OHJELMISTOKEHITTÄJIEN KILTA

A business perspective on teaching

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A business perspective on teaching

- 1. Identify the need
- 2. Reverse engineer the solution
- 3. Discuss the role of companies in doing so

NB: Thought-provoking content! Conversation starter.

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I'm interested in product development, Al and data-science, and digital technology. I have a PhD in quantitative sciences and am experienced in teaching for undergraduate and postgraduate degrees both in Brazil and Finland.

I am currently involved with professional software development and digital product design.

Curious.

Studying Teaching Supervising Recruiting Managing



WHAT?

Expertise

Enable digitalization

Modern software experience

Business understanding
Problem solving

Value creation

WHY?

Design thinking

Multidisciplinarity

Processes and tools

Tech stack

HOW?



Analytical
thinking and
innovation



Critical thinking and analysis



and learning strategies





Resilience, stress tolerance and flexibility



Complex problem solving





Leadership and social influence

Reasoning, ------systematization and ideation



Technology use,
monitoring
and control



Analytical thinking and innovation



Critical thinking and analysis



As a recruiter, I search for:

Active learning and learning strategies





Resilience, stress tolerance and flexibility



Complex problem solving





Reasoning, systematization and ideation



Technology use, monitoring and control

Curiosity, clear communication, systematic and **systems** thinking, and basic understanding of business logic.

Technical and soft skills



and social influence

Leadership



How do we create modern learning environments to educate problem-solvers?

That can identify and solve valuable real-world problems

Lifelong learner, growth mindset Curiosity, clear Listening, writing, speaking, communication, and coding systematic and **systems** thinking, and basic understanding of Value generation business logic.

Complex intercorrelated systems



Build projects around **motivated**individuals. Give them the environment and support their need, and trust them to get meaningful jobs done.

Openness and availability, technical guidance technical guidance

Build projects around motivated -----
individuals. Give them the environment and support their need, and trust them to get meaningful jobs done.

Respect and accountability

Real-world problems

- Let them do independent work
- o But show paths, actively guide
- o Challenge them to raise the bar
- o But be realistic as in real life
- Make them explore uncomfortable places

Interesting and challenging

Build projects around **motivated**

individuals. Give them the environment and

support their need, and **trust them** to get

meaningful jobs done.

Respect and accountability

- Openness and availability, technical guidance
- Domain-specific theory
- CS and programming theory
- Guide by example
- Support on what they are missing
- Boost their qualities
- Offer state-of-the-art paths

- Real-world problems
 - Offer challenges as they appear in life.
 - Present cases, not problems
 - Let them identify the problem
 - Let them create the solution
 - Let them showcase the value

- Trust that interested people commit to work
- Provide honest and transparent feedback
- Help them to organize work
- Stimulate them to act as self-organizing teams
- o Ask questions, feelings and desires

The problem with the

YouTube tutorial

teacher.

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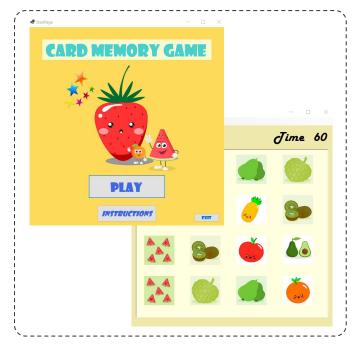
Feeling of usefulness

Sense of belonging

Commitment to do meaningful work



"This past week I think I can speak for everyone in my class that it was very educational, helpful and a fun course."



The memory card game developed by group 3

"I am very pleased about this course and it didn't leave me a feeling that it was not useful. I learned a lot of new things that surely will come handy in workplace. I wish you a good summer!"

"The course exceeded my expectations. I learned a lot more on the topic but also about group work, group dynamics and different ways to work on a group project. It was nice to know more of the work-related requirements of a job-applicant and tips how to get a job in the field of software engineering. This course as the last of the spring left me good impressions and a motivation to learn more during the summer and in the fall."

"This was the last course of the year, and it was a great way to end the first year of studies. It gave more insight into the daily life of a software developer than all our other courses so far. I hope that these kinds of group project elements are implemented in our other programming courses."

"I honestly think that this week was the best course of the first year. It was so informative, well-structured and those coding projects were challenging but easy enough to get it done in one week. If real professional software developing life is like this miniature project, I definitely going to like it and hopefully I will get job like this after the graduation."



Product Owner

Responsible for maximizing the value of the product.



Scrum Master

A couch that facilitates and monitor the sprint process.



Development team

The specialists doing the work.



Sprint planning

At the start of a sprint (2-4h)



Daily stand up

Once a day (15 minutes)



Sprint review

At the end of a sprint (1-2h)



Retrospective

At the end of a sprint (45m)



Backlog refinement

Throughout the sprint



Not a school

Not a place to teach the basics



Small budget

i.e., little time to invest



Profit Organization

Focus on being profitable



Difficult to commit

Not everyone in an organization will take part



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