

MUSE Teaching

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MUSE Teaching

Motivating

Understanding

Stimulating

Entertaining

Motivating

grow students' learning appetite

- **why** learning this: applicability, utility, math beauty, etc.
—harder material needs stronger motivation
- don't assume students know
—students' motivation often **uncertain** or **different**
- my tip: **conclusion-first** teaching

Understanding

achieve students' learning goal

- instructors understand students
⇒ students understand materials
- learning objective:
maximize **total value** of materials that are **understood**
- two keys to sufficient understanding:
 - material selection
 - pace decision
- my tip: **70%** of students should understand **70%+** materials

Stimulating

deepen students' learning experience

- understanding $\xRightarrow{\text{stimulating}}$ thinking
- let students think about **what if** and **what if not**
—interactive teaching with “research-style” trial-and-error
- my tip: **counterquestion** in class
+ **extension homework** after class

Entertaining

colorize students' learning journey

- fun class: attracts students to **come back**
- humorous, friendly, but not necessarily clown-style
- **acting** like you really want students to learn
- my tip: **story-like** teaching

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