

# Software Engineering Disciplinary Commons

## Preparing for Meeting 2

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### Reading

- Schulman, Course Anatomy: The Dissection and Analysis of Knowledge Through Teaching

### Writing

#### (protected)

- Audience – one sentence (or more) on your intended audience
- Purpose – one sentence (or more) on your intended audience
- Teaching Philosophy (portfolio section 1)

#### (public)

- Portfolio Label

### Artifact Collection

- Context (portfolio section)
  - **Artifact:** A context document, that addresses: how your course "fits" in your program and within the discipline as a whole (consider a "pre-requisite tree" to describe fit within degree programs); who your students are (% who work, level of preparation, where students are from, demographics); what constraints you operate under (e.g. budgetary, credit hours, lab availability, textbook decision-making).
  - **Annotation:** Why are these aspects of context significant? How do they affect your course design and teaching?

### Deliverables (due at Meeting 2):

1. protected: audience, purpose, philosophy
2. public: label
3. protected: context (artifact + annotation)

### Meeting 2:

September 26<sup>th</sup>, 2009

10am to 2pm

Southern Illinois University Edwardsville

*Software Engineering Disciplinary Commons objectives:*

- to document and share knowledge about student learning in Software Engineering courses
- to improve the quality of teaching in Computer Science by establishing practices for the scholarship of teaching by making it public, peer-reviewed, and amenable for future use and development by other CS educators.

