LESSONS LEARNED FROM INTEGRATING INDUSTRY AND EXPOSING ENTERPRISES TO COMPUTING SCIENCE STUDENTS

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OVERVIEW

• motivation for integrating industry and exposing enterprises to students.

• three different examples: (1) light, (2) medium and (3) heavy integration.

• discussion around the benefits and challenges of the three different levels of integration.

• lessons learned and time for questions.
MOTIVATION
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• computing science is a popular destination with many applicants.

• subjects under the umbrella of computing science are considered crucial to economic growth.

• computing science as the has one of the highest unemployment rates for graduates.

• graduates with at least some experience of the enterprise often better positioned.
INTEGRATION
• Contacts
• Student engagement
• Appropriate level
• Difficulty assessing
• Company promotion
• Students underestimate the professionalism required
• Timetabling one session for assessment
• Industry commitment to assessment
• Appropriate expectations for grading
• Requires significant input and resources from a company.
• Understanding from other academics.
• Expectations of assessment and use of feedback.
• Dependancy on external organisation.
LESSONS LEARNED
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• contact industry partners early and maintain good relations

• set expectations with industry

• risk of exposing students to industry partners

• timetable early (e.g. irritate staff etc)

• risk of students becoming distracted
SUMMARY

• integrating industry has the potential to improve employability for students.

• potential to improve authenticity and relevancy of assessment and feedback.

• also expensive to coordinate and perform the initial integration.

• deeper integration ideally should be done collectively, rather than as an individual