

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.

\\ TEACHING / LEVEL: Bachelor (3rd, 4th, 5th and 6th semesters) / COURSES: -Time, Space and Experience - Experience Technologies -Research Methodology -Usability Engineering -Methods: lecture, class teaching exercises, supervision and examination - Technical courses: graphic, audiovisual and prototyping tools LANGUAGE: Danish / LEVEL: Master (1st, 2nd and 3rd semesters) / COURSES: - Research Methodology - Interaction Design - Experience-Based Interaction Design - Gamification and Game Design - Nye Teknologiske Tendenser - Experience Technologies - Usability Engineering - Agile Concept Development - Web Design and Development - Video as Method for Design - Information Architecture: Databases - Technical courses: graphic, audiovisual and prototyping tools LANGUAGE: Danish and English \\ ACADEMIC FIELDS/EDUCATION PROGRAMME - Communication and Digital Media - Experience Design - Interactive Digital Media - Information Architecture - Information Technology - International Business Communication \\ SUPERVISION - Bachelor, Information Technology, 1st, 2nd and 4th semester. - Bachelor, Communication and Digital Media, 3rd and 5th semester.

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: Bachelor: Advanced Web Design, Development and Analysis, 6th semester Master: Gamification and Game Design, 1st and 2nd semester Semester coordinator: Bachelor: Interactive Digital Media, 6th semester Master: Interactive Digital Media, 1st, 2nd and 3rd semester

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

Grundkursus i Universitetspædagogik GDPR Mandatory Course

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.

For this, see <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.

The 'rona lockdown offered/beckoned new ways to engage with students in virtual classrooms. Both in terms of tools, methods and exercises.

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

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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)

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8. Any other information or comments.

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