating: **** **Top-Rated Specializations of 2016 Development** Review: "If you want to create your MICHIGAN STATE Choosing a 2017 Specialization? These 10 were among the best-rated on Coursera this year - join own video game with Unity, this course today to see what the buzz is about. is the first step" Course #1: Introduction to Game Development **Top-Rated in Computer Science** Enroll Now Python for 1 Rating: *** Everybody **Graphic Design** 5 Review: "A fantastic course for anyone Rating: **** MICHIGAN who comes from a non-programming CALARTS background" Review: "Looking at the design Enroll Now Course #1: Programming for Everybody materials I made, I almost cannot Enroll Now believe I did it by myself!" Course #1: Fundamentals of Graphic Design Full Stack Web Web Design for Rating: **** Rating: **** Development Everybody Review: "So very well-explained and THE HONG KONG Review: "Gives you the big picture of UNIVERSITY OF SCIENCE AND TECHNOLOGY casy to follow ... th Basics of Web Development and how JavaScript, HTML, and CSS Coding absolute beginners' interact with each other" Enroll Now Course #1: Introduction to HTML5 MICHIGAN Course #1: HTML. CSS. and Javascript Offered by Profs. Jogesh Muppala Enroll Now and David Rossiter of HKUST 3



Data Structures and Beyond

UC San Diego

Enroll Now



Review: "Excellent course...I loved how the assignments built from easy to challenging" Course #1: Object Oriented Programming in Java Software Product Management

Enroll Now

Rating: ****

Review: "As a new Product Manager, I will be able to apply these lessons in real life situations" Course #1: Introduction to Software Product Management

Learning Analytics on MOOCs

VisMOOC: A visual analytics tool for MOOC developed by Prof. Huamin Qu's research group

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introduction to Computing with Java

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379.

360

150

180

Week 1

Course Team

Learning Objectives

What is a Well-dafied Problem?

Finding the best way to travel from Hong Kong to London

Learning Objectives (Cord.)

Handware

Software

Application Software and Operating System

Programming Languages

Problem Solving

The Game of Tic-tac-toe

Square Apple Problem

Importance of Problem Representation

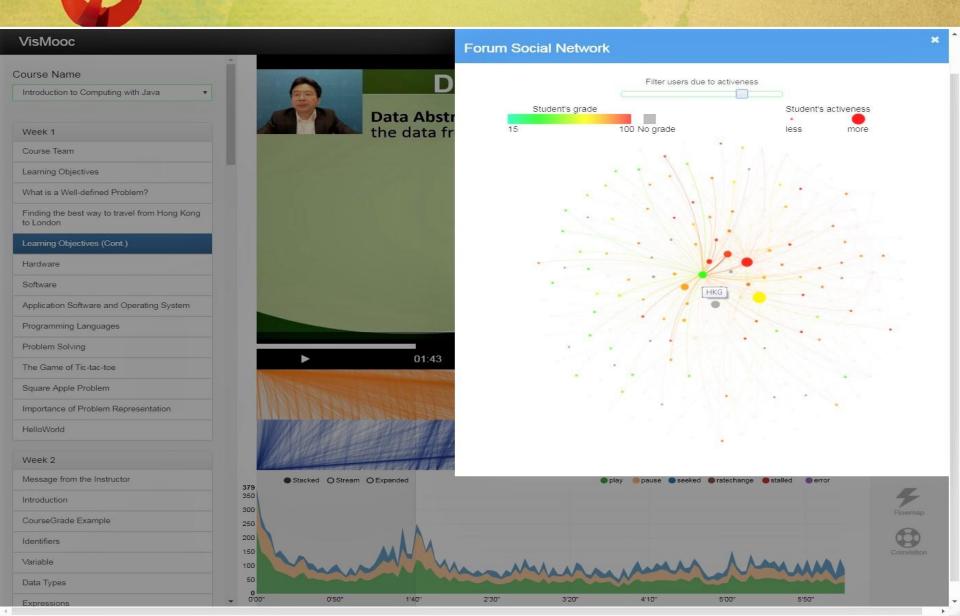
Helio/Norid

Week 2





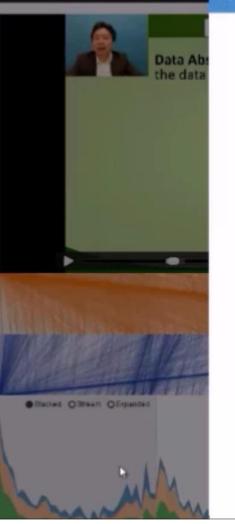
Social Network Analysis on MOOCs



Social Network Analysis on MOOCs

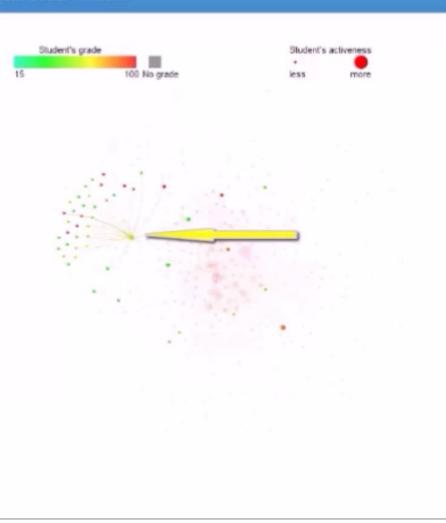
VIsMOOC :Visual Analytics for Massive Open Online Courses

Course Name
indroduction to Computing with Java •
Week 1
Course Team
Learning Objectives
What is a Well-defined Problem?
Finding the best way to travel from Hong Kong. to London
Learning Objectives (Conf.)
Hardware
Software
Application Software and Operating System
Programming Languages
Problem Solving
The Game of Tic-tac-toe
Square Apple Problem
Importance of Problem Representation
HelipWorkd
Week 2
A Local and the material for



379

Forum Social Network



Massive Open Online Degrees

ME NEWS LEARN COURSES PROGRAMINFO

Georgia College of Tech Computing

ONLINE MASTER OF SCIENCE IN COMPUTER SCIENCE

Offered in collaboration with Udacity and AT&T

The Story

The Georgia Institute of Technology, Udacity and AT&T have teamed up to offer the first accredited Master of Science in Computer Science that students can earn exclusively through the Massive Open Online Course (MOOC) delivery format and for a fraction of the cost of

The Buzz

- Presidential Double-Down: Obama Praises OMS CS for 2nd <u>Time</u> - Georgia Tech College of Computing
- <u>Ga. Tech's MOOC Master's Degree Program Off to Solid Start</u> -WABE Atlanta

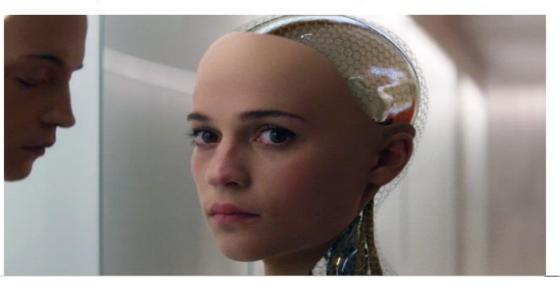
Intelligent Tutor at Georgia Tech



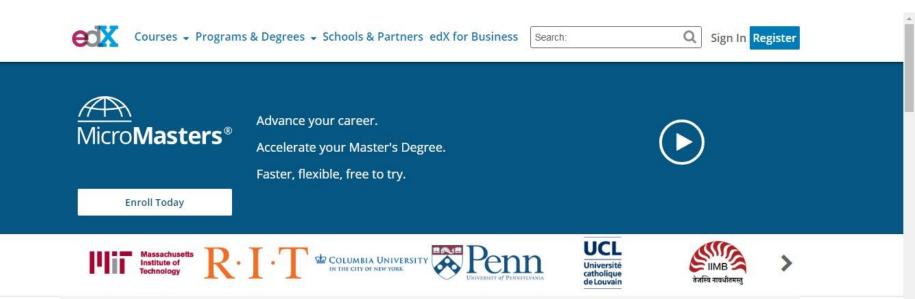
- A-HED
- (F) Imagine Discovering That Your Teaching Assistant Really Is a 9
- Robot 8
 - Students mostly couldn't tell 'Jill Watson' wasn't human; 'Yep!'
- 9 AA

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MicroMasters on edX



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MicroMasters programs are a series of graduate level courses from top universities designed to advance your career. They provide deep learning in a specific career field and are recognized by employers for their real job relevance. Students may apply to the university offering credit for the MicroMasters certificate and, if accepted, can pursue an accelerated and less expensive Master's Degree.

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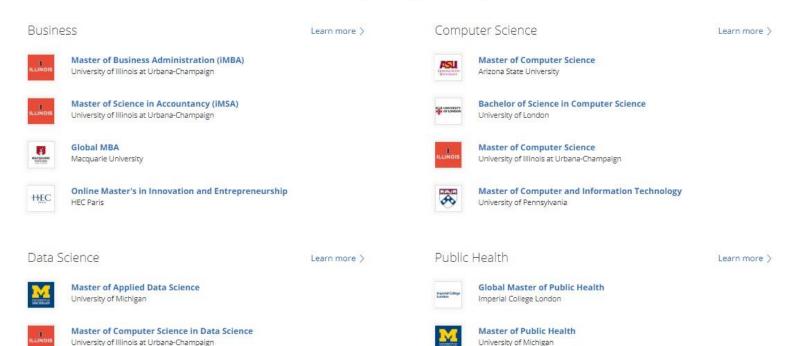
From Top Universities



Earn your Data Science Degree online



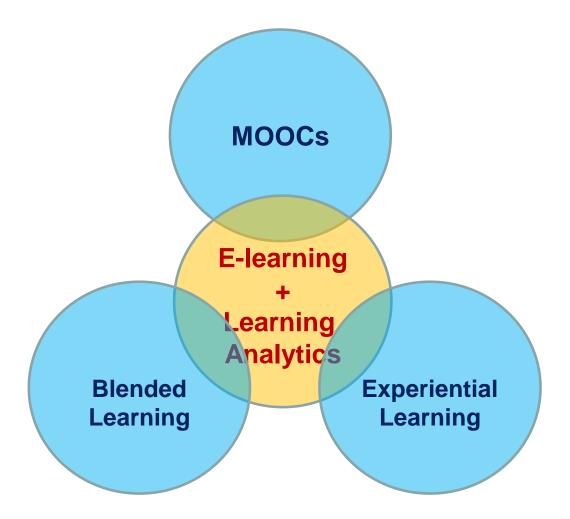
Find the right degree for you



For Enterprise Log In

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Innovative E-learning Pedagogies



Flipped Classroom pedagogy inverts traditional teaching

In classroom

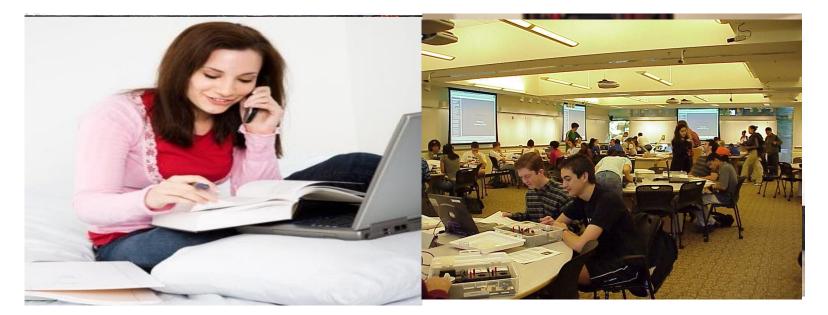
Outside classroom



Flipped Classroom pedagogy inverts traditional teaching

Outside classroom

In classroom



In **Asynchronous Flipped**, students finished all online learning activities before engaging in classroom learning

The Java programming course was conducted using asynchronous flipped in Spring + Summer of 2016-17 and 2017-18.

- In 2016-17
 - Around 130 students completed the MOOC in the Spring semester
 - Participated in an assessment to confirm participation
 - 41 Students (12 from Hong Kong, 14 overseas exchange and 15 Mainland China) were selected to enroll in a 2-week face-to-face Summer session
 - Took an exam to earn academic credits for the course
- Two professors from Hong Kong and Spain jointly offered the course in 2016-17

MOOCs on Java Programming

maximum and minimum scores, for a list of

To read in a list of student names and rearrange them in alphabetical order.

This process is often called sorting.

scores.



https://www.edx.org/professional-certificate/java-android-foundation



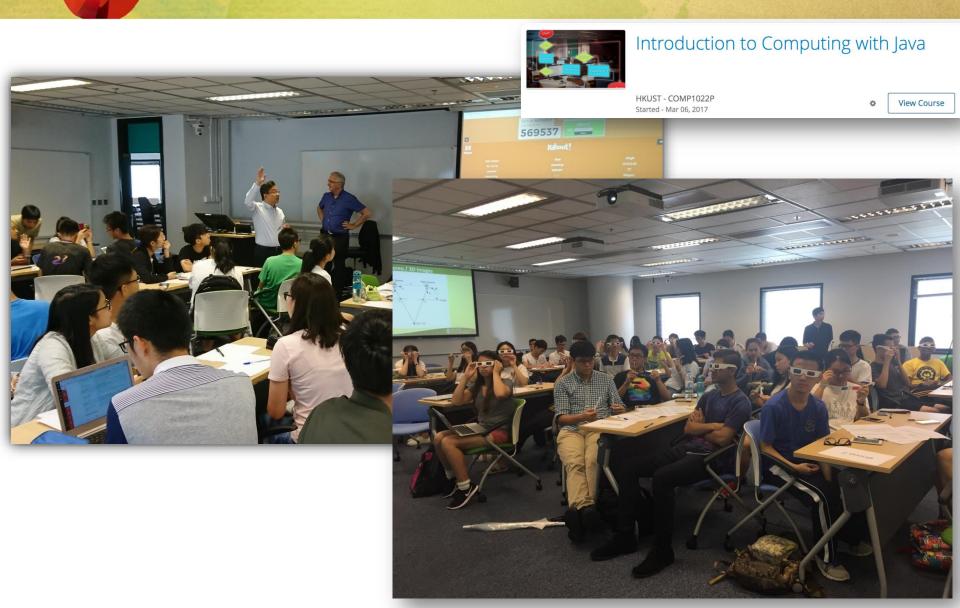
Array Applications

- Given a list of test scores, determine the average, maximum and minimum scores.
- Read in a list of student names and rearrange them in alphabetical order (sorting).
- Track the ups and downs of a stock index.
- Represent and analysis a digital image as a 2D array.



https://www.edx.org/professional-certificate/uc3mx-introduction-java-programming

Asynchronous Flipped at HKUST



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A pilot trial was conducted in Spring / Summer 2016-17 on the Java programming course:

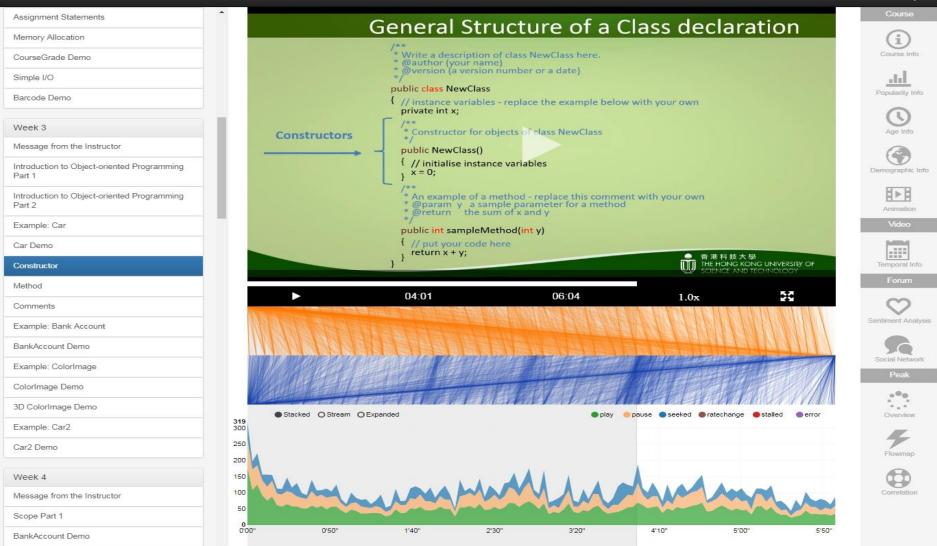
- Two professors from Hong Kong and Spain
- 41 Students 12 from Hong Kong, 14 overseas exchange and 15 Mainland China:
 - Complete the MOOC in the Spring semester
 - Take an assessment to confirm participation
 - Enroll in a 2-week face-to-face Summer session
 - Take an exam to earn academic credits for the course
- Using learning analytics in designing in-class learning activities

Using Learning Analytics in Designing In-class Activities

About Us

Help

VisMooc



Student Feedback Questionnaire

COMP1022P – Introduction to Computing with Java Summer 2016) 5-level answers to each question: Strongly agree - 100 Strongly disagree - 0

- The course has been well designed to help me learn. 90
- The online materials have stimulated my interest in this subject, 85.2 and encouraged me to think.
- I was provided with clear instructions and adequate support to 87.5 help me self-study the online components.
- The online content and activities prepared me well for the face- 92 to-face sessions.
- The online platform has helped to support my learning in this 93.2 course.
- The instructor facilitated the face-to-face activities well, 93.2 stimulated my interest and encouraged me to think.
- In the face-to-face discussions and activities, there have been a 90.9 lot of opportunities for me to apply/practice the concepts and theories I have learnt from the online components.
- There have been a lot of opportunities for me to interact with the 93.2 instructor, TA and students which has deepened my learning.

The Java programming course was conducted using asynchronous flipped in Spring + Summer of 2016-17 and 2017-18.

- In 2016-17
 - Around 120 students completed the MOOC in the Spring semester
 - Participated in an assessment to confirm participation
 - 41 Students (12 from Hong Kong, 14 overseas exchange and 15 Mainland China) were selected to enroll in a 2-week face-to-face Summer session
 Took an exam to earn academic credits for the course
- A model to use MOOCs for expanding student / faculty exchange programs and outreach to secondary school students

Global Virtual Exchange Alliance



Outcomes workshop Virtual Exchange 2-3 November 2017, Hong Kong 前 THE HONG I UNIVERSITY AND TECHN



















Global Virtual Exchange Alliance

- Nine Universities signed agreement in Dec 2017
 - US: Rice;
 - Europe: EPFL, TU Delft, Leiden, Wageningen;
 - Australia: ANU, UQ, Adelaide;
 - Asia: HKUST



- Credit-bearing online courses with proctored examinations.
- Students get credits from host university & transfer credits back to home university (just like exchange program but done online instead).
- Benefits:
 - Provide culturally diversified on-line courses for students locally on campus

Global Virtual Exchange Website



GLOBAL VIRTUAL EXCHANGE

ABOUT

The Virtual Exchange Alliance

HKUST has entered into a Virtual Exchange Alliance consisting of top universities from around the world. As a member of the Alliance, HKUST recognizes the quality of the online courses, including MOOCs (massive open online course), offered by the member universities. HKUST undergraduate students are able to apply and enroll in a selected number of online courses and apply for HKUST credit transfer upon successful course completion.

Participating Universities:

- The Hong Kong University of Science and Technology
- Australian National University (Australia)
- Delft University of Technology (The Netherlands)
- École polytechnique fédérale de Lausanne (Switzerland)
- Leiden University (The Netherlands)
- Rice University (USA)
- University of Adelaide (Australia)
- University of Queensland (Australia)
- Wageningen University and Research (The Netherlands)



COMP1022P on GVEP

HKUST: COMP1022P Introduction to Computing with Java (Fall 2018-19)	Неір 💭 ТС 🔭
View this course as: Staff	
Home Course Course Outline Grading Scheme Resources Discussion Progress Instructor	
Welcome to HKUST's COMP1022P! Introduction to Computing with Java (Fall 2018-19)	Resume Course
Course Updates and News	Course Tools
ET September 14, 2018	Important Course Dates
Induction session summary Dear Students,	Course End 2 weeks ago - Dec 28, 2018
The induction video is now available in the induction module on the HKMOOC platform. You can access it through this link . For those who have attempted to attend the induction session but encountered technical difficulties, please report to us either through the discussion forum on HKMOOC.	This course is archived, which means you can review course content but it is no longer active.
The due date of all the online exercises and labs in Module 01 – 05 is confirmed to be on Monday, 08	Today is Jan 13, 2019 13:51 HKT
October at 23:59pm (GMT+8) Hong Kong time, that is, 08 October at 17:59pm (GMT+2) Europe time. You are suggested to work on the exercises and labs evenly instead of finishing all of them in a short period of time.	Course Handouts You may refer to the clock below for the current Hong Kong time (GMT+8) for assignment submission
The contents of Module 06 – 10, as well as the additional lab exercises will be released at a later point. More details will be announced later.	due date and time:

COMP1022P on GVEP in Fall 2018

Student groups	No. of students	Midterm	Final	Overall
HKUST face-to-face	282	75	76	78
Global Virtual Exchange	32	84	84	87
Total	314	76	77	78

Joint Institutions Online Course

The Association of East Asian Research Universities

Contact us 📄



Home About



The Association of East Asian Research Universities (AEARU) is a regional organization founded in January 1996, with the goals of forming a forum for the presidents of leading research-oriented universities in East Asia and of carrying out mutual exchanges between the major universities in the region. Expectations are that this regional union, on the basis of common academic and cultural backgrounds among the member universities, will contribute not only to the development of higher education and research but also to the opening up of a new era leading to cultural, economic and social progress in the East Asian region.

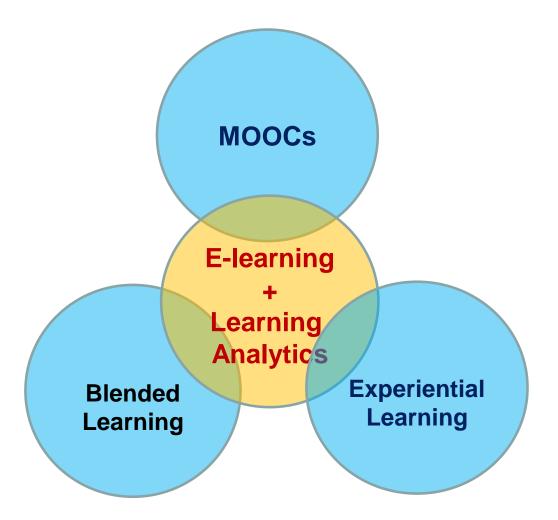
Joint Institutions Online Course

COURSE LIST: THREE ICONIC ONLINE COURSES

No	Course Name	Instructor	
1	Modern Japanese Architecture	Prof. David Butler Stewart, Specially Appointed Professor of School of Engineering, Tokyo Tech	
2	Social Inequality in China, 1700-2000, in Comparative Perspective	Prof. James Lee, Chair Professor of Humanities and Social Science, HKUST	
3	Java Programming Bridging Course	Prof. Ting Chuen Pong, Director of Center for Engineering Education Innovation, HKUST	



Innovative E-learning Pedagogies



Experiential Learning in Makerspace

THE HONG KONG UNIVERSITY OF SCIENCE AND TECHNOLOGY



ABOUT ACADEMICS

RESEARCH

PEOPLE

DEPARTMENTS AND UNITS

NEWS CENTER

Undergraduate Education

USEL

- USEL ASM Pacific Technology Award 2018
- FAQ
- Approved Projects
- Equipment and Tools
- Share Your Idea

Undergraduate Student-initiated Experiential Learning (USEL) Program

Background

In order to encourage students to develop their own project idea, the School of Engineering is providing student-driven practicum opportunities to UG students through the Undergraduate Studentinitiated Experiential Learning Program. Students may initiate projects of their interest under guidance of a faculty member of School of Engineering.







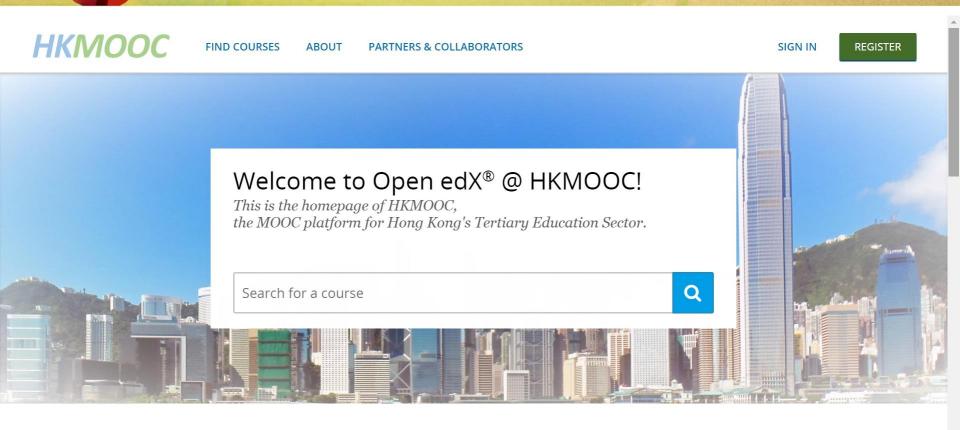


1st Year Cornerstone Engineering Design Project Course

A cornerstone engineering design project course for over 700 1st year engineering students every year:

- To provide students exposure to knowledge and skills from different engineering disciplines
- To engage students in team projects that connect engineering design with real-world problems
- To use a blended experiential learning approach for scaling up

HKMOOC Platform developed at HKUST











A Blended Experiential Learning Course on Cornerstone Design Project

Home Course Discussion Wiki	Progress Instructor
Bookmarks search Q	Course Introduction > Course Overview > Intro to Course Faculty
Course Introduction	< ■ >
 Mechanical 	VIEW UNIT IN STUDIO
Android App	Bookmark
Electronics	Intro to Course Faculty
 Capstone Project Preliminary Engineering Design Preliminary Design due Jan 12, 2017 at 23:59 UTC Arduino Motor Control Android Bluetooth Remote Controller 	Mechanics Electronics
	Hone App Design

1st Year Cornerstone Engineering Design Project Course

Course Description

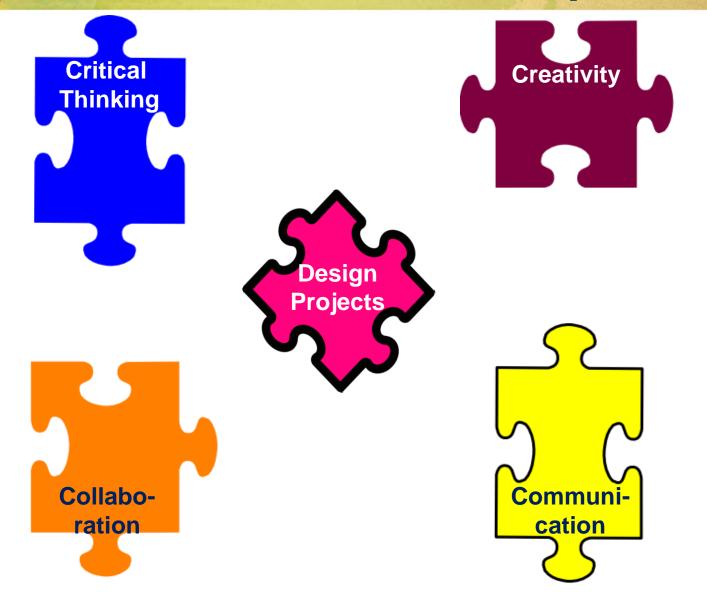
This course is designed to give 1st year engineering students exposure to different engineering disciplines through designing and building a remote controlled airship. Specifically, they will build an airship that uses helium balloons for lift, has motors and propellers for propulsion and control, and is controlled remotely using an Android device. Students will first acquire the basic knowledge and skills through online learning in the first part of the course. In the second part of the course, students will meet face-to-face and be divided into design team airship and participate in the second of the end of the course in the second be

Engineering Design Project Course – Final Competition





Using Design Projects to Nurture Students' Competencies



Code2App Challenge to Promote Computational Thinking to K-12



Details

In January 2017, the Environment Bureau of the Hong Kong SAR Government released the Hong Kong's Climate Action Plan 2030+ report, in response to increasingly severe consequences of climate change by setting up targets for reducing carbon emissions. One way to achieve the target is to minimize different types of waste. A significant portion of waste, which goes to landfill, belongs to household waste (such as food, construction, paper, and plastic). Thus, reducing the amount of household waste is crucial to the environmental sustainability of Hong Kong.

To address sustainability as an important issue, Hong Kong Education City (HKEdCity) and HKUST-Lee Kum Kee Happy Family Learning Center are jointly organizing the 'Code2App' program for primary and secondary school students. Students can make use of their coding and computational thinking skills, along with their creativity to build Android apps, to arouse the public awareness of reducing household waste.

Result of the Application Development Contest is announced. Click here to view the information.

A. Objectives

- 1. To empower teachers and students to utilize computational thinking and code using App Inventor
- 2. To stimulate students' creativity and apply computational thinking to design an Android app expressing the theme
- 3. To enhance students' awareness of sustainability
- 4. To promote harmonious family relationships by collaboratively solving a problem

Workshops







Code2App Challenge to Promote Computational Thinking to K-12

Division	# of submissions	Shortlisted Teams
Primary School Division	15	6
Secondary School Division	64	6

Sample Submissions



HKUSTxMinerva Scholars Program

H K U S T \times MINERVA SCHOLARS PROGRAM

About Us The Program Application Other Matters Enquiry

HKUST × MINERVA® SCHOLARS PROGRAM

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= Q

FINANCIAL TIMES

HOME WORLD US COMPANIES MARKETS OPINION WORK & CAREERS LIFE & ARTS

Global Experience

Academic Programs

Career Development

This college startup has a 1.9% acceptance rate, making it tougher to get into than Harvard





College startup Minerva Schools, whose students explore up to seven cities during four years of study, has received 16,000 applications for 306 available places this year, the Financial Times reported.

That acceptance rate for the unconventional college, at 1.9%, is far lower than at any schools in the Ivy League, as well as at Stanford.



The Minerva offices — where all employees work at open-plan stations — recall a typical tech startup far more than they do an academic building. Ike Edeani / The Atlantic

United States of America + Add to myFT

San Francisco start-up Minerva 'more selective than Ivy League'

16,000 apply for mainly online Minerva education as traditional college costs soar



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🗖 25 🖶 Save

by: Andrew Edgecliffe-Johnson in New York

ancisco start-up aiming to offer an Ivy League-level education at half the cost IS colleges has accepted a smaller fraction of its applicants than Harvard or is third year of operation.

Research and Development in E-learning

- A Data Science and E-learning Research Cluster established under the HKUST-MIT Research Alliance Consortium which leverages Hong Kong Innovation and Technology Commission's ITF 9:1 matching fund. Three projects have been funded for a total of HK\$40M:
 - An Open Learning Design, Data Analytics and Visualization Framework for E-Learning
 - A Personalized E-Learning Platform
 - Evidence based Education based on Data Analytics
- Funding from the UGC Teaching and Learning Funding Scheme for developing a Hong Kong MOOC Platform and Cornerstone projects for a total of HK\$18M.
- Other collaborative projects related to e-learning HK\$50M.

VR / AR in Education

Application of VR / AR in different educationrelated topics:

- STEM subjects
- Medicine and health care
- Language
- Culture and history
- Sustainability
- Art and music

Thank you!