



Proseminar/Seminar Teaching iOS

Winter Semester 2017/18 - Info Meeting



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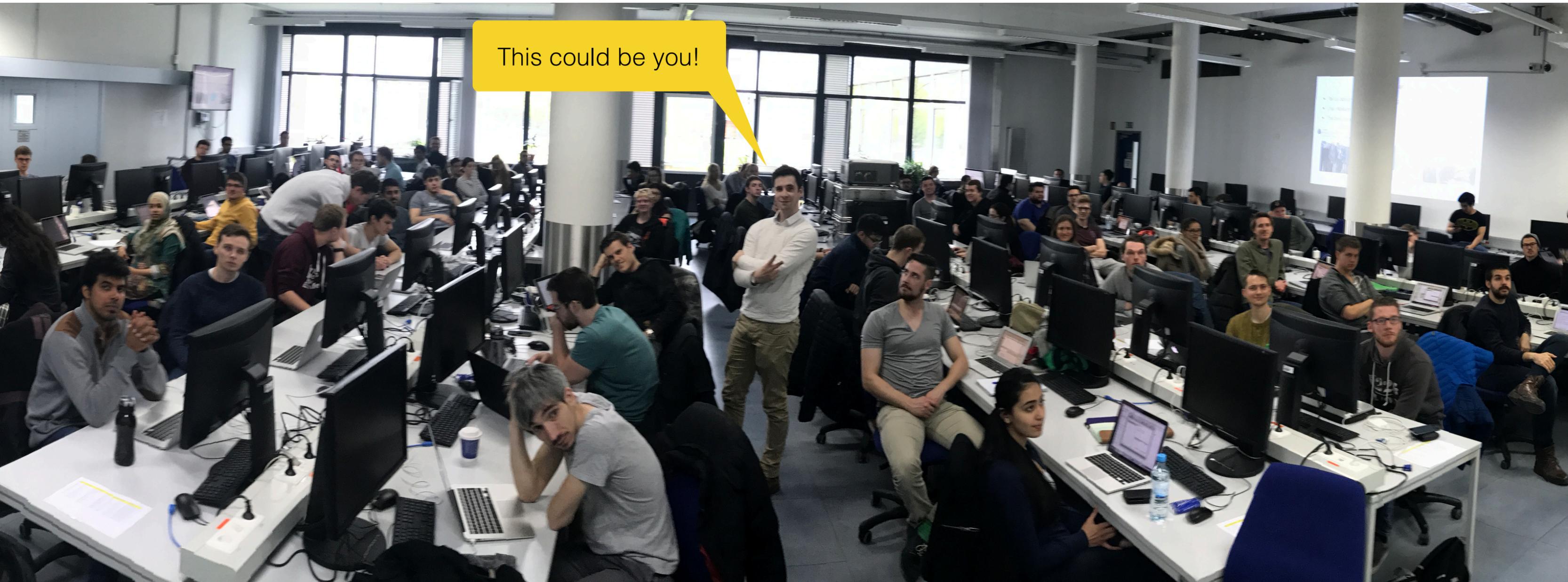
Lukas Alperowitz

Goals

- Participate as tutor in the introduction courses for the iPraktikum (large-scale practical course)
- Learn how to teach Swift and concepts of advanced Software Engineering to students with varying knowledge
- Deepen your knowledge in iOS development
- Have fun :-)



A typical day in the intro course



Course Schedule

- Course duration: **October 9-13** (Homework due until Oct 18)
- We hold different kinds of sessions
 - Instructors: 7 sessions about **Swift, Xcode and iOS development**
 - Instructors: 2 sessions about **Workflow Topics** (e.g. Branch Management)
 - Tutors: 3 sessions about **advanced topics** You are here :-)
- We keep the Rechnerhalle open 9:00-20:00 for people to complete their exercises

Our Philosophy

“Tell me and I will forget.
Show me and I will remember.
Involve me and I will understand.
Step back and I will act.”

(Chinese Proverb)

Style of the sessions

90 min hands-on presentation

- Students immediately exercise the learned concepts in small examples
- A solution is provided

30 min exercise

- Summarizes the content of the whole presentation
- The students have to solve it on their own
- You correct the exercise solutions and give feedback to the students

What we expect during the course

- You help run the intro course
 - You attend all the sessions
 - You support the participants by answering their questions
 - You correct the exercise solutions of a group of “your” students
 - You take turns being present during lab times (9:00-20:00, excl. Sunday)
- You deliver your own session
 - You prepare an own extraordinary presentation & exercise
 - You present the topic in front of all students

Sessions

Instructor topics

- Swift (~3 sessions)
- Xcode Sessions:
 - Your First iOS App
 - Storyboarding
 - Model View Controller
 - Server-Side Swift
- Branch Management

Everyone works on the same application throughout the whole course

Possible topics for tutors

- UI Design
- Paradigms in Swift
- ... (your ideas)

You either work on the same app, or you design a Playground session

Prerequisites

- You are familiar with the concept of object-oriented languages
- You have experience in iOS development
 - Good knowledge in Swift
 - Experience with Objective-C is a plus
- You are highly motivated to take this course

Milestones

- **Kickoff:** 1 August, 2-4pm
- **Mid-August:** structure of your presentation
- **Mid-September:** presentation and exercise
- **Week of October 2-6:** you do a dry run and get feedback
- **October 10:** final slides and exercise

How we grade

- Presentation (40%)
- Support (30%)
- Exercise correction (30%)

Registration process

1

Express your intention by filling out the form at www1.in.tum.de/teaching (-> Teaching iOS)

Latest: **TODAY, July 11 (end of the day)**

2

We invite you to a personal interview on July 13 (9am-1pm)

Latest: **tomorrow, July 12, 2pm**

3

After we have accepted you, prioritize the Seminar/Proseminar “Teaching iOS” in the department’s matching system

Latest: **July 19**

Questions?

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