Redesigning a course to include research led teaching (using software development methodologies)

Redesigning a course to include research led teaching (using software development methodologies)(so as to encourage an active learning environment)

Redesigning a course to include research led teaching (using software development methodologies)(so as to encourage an active learning environment) (using a flipped learning approach)

Redesigning a course to include research led teaching (using software development methodologies)(so as to encourage an active learning environment) (using a flipped learning approach) (... open teaching resources ...)

Redesigning a course to include research led teaching (using software development methodologies)(so as to encourage an active learning environment) (using a flipped learning approach) (... open teaching resources ...) (... sustainable software fellow ...)

Redesigning a course to include research led teaching (using software development methodologies)(so as to encourage an active learning environment) (using a flipped learning approach) (... open teaching resources ...) (... sustainable software fellow ...)(and some other stuff)

'In the STEM classroom should we ask or should we tell?"

Active learning increases student performance in science, engineering, and mathematics Freeman et al. 2014 (PNAS)

## FLIPPED LEARNING



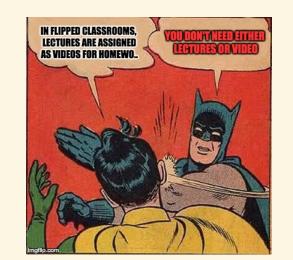


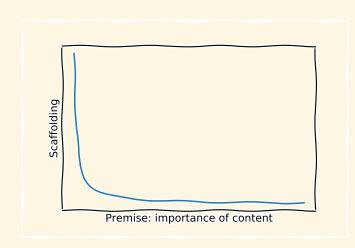
A Guide for Higher Education Faculty

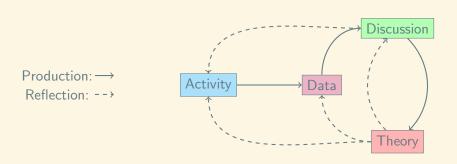
### **ROBERT TALBERT**

Foreword by JON BERGMANN

Video

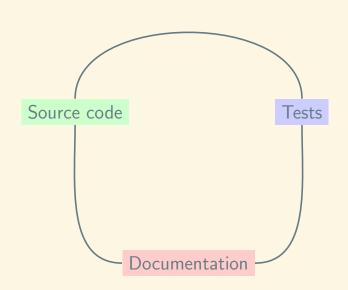




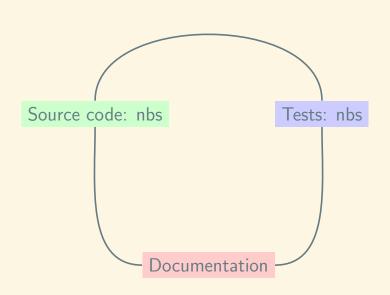


Playing Games: A Case Study in Active Learning Applied to Game Theory Knight. 2015 (MSOR Connections)

# Software Sustainability Institute

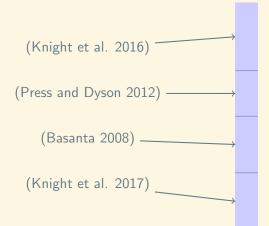


Jupyter





### Chapters



# Assessment

- ► Research software;
- ► Contemporary research.

- ► https://github.com/Axelrod-Python/Axelrod
- ► https://github.com/drvinceknight/Nashpy
- ► https://github.com/drvinceknight/gt
- http://vknight.org/gt/



(Dr Stephen Rutherford. BIOSCI.)