

Teaching portfolio

1. Teaching CV

At the MSc. "Innovative Communication Technologies and Entrepreneurship" (ICTE) I teach two 5 ECTS courses. I teach 'User Experience and Computer Ethics' (5 ECTS), with a particular focus on the analytical aspects of HCI, interaction design, user experience and service design. I teach 'Algorithmic Content Exposure' (5 ECTS) with focus on media technologies for indexing and algorithmic recommendation of media content. At the Master of Techno anthropology I teach scripting with python. Finally I taught the obligatory sub-module for ICTE students in scientific methods and Problem Based Learning.

2. Study administration

2021-22: Project leader on a Dept. of ES project examining the potential in big data for student retention

3. University pedagogy qualifications

I have completed "Adjunkt pædagogikum" from AAU February 2012.
2022-2023: Supervisor for a colleague in his "Adjunkt pædagogikum"

4. Other qualifications

Different activities centred on my research and praxis of Design Games as facilitation of group formation and early stage semester project idea generation

5. Teaching activity development and teaching materials

In the framework of the MSc. ICTE I have developed a novel method of teaching PBL to ICT engineering students, uniting elements of project development, problem formulation and engineering specific challenges.

In the framework of ITCOM and ICTE I have developed and tested a special peer-reviewing format and procedure for the semester project meetings held twice every semester.

Currently exploring interdisciplinarity as I am affiliated the study programme of Techno-anthropology.

6. Teaching awards you may have received or been nominated for

Type your answer here...

7. Personal reflections and initiatives

The further exploration of interdisciplinarity based on my 13 years experience combining Engineering with the Humanities

8. Any other information or comments

I have been teaching and supervising students at university level since 2003 at Aalborg University, Malmoe University, University of Southern Denmark, Technical University of Denmark and Universität Potsdam within the fields of:

User experience and interaction design
Design processes / creative processes
Media technologies / algorithmic recommendation
Computer ethics
Public service media / media politics
Problem based learning
Radio feature production
Video production
Multimedia design
Documentary film making
Scripting for data processing and interactive prototyping