

Pedagogy and Curriculum Design for Blended Teaching and Learning of Object-Oriented Programming

Project Number: 6000144

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Grant Type: TDG

Abstract:

Object-oriented programming (OOP) is developed based on several well established paradigms. It has many advantages over traditional programming, and has been widely used in large scale projects. However, traditional pedagogy focuses on small-sized applications. Students often find it difficult to master those advanced paradigms without practicing. Blended learning is a novel pedagogy that combines different media and methods to maximize students' learning. It assesses students in multiple dimensions. This project will develop a blended curriculum for OOP education. Teaching and Learning Activities will be designed to support OBTL of the relevant courses. The students will become more competitive and team-oriented.