

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 experience - Bachelor Courses:

- Theory and Practice of Game Design and Development (From paper prototype to digital game via Play-centric development. Lectures, exercises, mentoring, hybrid, distance teaching, internet based teaching, Examination. DK+ENG)
- Introduction to Creative Digital Development (2D+3D Animation, Graphic Design, 3D modeling and -animation, Lectures, exercises, mentoring, Examination. DK)
- Audio-Visual Sketching (Filmmaking, 2D+3D Animation, Graphic Design, 3D modeling and -animation. Lectures, exercises, mentoring, Examination. DK+ENG)
- Animation and Graphic Design (Filmmaking, 2D+3D Animation, Graphic Design, 3D modeling and -animation. Lectures, exercises, mentoring, Examination. ENG)

Teaching experience - Master Courses:

- Foundations of Games (Research and Dissemination of a specific research question within Games. Lectures, Exercises, Mentoring, Examination. ENG)
- Game Research and Development (Applying game research for development of transformational/serious games. Lectures, Exercises, Mentoring, Distance teaching, Examination. ENG) - From 2023
- Real-Time Computer Graphics (Using Game Engines for Virtual Production. Lectures, Exercises, Mentoring, Distance teaching. ENG) - From 2022

Supervision:

10-12 bachelor and master projects per year. (Supervision, Mentoring, Examination, Co-Examination. DK+ENG)

Academic fields:

- Assessing Player/User Engagement
- Transformational/Serious Game Design, Development and Implementation
- Applied Novel Screen Technologies: Hologram-like displays, Curved 180 screens, LED walls
- Virtual Production and Real-Time Filmmaking for Film, Animation and TV
- Design, Development and Evaluation of Adaptive Story worlds / interactive Narratives.
- Development of content with external partners.

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.

Experience as Semester Coordinator:

- Medialogy 8 (Master)
- Medialogy 6 (Bachelor)

Other relevant experience:

- Study board representative (Medialogy, CPH)
- Experience in programme development (Medialogy Bachelor + Master)
- Career VIP

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

"Roles, responsibilities, and tools for PBL teachers/supervisors at AAU CPH/CITPBL Course" (2005)

Pedagogical Course at "Pædagogisk Udviklingscenter (PUC)" Aalborg University. 2005-2006.

Course in university pedagogy for assistant professors (2010)

Course in "Games, Learning, and Education" Gothenburg University, Sweden (2011)

Participation in several annual AAU Teaching/Pedagogy Days

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.

Participation and presentation of research in several conferences on Game Based Learning (E.g. European Conference on Game Based Learning)

Mentoring younger colleagues

Several scientific articles on motivation to learn.

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.

Development of a new course "Theory and Practice of Game Design and Development" from scratch - one of the first courses developed for online participation between 3 campi: Esbjerg, Copenhagen and Aalborg. (using the first buggy video-conferencing system at AAU + online tools)

During Covid_19 the very hands-on practical course elements were moved online with success.

Also developed a method to evaluate creative projects and learning outcomes with a written exam.

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

Award: "Teacher of the Year" (Medialogy, CPH)

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)

Wish/Initiative:

- Securing AAU's PBL way of teaching in a world with a growing number of online educations.
- Creating useful EVU (Efter- og videreuddannelses) options for external learners at AAU.

8. Any other information or comments.

Type your answer here...