Four stories: four models of learning.

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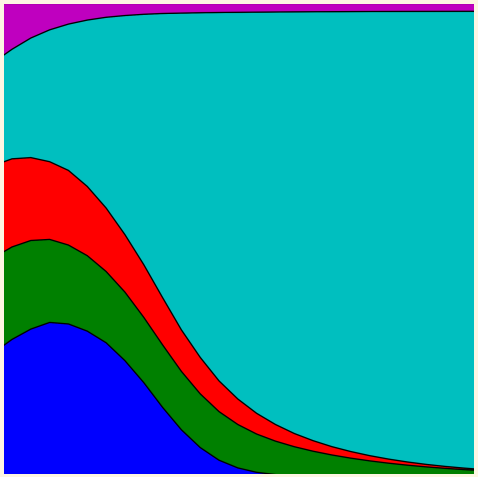
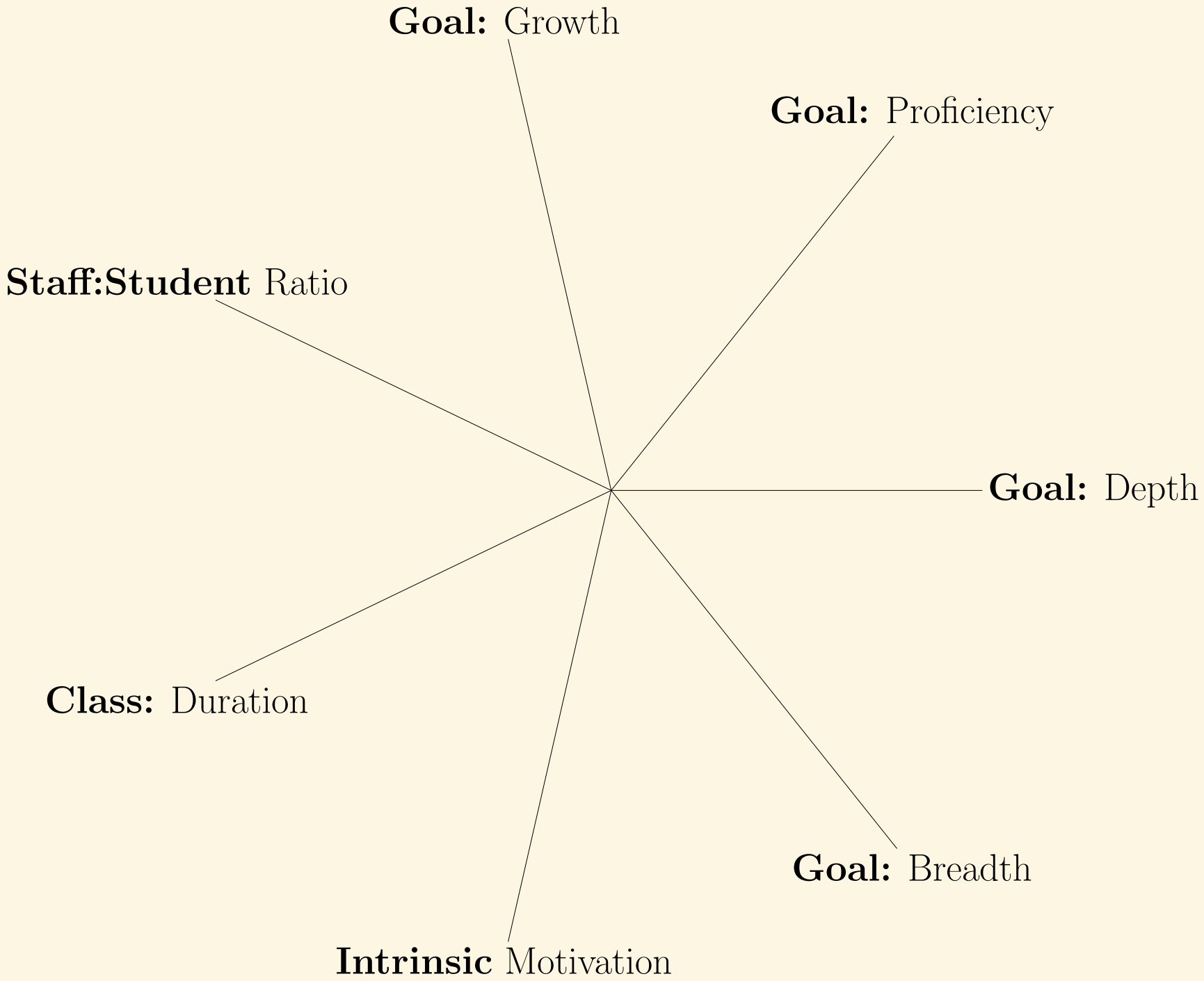


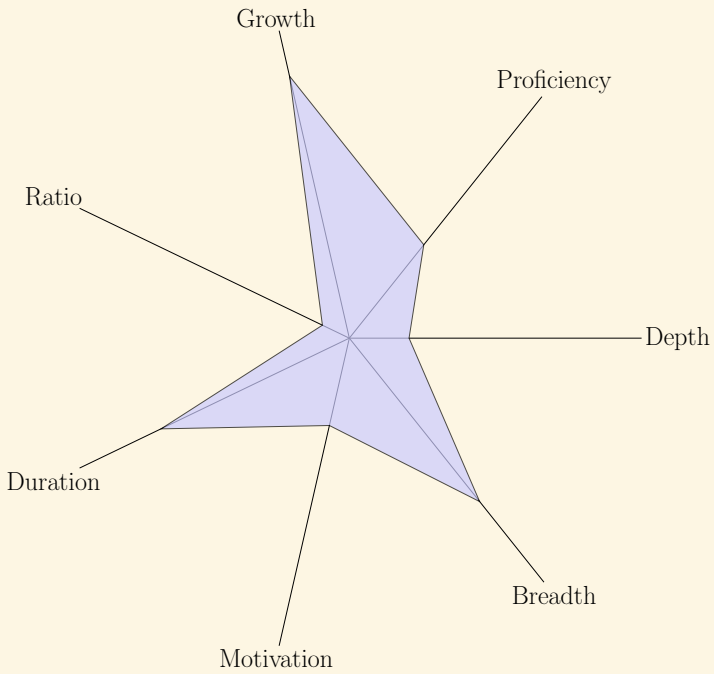
CARDIFF UNIVERSITY

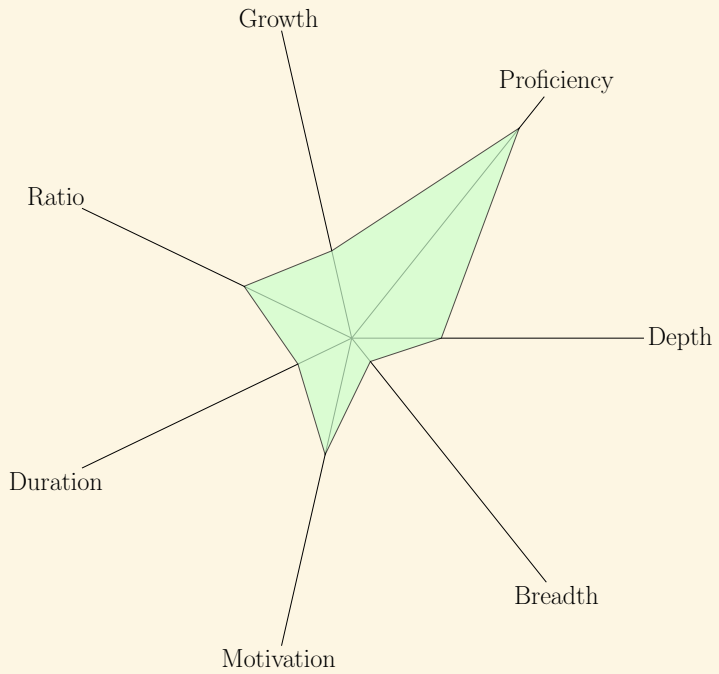
PRIFYSGOL CAERDYDD

Software
Sustainability
Institute

Active learning increases student performance in science, engineering, and mathematics Freeman et al. 2014 (PNAS)


Goal: Growth
Goal: Proficiency
Staff:Student Ratio
Goal: Depth
Class: Duration
Goal: Breadth
Intrinsic Motivation


Growth
Proficiency
Ratio
Depth
Duration
Breadth
Motivation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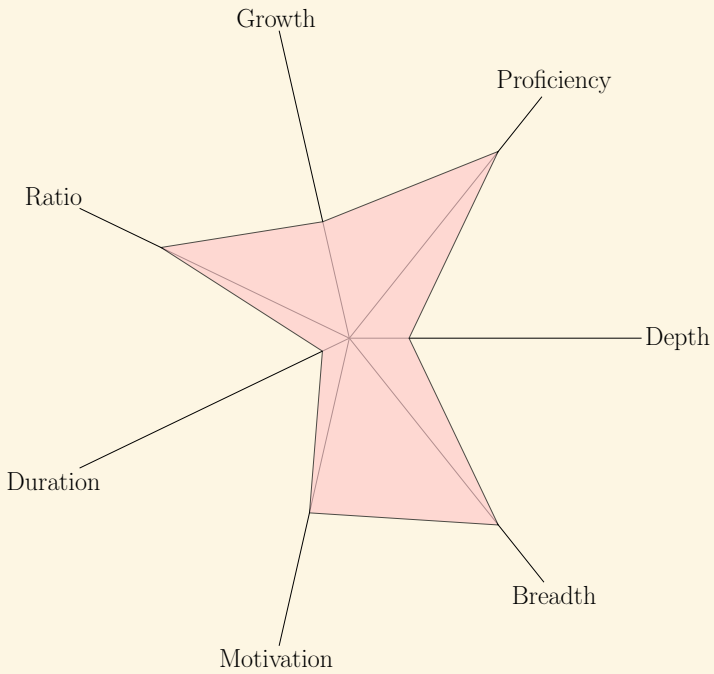
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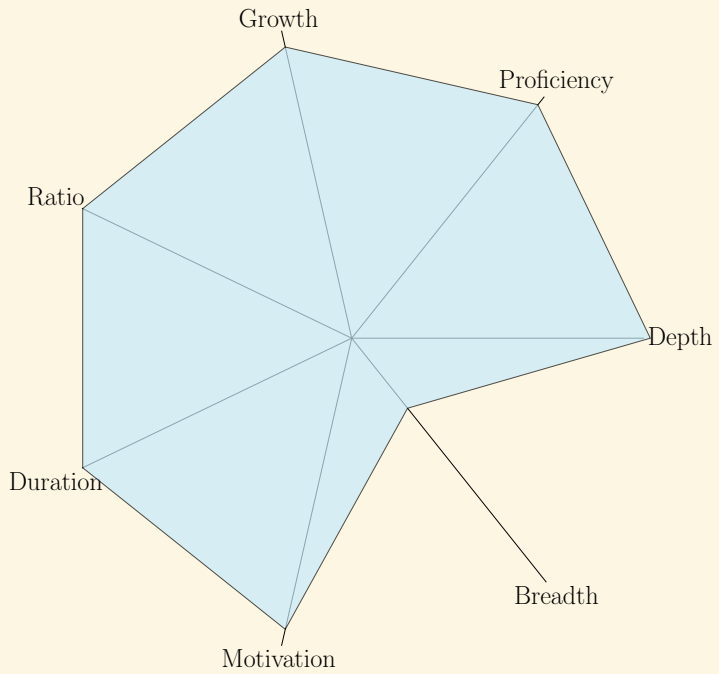
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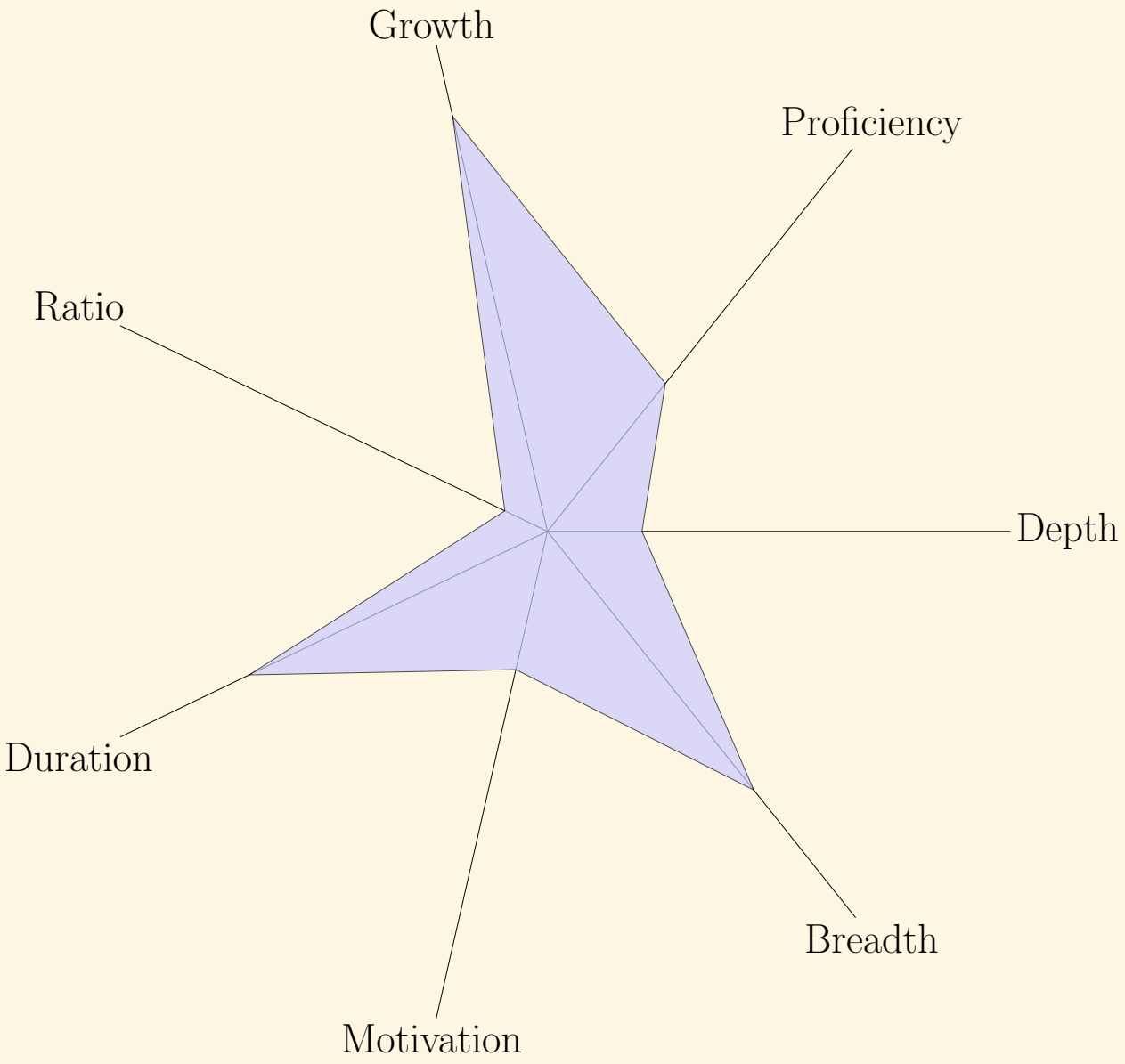
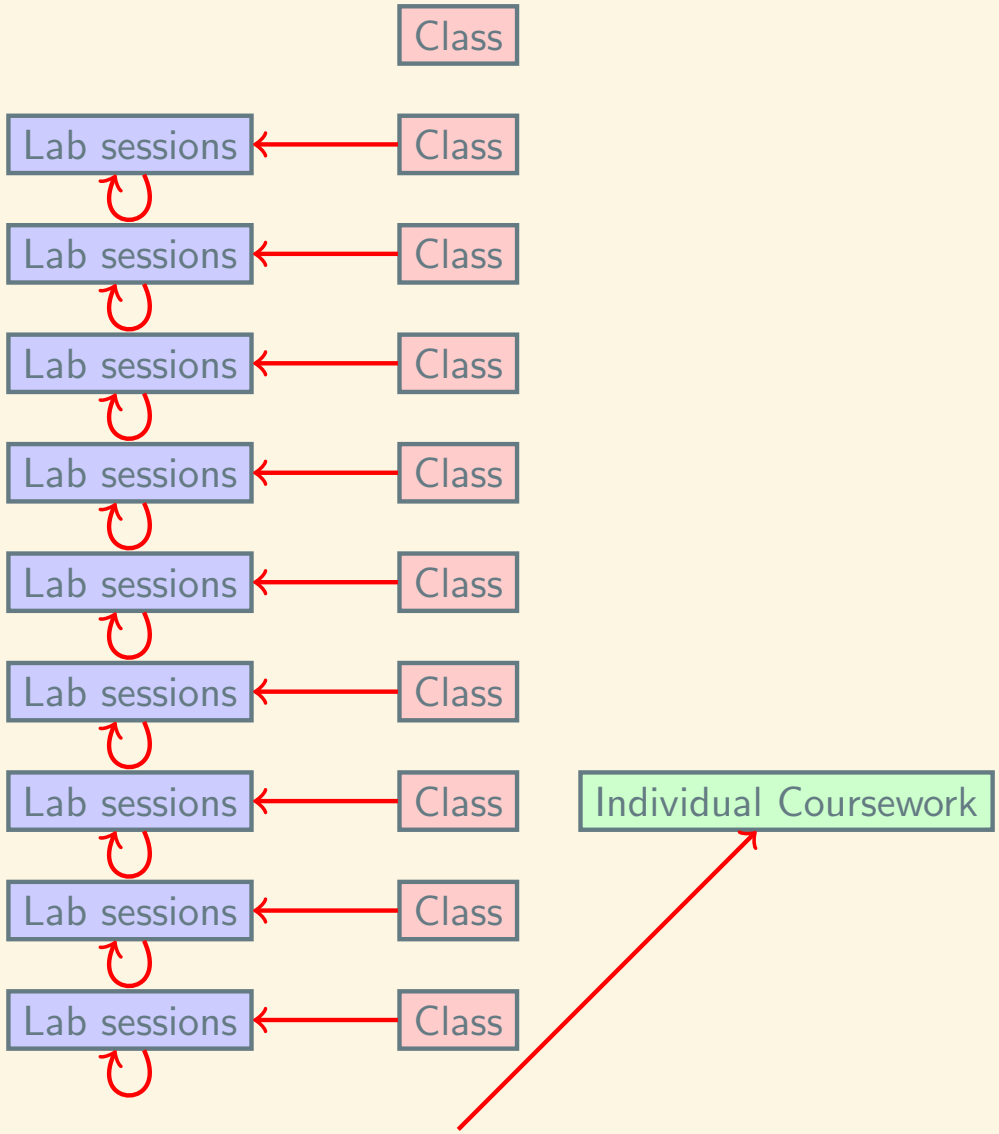
Motivation

First year undergraduate class




Class
Lab sessions
Class
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Lab sessions
Class
Individual Coursework

1. Recursion.

   A video describing the concept.

   A video demo.

   It is possible to define functions recursively. This is similar to inductive proofs in mathematics. To do this we need to consider two things:

   1. A recursive rule;
   2. A base case (that the recursive rule reduces to).

   As an example let us code the following function:

$$f(n) = \sum_{i=0}^{n} i$$

   We can see the **'recursive rule'**:

$$f(n) = f(n-1) + n$$

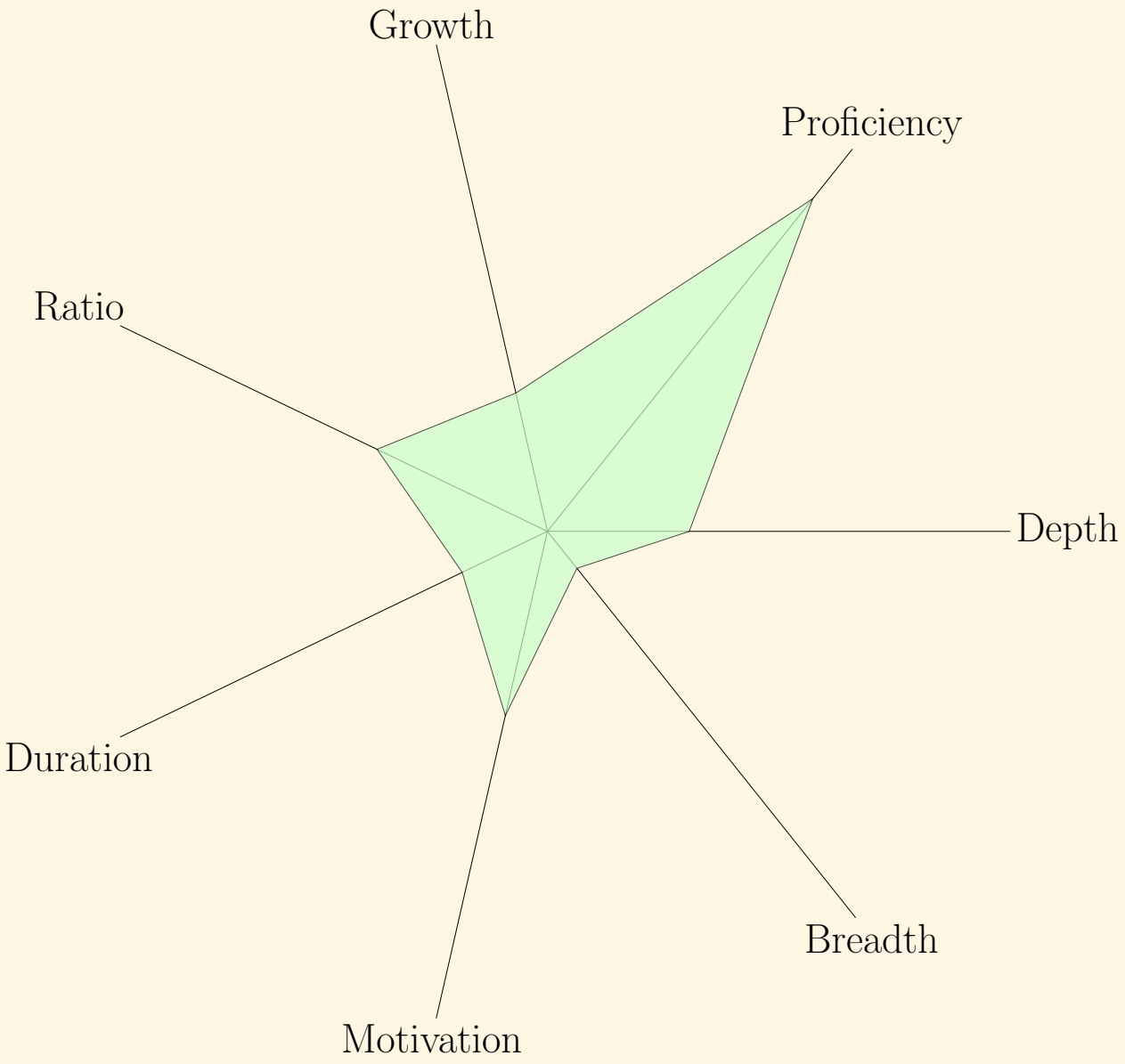
   We also know that the **'base case'** is:

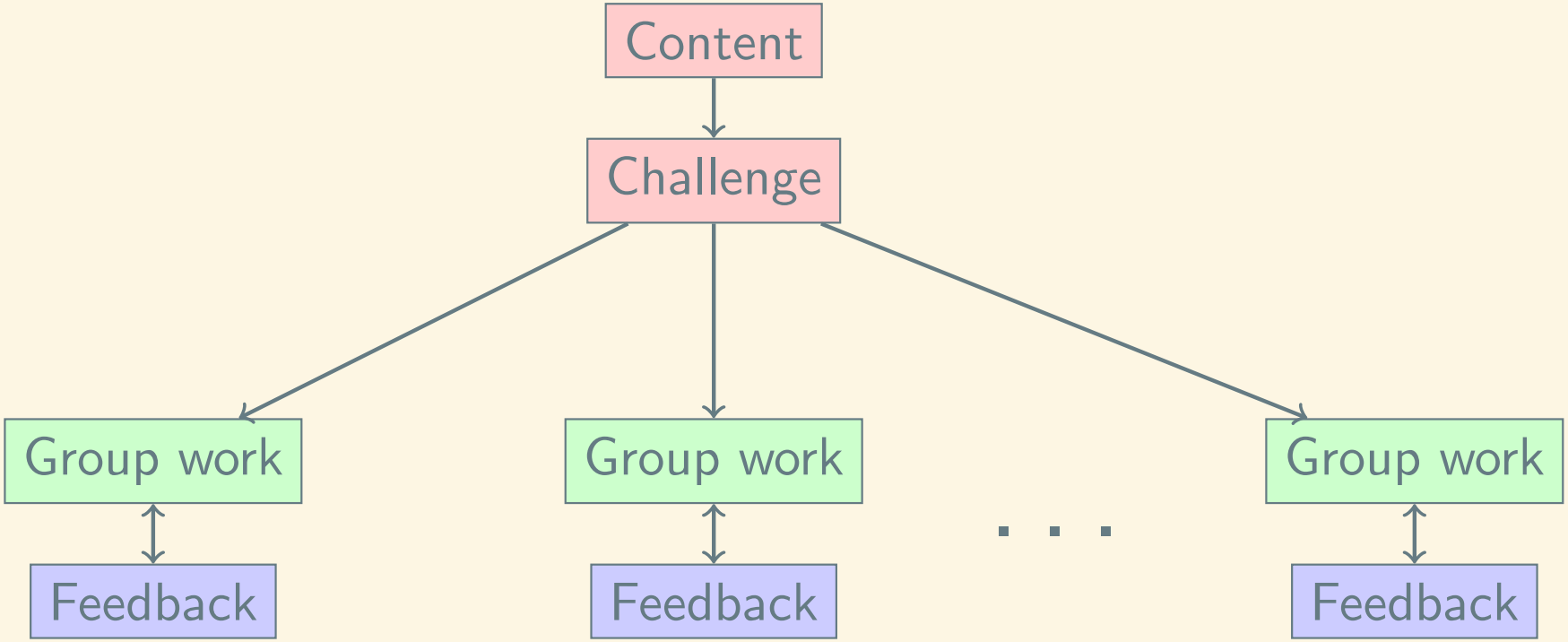
$$f(0) = 0$$

   Now let us program this function using recursion:

```
>>> def sum_of_integers(n):
...     """Sum of integers from 0 to n"""
...     if n == 0:  # Base case
...         return 0
...     return sum_of_integers(n - 1) + n  # Recursive rule
```

Masters level 2 day hackathon




Content
Challenge
Group work
Group work
Group work
Feedback
Feedback
Feedback

You need to build a tournament that creates a round robin of players using different strategies playing Rock Paper Scissors. Each match between 2 players will be 21 rounds of Rock Paper Scissors.

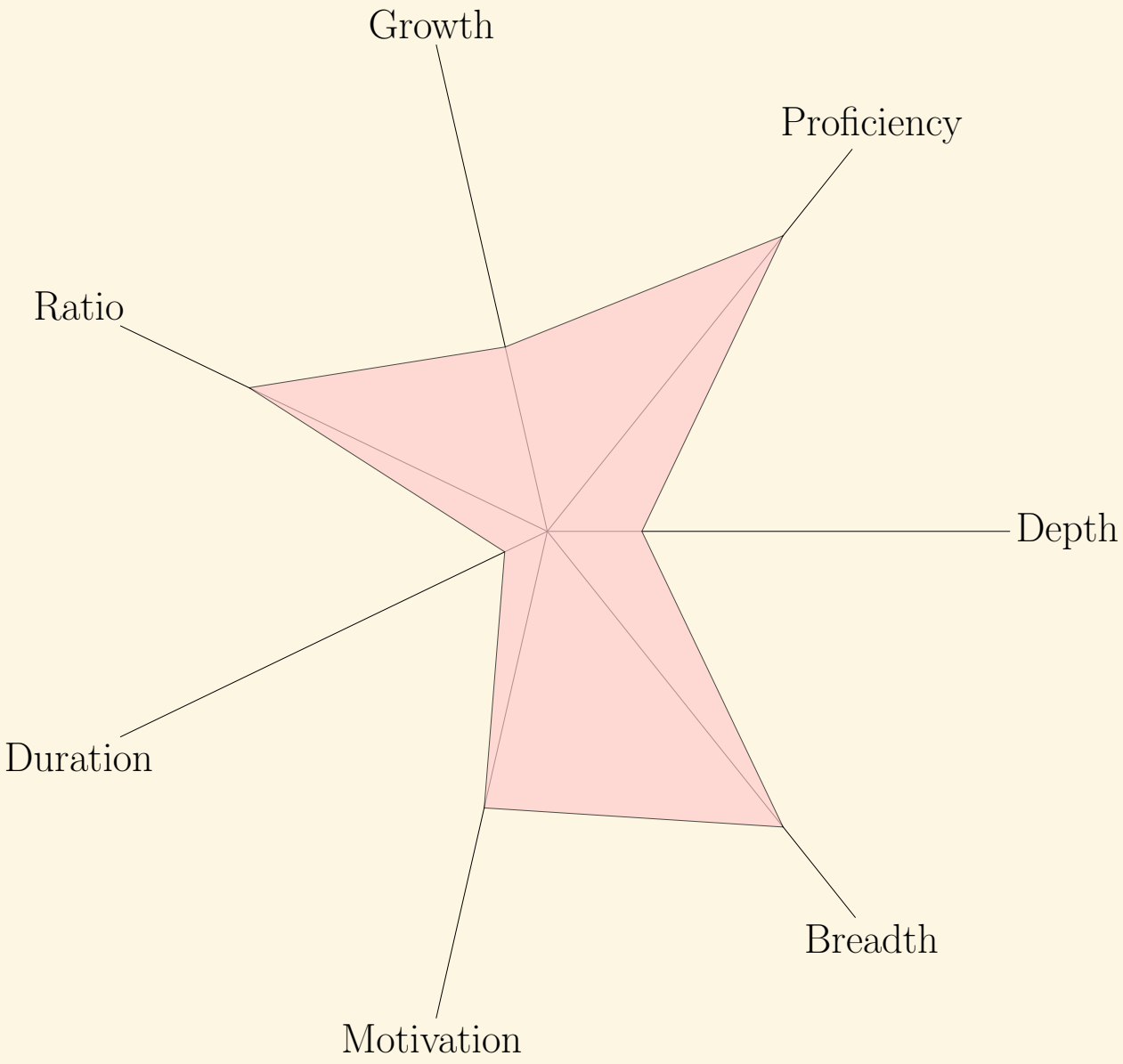
After creating this tournament, create a new strategy that wins the overall tournament.

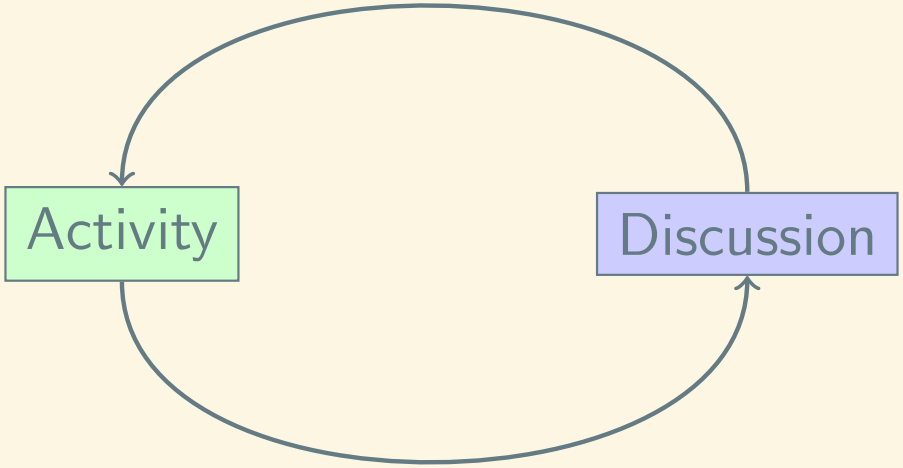
Parameters:

There will be 6 original strategies/players:

- Always play Rock;
- Always play Paper;
- Always play Scissors;
- Alternate: Rock then Paper then Scissors;
- Alternate: Rock then Scissors then Paper;
- Play randomly
- Mirror: Repeats the ‘previous move’ made by the oppponent.

PhD level resource practice workshop




Activity
Discussion

We will do this by writing software to find the prime factors of an integer.

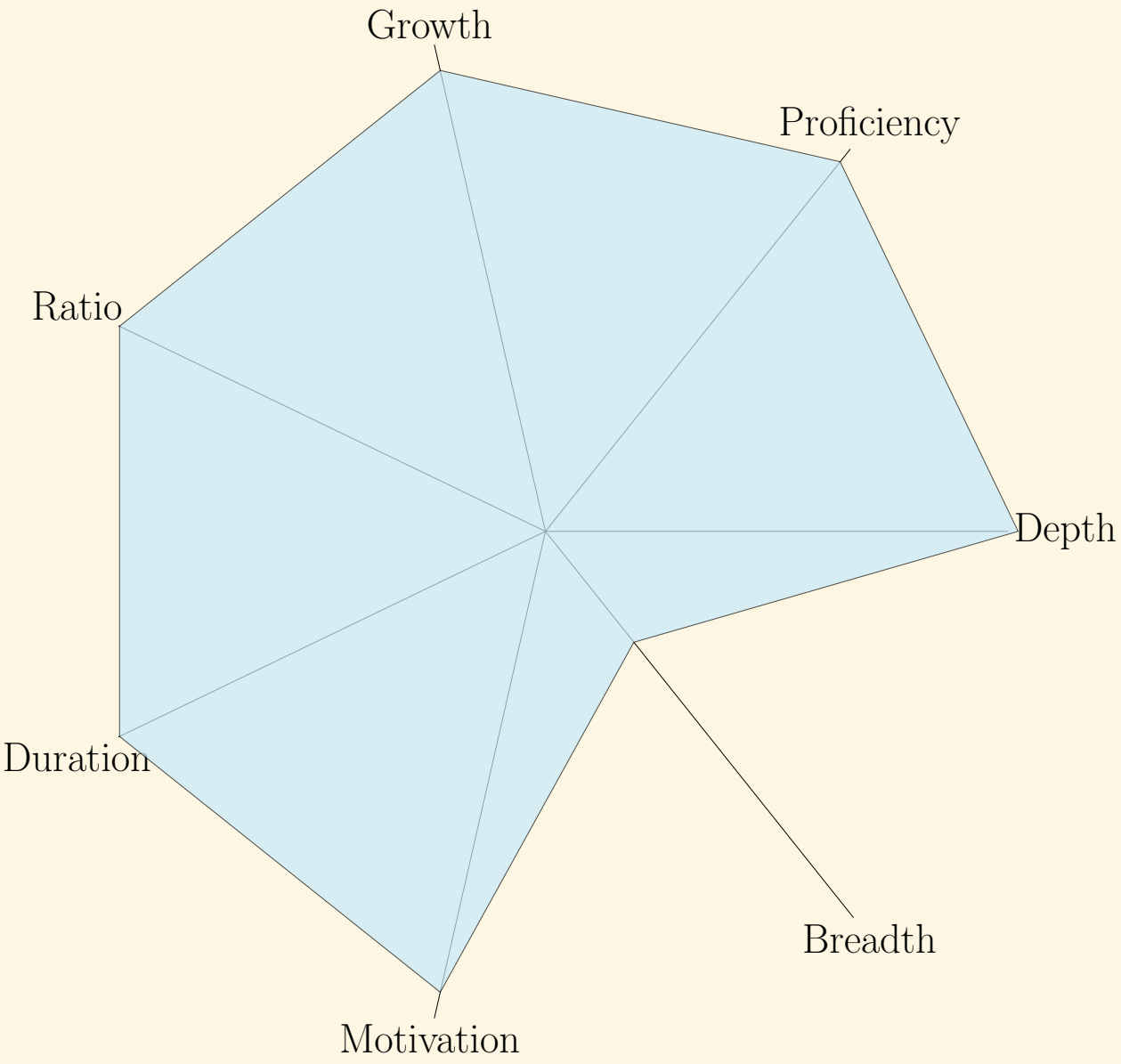
Discussion

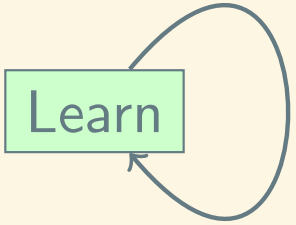
Before looking any further there will be a class discussion.

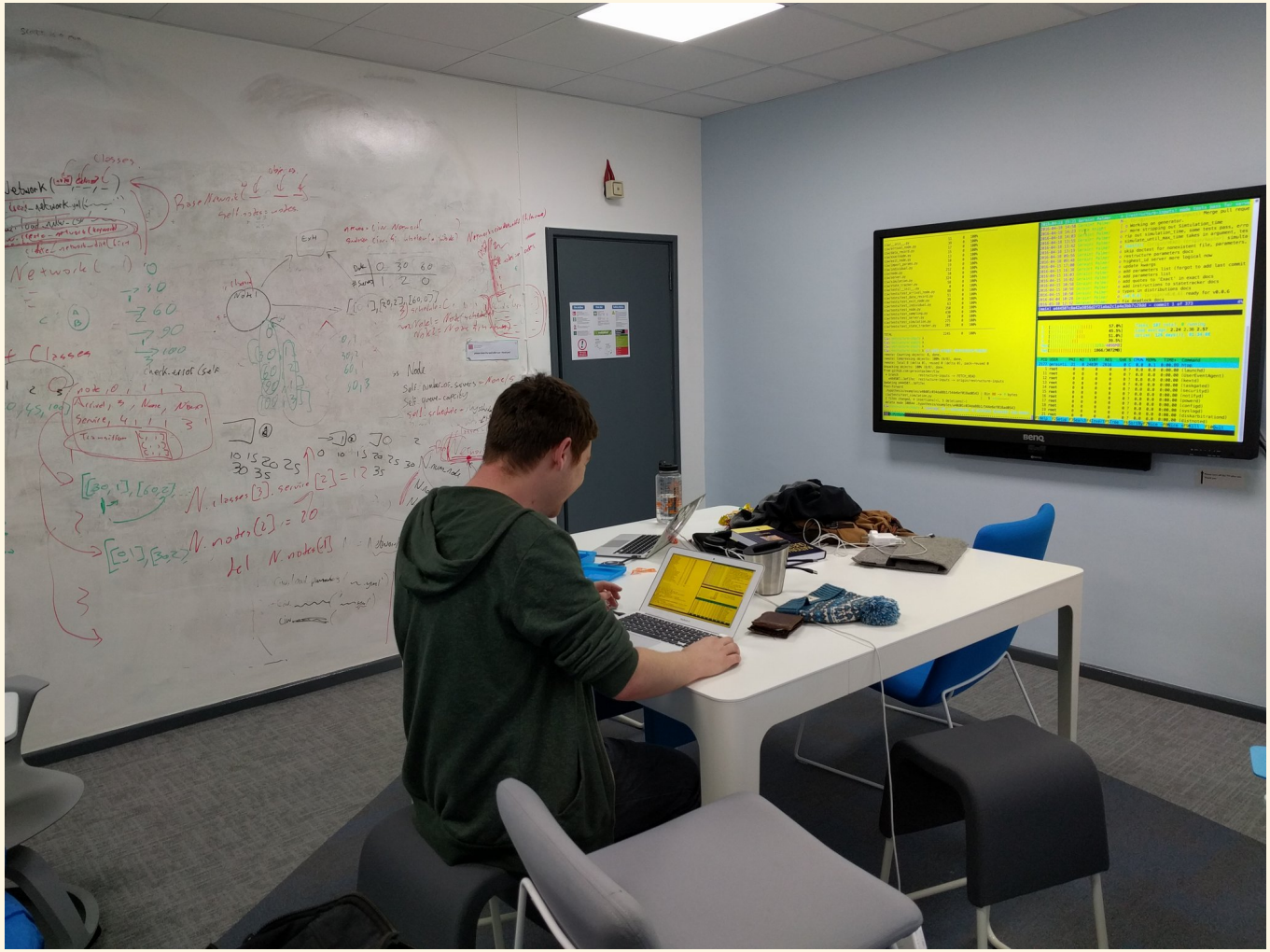
Files from discussion

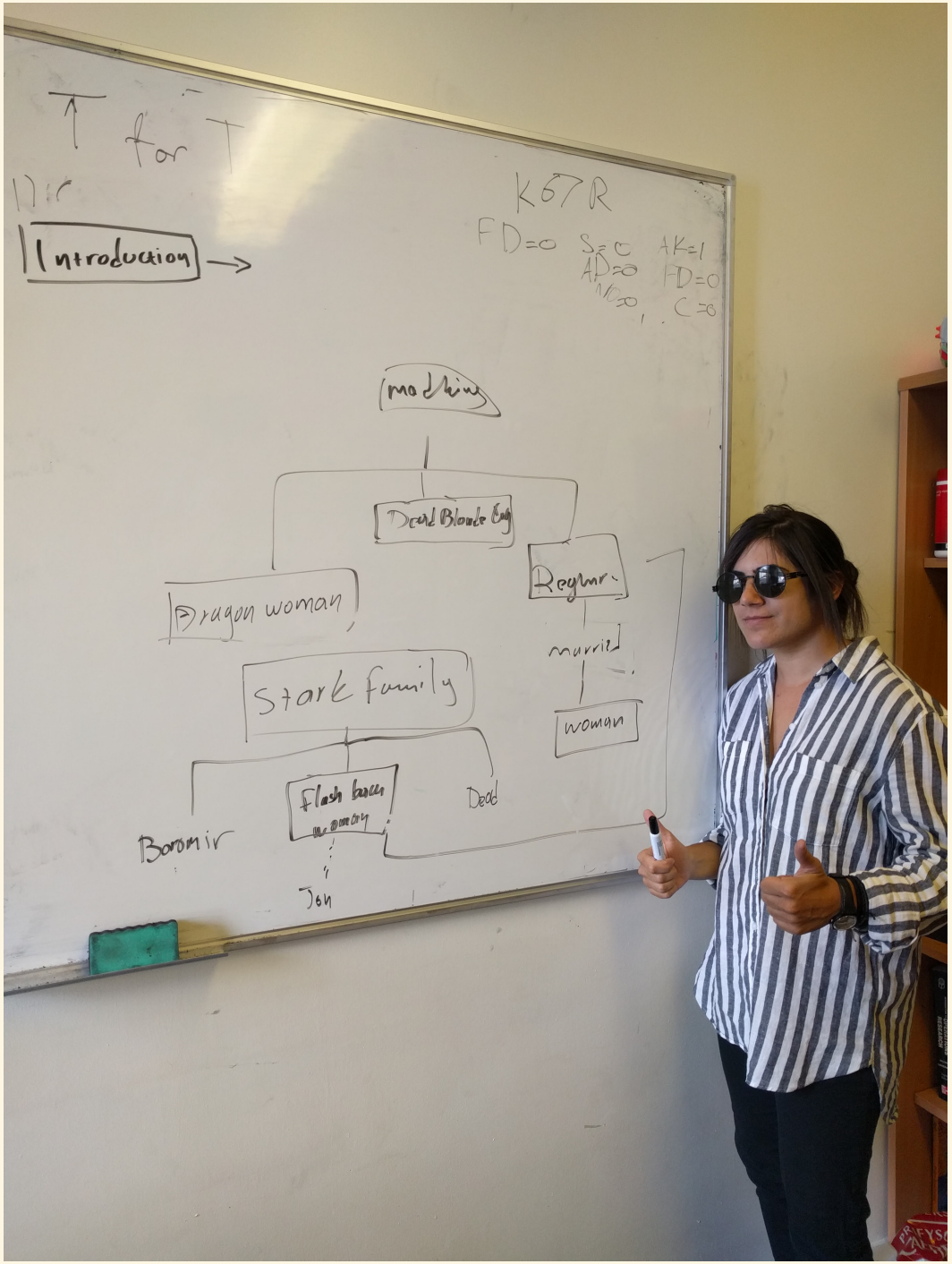
- `find_primes_v1.py`.
- `find_primes_v2.py`.
- `find_primes_v3.py`.
- `is_prime.py`
- `integer_division`
- `prime_factors.py`
- `test_is_prime.py`
- `test_integer_division.py`
- `test_prime_factors.py`

PhD supervision




Learn


Classes
Network
Transmitter
BENQ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Introduction
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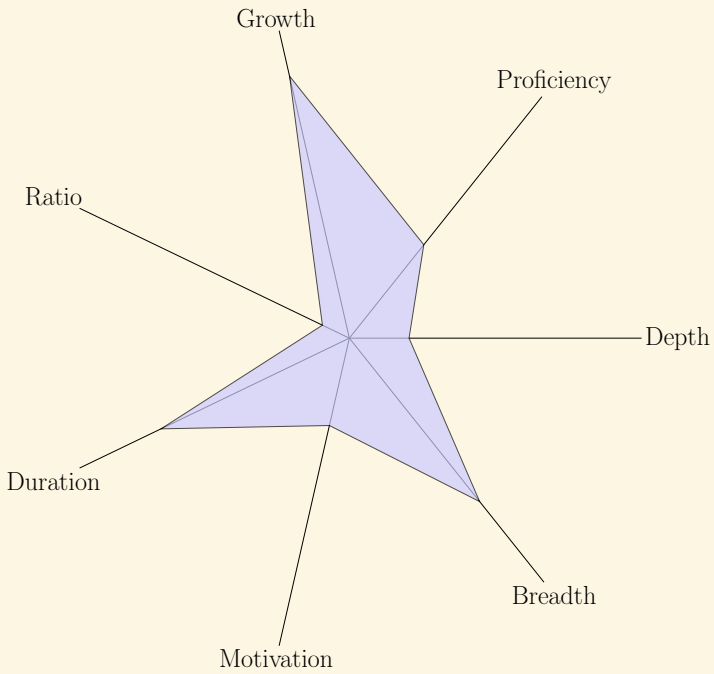
modeling
Dead Blonde boy
Dragon woman
Regular
married
woman
Stark family
Flash backs
Boromir
Dead
Jon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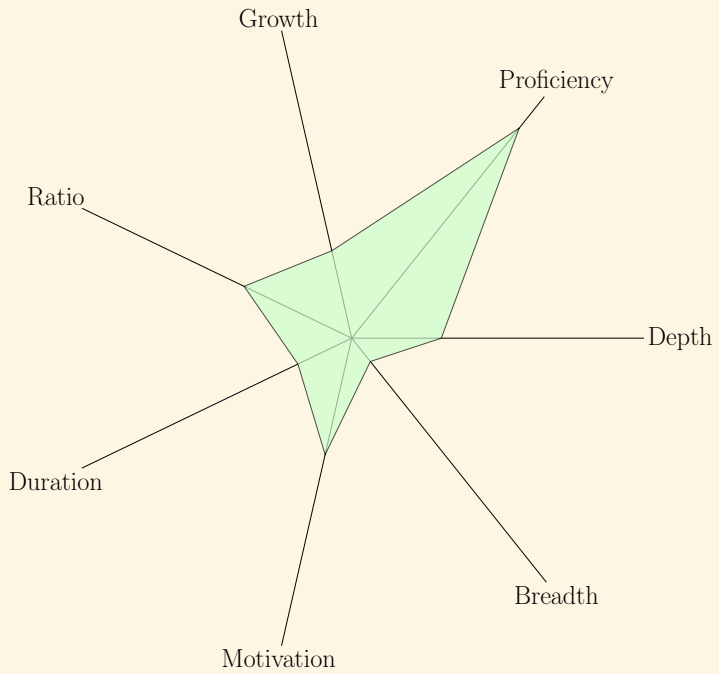
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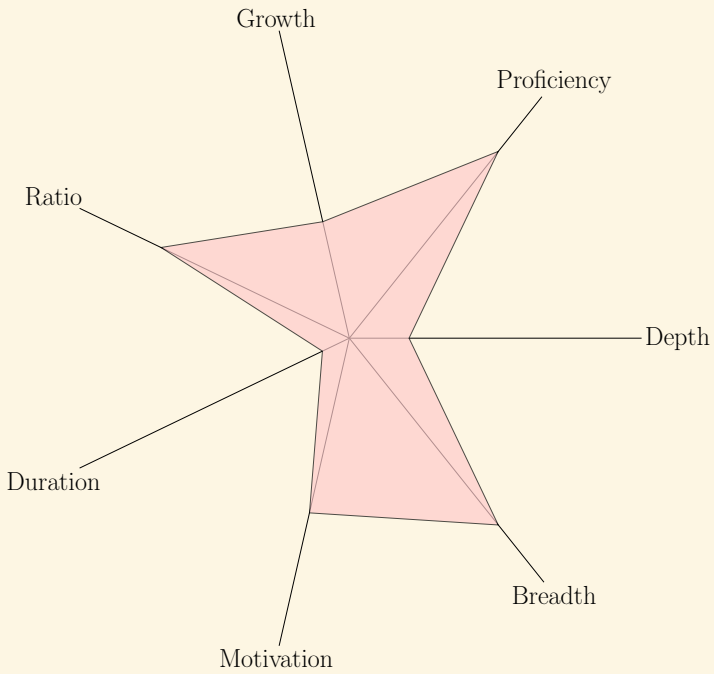
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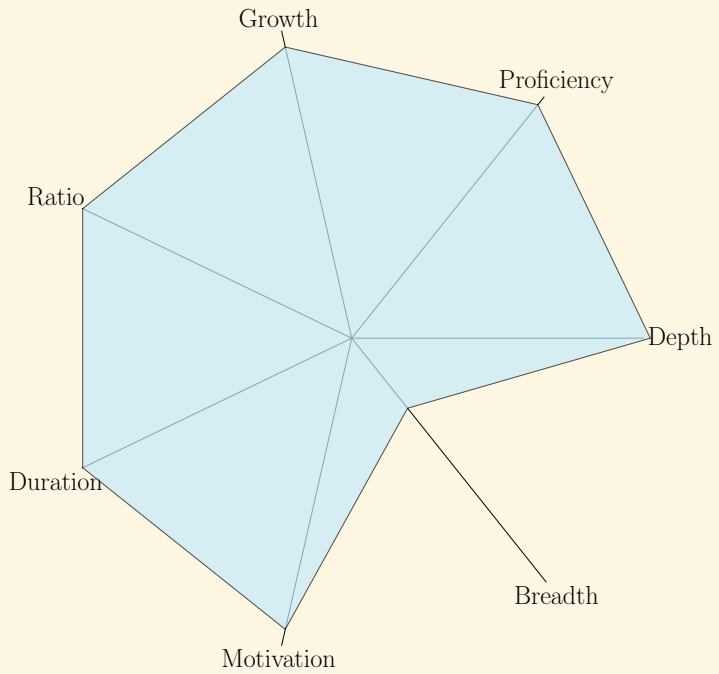
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Enthusiasm

- Anaconda
- Jupyter notebooks
- `pip install --user <package>`
- gh-pages
- @drvinceknight
- `knightva@cf.ac.uk`