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
• 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
Entertaining
colorize learning journey

Stimulating
depen learning experience

Understanding
achieve learning goal

Motivating
grow learning appetite