Teaching portfolio

1. Teaching CV: A list of teaching and supervision tasks, including specification of academic fields, scope, level (bachelor, master, continuing education, PhD). Please state the teaching method used (e.g. lecture, class teaching, exercises, supervision, examination, coexamination, distance teaching, internet-based teaching and evaluation of teaching). Please also indicate the language of instruction.

Bachelor Level (Semesters 1-6) Courses
> Time, Space, and Experience : Examining temporal, spatial, and experiential aspects in digital media to deepen user engagement.
> Experience Technologies : Exploring technologies for immersive, interactive experiences, focusing on user-centered design.
> Research Methodology : Building foundational research skills in data collection, analysis, and interpretation within digital media.
> Usability Engineering : Training in usability evaluation, testing, and user-centered design techniques.
> User Experience : Training in user experience design, including many different theoretical domains that influence users.
> Technical Courses: Instruction in graphic, audiovisual, and prototyping tools essential for digital media production, web design, basic programming, and an introduction to generative AI tools for content creation.
>> Methods: Lectures, class teaching, hands-on exercises, supervision, and examination.
>> Language of Instruction: Danish/English
Master Level (1st, 2nd, and 3rd Semesters) Courses
> Research Methodology : Advanced techniques in research design and analysis.
> Interaction Design : Principles for creating intuitive and engaging digital interfaces.
> Experience-Based Interaction Design : Developing user-centered interactions for enhanced user experience.
> Gamification and Game Design : Integrating game elements to boost user engagement across digital platforms.
> Nye Teknologiske Tendenser : Examining emerging technology trends and their societal impact.
> Experience Technologies : Advanced skills in crafting interactive, immersive experiences.
> Usability Engineering : In-depth study of usability principles for complex systems.
> Agile Concept Development : Iterative design and development with agile methods.
> Web Design and Development : Core principles of responsive design, front-end development, and user experience.
> Video as Method for Design : Leveraging video for user research, design communication, and storytelling.
> Information Architecture : Databases: Structuring and retrieving information through database design.
> Technical Courses : Training in advanced graphic design, audiovisual production, prototyping tools, and applied generative AI for innovative design and content automation.
>> Methods: Lectures, class teaching, hands-on exercises, supervision, and examination.
>> Language of Instruction: Danish and English
Academic Fields / Education Programs
> Communication and Digital Media
> Experience Design
> Interactive Digital Media
> Information Architecture
> Information Technology
> International Business Communication
Supervision (Bachelor and Master)
> Information Technology
> Communication and Digital Media:
> Interactive Digital Media, Experience Design and Information Science
>> Supervising projects and mentoring students in programming, system design, and user-centered product development, digital storytelling, multimedia communication, user experience and usability engineering.

2. Study/programme administration and management: Experience in programme management and coordination. A list of study administration tasks, e.g. study board membership, chair of study board, semester or course coordinator, accreditation tasks, etc. Experience in planning teaching activities. Experience in programme development.

Participating in committees and commissions etc. on education issues.

Course Coordinator
> Advanced Web Design, Development, and Analysis – Oversaw curriculum development, set learning outcomes, and coordinated assessments.
> Gamification and Game Design – Managed course content, integrated gamification theory into practice, and supervised student projects.
Semester Coordinator
> Bachelor: Interactive Digital Media (6th Semester) – Managed semester activities, including lectures, exams, and problem-based learning.
> Master: Interactive Digital Media (1st, 2nd, and 3rd Semesters) – Led semester planning, coordinated faculty, and aligned course objectives with program goals.

3. Formal pedagogical training: A list of completed courses in university pedagogy, PBL courses, workshops, academic development projects, collegial guidance and supervision, etc. Written assessment from the course in university pedagogy for assistant professors. Participation in conferences on pedagogy and didactics. Please enclose any documentation of the above, such as course certificates, references, etc

Courses Completed
> Grundkursus i Universitetspædagogik : Comprehensive training in university pedagogy, covering teaching methods, student engagement, and assessment.
> GDPR Mandatory Course : Completed training on GDPR compliance to ensure responsible handling of data.

4. Other qualifications: Conference contributions and attendance, contributions to debates, scientific articles on pedagogical issues etc. Peer supervision, editorials, mentoring experience or other types of competence development activities.

> Conference Contributions: Presented and engaged in discussions on innovative teaching practices, HCI, and digital media at academic conferences.
> Scientific Articles on Pedagogy: Authored articles on digital media pedagogical approaches, focusing on interactive and immersive learning.
> Mentoring Experience: Provided peer supervision and mentorship on teaching methods and curriculum design.
> Further Details: See my profile on Aalborg University's Research Portal:
https://vbn.aau.dk/en/persons/rameshnath-krishnasamy

5. Pedagogical development and research: Development of new courses, teaching materials, teaching methods, examination types or other types of pedagogical development. Didactic and pedagogical research. Cooperation with external collaboration partners.

Innovations During Remote Learning:
> Used digital tools to adapt teaching for remote settings, introducing new exercises and interactive formats to keep engagement high and encourage active participation. Generative AI was leveraged to create adaptive exercises that aligned with student needs in real-time.

6. References on your teaching skills from superiors or colleagues. Teaching evaluations and any teaching awards received.

> Available Upon Request: Includes references from superiors or colleagues, formal teaching evaluations, and any teaching awards received.

7. Personal reflections and initiatives: Here you may state any personal deliberations as regards teaching and supervision, any wishes and plans for further pedagogical development, plans for following up on student feedback/evaluations, etc. Personal reflections on your own pedagogical practice, including objectives, methods and implementation. This should include an analysis and a reasoned description of your pedagogical activities in relation to your pedagogical understanding and student learning. Thoughts on the teaching method at Aalborg University (which is largely based on group-organised project work and problem-based learning)

> Teaching Philosophy: At Aalborg University, teaching emphasizes group-organized project work and problem-based learning (PBL). I am committed to fostering a collaborative learning environment where students build practical skills and confidence through real-world problem-solving.
> Future Development: My focus is on enhancing engagement, adapting to emerging digital tools, and ensuring course content aligns with industry trends. I plan to evolve my pedagogical practices based on student feedback, incorporating generative AI for personalized, hands-on learning experiences that develop critical thinking and problem-solving skills.

8. Any other information or comments.

> Documentation: Certificates, course materials, and other documentation are available upon request.