

SECM 2017

Matías Lopez-Rosenfeld's position slide



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Premise:

1. Paper-based courses look old to some *Millennials*
2. Students learn (and live) from Internet, but they are tested without it

Ideas:

1. *Tell me and I forget, teach me and I may remember, involve me and I learn* (Benjamin Franklin)
2. *If we do allow the Internet to enter the exam room, the challenge becomes to detect the right facts when you need them, because that's what you're going to be tested on* (Sugata Mitra)

Questions:

1. How can we improve content in order to make it more attractive to *Millennials*?
2. How could examinations be improved? Are they still valid? Should we think of another assessment system?
3. Is course gamification the way to improve engagement? Why do some people resist to the idea of a game-based education?