

Appendix -- Agenda

2:30 2:45 Welcome

Introduction to the topic and purpose of the meeting (Peggy, Dana)

Introductions to each other (names, experience with 110 and 115)

Review of agenda and explanation of process (Anke)

2:45 2:50 First Question (Anke):

What are the challenges that students face when learning how to program?

What programming concepts do students find difficult to grasp?
(e.g. recursion)?

What are the hurdles that students encounter when using a programming development environment *for the first time*?
(e.g., how to compile)?

What are the hurdles that students encounter when using a *new* programming development environment?
(for students who have used other environments before)

2:50 3:05 Comments/Discussion

Time to write down notes (~3 mins) and discuss them.

3:05 3:15 Short Overview on Gild (Peggy, Dana)

Develop a simple programming environment that students will find easier to use.

3:15 3:20 Second Question (Anke)

What are the essential features that should appear in the Gild environment?

How do we improve how students learn how to use our environment while keeping the power of other features that a full blown IDE can offer?

Can you envision any features that we could add to the environment that would help students learn complex programming concepts?

Should the environment expand in the features it offers over time, or should the students simply transition to the full-blown Eclipse environment once they understand how to use the core functionality?

3:20 3:35 Comments/Discussion

Time to write down notes (~3 mins) and discuss them.

3:35 3:45 Break

3:45 3:55 Any further comments on the first two questions?

3:55 4:05 Third Question (Anke)

What are the challenges of teaching students in 110 and 115?

What concepts are difficult to teach?

How do you (or have you) handle(d) assignment submissions?

How could we improve how you gather, mark and provide feedback on assignments?

What other features in Gild would support you in your teaching?

(For example, Gild could be used to drive interactive hands-on exercises in the lab (switch control from instructor to students)).

4:05 4:20 Comments/Discussion

Time to write down notes (~3 mins) and discuss them.

4:20 4:30 Final discussion and closure (Peggy, Dana, Anke)

Some more ideas:

Describe the idea of a “workbook” – with answers/questions available for students to do exercises (stored as a repository in Eclipse), do you think such an idea would be useful for students and instructors.

What about visualization? Would the automatic generation of pictures (such as UML class diagrams, or object diagrams) help students/teachers?