

Real World Data, Visualizations and Engaging Assignments Using BRIDGES Objectives

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Introductions

- Who we are
- Who you are
 - What single issue do you face in teaching early CS courses?
 - What motivated you to learn about BRIDGES?

Goals and Objectives

Course Content

- How to foster students interest?
- How to make your course appear relevant?
- How to make your course fun?

By the end of the workshop

- You will have an understanding of BRIDGES.
- You will be ready to deploy 3-4 BRIDGES based activities in your course next semester.

Organization

Day 1:

- Introductions
- Objectives
- Student Engagement, Course Design, Alignment
- What is BRIDGES? BRIDGES OpenSwim
- What is possible in BRIDGES

Day 2:

- Planning your course assignments
- Report assignment choices to the group
- Design/Implement the **first choice** Assignment - Make it 'Class Ready'
- Design/Implement the second Assignment - Make it 'Class Ready'

Day 3:

- Design/Implement the third Assignment - Make it 'Class Ready'
- Reflection, Feedback Survey
- Closing Discussions