

Computer Science Lecturer Interview Questions And Answers

Is graduate school right for you? Should you get a master's or a Ph.D.? How can you choose the best possible school? This classic guide helps students answer these vital questions and much more. It will also help graduate students finish in less time, for less money, and with less trouble. Based on interviews with career counselors, graduate students, and professors, *Getting What You Came For* is packed with real-life experiences. It has all the advice a student will need not only to survive but to thrive in graduate school, including: instructions on applying to school and for financial aid; how to excel on qualifying exams; how to manage academic politics—including hostile professors; and how to write and defend a top-notch thesis. Most important, it shows you how to land a job when you graduate.

Get Programming: Learn to code with Python teaches you the basics of computer programming using the Python language. In this exercise-driven book, you'll be doing something on nearly every page as you work through 38 compact lessons and 7 engaging capstone projects. By exploring the crystal-clear illustrations, exercises that check your understanding as you go, and tips for what to try next, you'll start thinking like a programmer in no time. This book works perfectly alongside our video course *Get Programming with Python in Motion*, available exclusively at Manning.com: www.manning.com/livevideo/get-programming-with-python-in-motion Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Programming skills you can use in any language Learn to code—no experience required Learn Python, the language for beginners Dozens of exercises and examples help you learn by doing About the Reader No prior programming experience needed. Table of Contents **LEARNING HOW TO PROGRAM** Lesson 1 - Why should you learn how to program? Lesson 2 - Basic principles of learning a programming language **UNIT 1 - VARIABLES, TYPES, EXPRESSIONS, AND STATEMENTS** Lesson 3 - Introducing Python: a programming language Lesson 4 - Variables and expressions: giving names and values to things Lesson 5 - Object types and statements of code 46 Lesson 6 - Capstone project: your first Python program-convert hours to minutes **UNIT 2 - STRINGS, TUPLES, AND INTERACTING WITH THE USER** Lesson 7 - Introducing string objects: sequences of characters Lesson 8 - Advanced string operations Lesson 9 - Simple error messages Lesson 10 - Tuple objects: sequences of any kind of object Lesson 11 - Interacting with the user Lesson 12 - Capstone project: name mashup **UNIT 3 - MAKING DECISIONS IN YOUR PROGRAMS** Lesson 13 - Introducing decisions in programs Lesson 14 - Making more-complicated decisions Lesson 15 - Capstone project: choose your own adventure **UNIT 4 - REPEATING TASKS** Lesson 16 - Repeating tasks with loops Lesson 17 - Customizing loops Lesson 18 - Repeating tasks while conditions hold Lesson 19 - Capstone project: Scrabble, Art Edition **UNIT 5 - ORGANIZING YOUR CODE INTO REUSABLE BLOCKS** Lesson 20 - Building programs to last Lesson 21 - Achieving modularity and abstraction with functions Lesson 22 - Advanced operations with functions Lesson 23 - Capstone project: analyze your friends **UNIT 6 - WORKING WITH MUTABLE DATA TYPES** Lesson 24 - Mutable and immutable objects Lesson 25 - Working with lists Lesson 26 - Advanced operations with lists Lesson 27 - Dictionaries as maps between objects Lesson 28 - Aliasing and copying lists and dictionaries Lesson 29 - Capstone project: document similarity **UNIT 7 - MAKING YOUR OWN OBJECT TYPES BY USING OBJECT-ORIENTED PROGRAMMING** Lesson 30 - Making your own object types Lesson 31 - Creating a class for an object type Lesson 32 - Working with your own object types Lesson 33 - Customizing classes Lesson 34 - Capstone project: card game **UNIT 8 - USING LIBRARIES TO ENHANCE YOUR PROGRAMS** Lesson 35 - Useful libraries Lesson 36 - Testing and debugging your programs Lesson 37 - A library for graphical user interfaces Lesson 38 - Capstone project: game of tag Appendix A - Answers to lesson exercises Appendix B - Python cheat sheet Appendix C - Interesting Python libraries

The financial burden and the level of specialized care required to look after older adults with dementia has reached the point of a public health crisis. Older adults diagnosed and living with the disorder reached 35.6 million worldwide in 2010 and is expected to increase to 135.5 million in 2050, with costs soaring to \$1.1 trillion. In the face of the increasing burden this disorder poses to health care systems and the management of this patient population, intelligent assistive technologies (IATs) represent a remarkable and promising strategy to meet the need of persons suffering from dementia. These technologies aim at helping individuals compensate for specific physical and cognitive deficits, and maintain a higher level of independence at home and in everyday activities. However, the rapid development and widespread implementation of these technologies are not without associated challenges at multiple levels. An international and multidisciplinary group of authors provide future-oriented and in-depth analysis of IATs. Part I delineates the current landscape of intelligent assistive technologies for dementia care and age-related disability from a global perspective, while the contributions in Part II analyze and address the major psycho-social implications linked to the development and clinical use of IATs. In the last section, essays examine the major ethical, social and regulatory issues associated with the use of IATs in dementia care. This volume provides an authoritative and comprehensive overview of how IATs are reshaping dementia care.

Effective science teaching requires creativity, imagination, and innovation. In light of concerns about American science literacy, scientists and educators have struggled to teach this discipline more effectively. *Science Teaching Reconsidered* provides undergraduate science educators with a path to understanding students, accommodating their individual differences, and helping them grasp the methods--and the wonder--of science. What impact does teaching style have? How do I plan a course curriculum? How do I make lectures, classes, and laboratories more effective? How can I tell what students are thinking? Why don't they understand? This handbook provides productive approaches to these and other questions. Written by scientists who are also educators, the handbook offers suggestions for having a greater impact in the classroom and provides resources for further research.

New Scientist magazine was launched in 1956 "for all those men and women who are interested in scientific discovery, and in its industrial, commercial and social consequences". The brand's mission is no different today - for its consumers, New Scientist reports, explores and interprets the results of human endeavour set in the context of society and culture.

Salient Features:- Interview questions on C, C++ and Java programming· Categorized presentation of questions according to their level of difficulty· Sample written test question papers included· Information on various certification courses provided

Universities have been subjected to continuous government reforms since the 1980s, to make them 'entrepreneurial', 'efficient' and aligned to the predicted needs and challenges of a global knowledge economy. Under increasing pressure to pursue 'excellence' and 'innovation', many universities are struggling to maintain their traditional mission to be inclusive, improve social mobility and equality and act as the 'critic and conscience' of society. Drawing on a multi-disciplinary research project, University Reform, Globalisation and Europeanisation (URGE), this collection analyses the new landscapes of public universities emerging across Europe and the Asia-Pacific, and the different ways that academics are engaging with them.

This book is the first to offer a conceptual framework of English-medium education that can be used across different international higher education (HE) contexts. It provides readers with an understanding of the complexities, possibilities and challenges that this phenomenon raises in the 21st century. Making the case for the pressing need for an overarching conceptualisation, the authors discuss, from a theoretical point of view, the recently introduced ROAD-MAPPING framework for 'English Medium Education in Multilingual University Settings' (EMEMUS). Drawing on current research and examples from a variety of settings, the book makes a strong case for the applicability of the framework in two important directions: as a methodological tool for researching educational practices and as an analytical guide to examine policies and teacher education programmes.

Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. Summary Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. You'll work through a series of exercises based in computer science fundamentals that are designed to improve your software development abilities, improve your understanding of artificial intelligence, and even prepare you to ace an interview. As you work through examples in search, clustering, graphs, and more, you'll remember important things you've forgotten and discover classic solutions to your "new" problems! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Whatever software development problem you're facing, odds are someone has already uncovered a solution. This book collects the most useful solutions devised, guiding you through a variety of challenges and tried-and-true problem-solving techniques. The principles and algorithms presented here are guaranteed to save you countless hours in project after project. About the book Classic Computer Science Problems in Java is a master class in computer programming designed around 55 exercises that have been used in computer science classrooms for years. You'll work through hands-on examples as you explore core algorithms, constraint problems, AI applications, and much more. What's inside Recursion, memoization, and bit manipulation Search, graph, and genetic algorithms Constraint-satisfaction problems K-means clustering, neural networks, and adversarial search About the reader For intermediate Java programmers. About the author David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. Table of Contents 1 Small problems 2 Search problems 3 Constraint-satisfaction problems 4 Graph problems 5 Genetic algorithms 6 K-means clustering 7 Fairly simple neural networks 8 Adversarial search 9 Miscellaneous problems 10 Interview with Brian Goetz

The definitive career guide for grad students, adjuncts, post-docs and anyone else eager to get tenure or turn their Ph.D. into their ideal job Each year tens of thousands of students will, after years of hard work and enormous amounts of money, earn their Ph.D. And each year only a small percentage of them will land a job that justifies and rewards their investment. For every comfortably tenured professor or well-paid former academic, there are countless underpaid and overworked adjuncts, and many more who simply give up in frustration. Those who do make it share an important asset that separates them from the pack: they have a plan. They understand exactly what they need to do to set themselves up for success. They know what really moves the needle in academic job searches, how to avoid the all-too-common mistakes that sink so many of their peers, and how to decide when to point their Ph.D. toward other, non-academic options. Karen Kelsky has made it her mission to help readers join the select few who get the most out of their Ph.D. As a former tenured professor and department head who oversaw numerous academic job searches, she knows from experience exactly what gets an academic applicant a job. And as the creator of the popular and widely respected advice site The Professor is In, she has helped countless Ph.D.'s turn themselves into stronger applicants and land their dream careers. Now, for the first time ever, Karen has poured all her best advice into a single handy guide that addresses the most important issues facing any Ph.D., including: -When, where, and what to publish -Writing a foolproof grant application -Cultivating references and crafting the perfect CV -Acing the job talk and campus interview -Avoiding the adjunct trap -Making the leap to nonacademic work, when the time is right The Professor Is In addresses all of these issues, and many more.

This volume presents papers from the 10th Working Conference of the IFIP WG 8.6 on the adoption and diffusion of information systems and technologies. It explores the dynamics of how some technological innovation efforts succeed while others fail. The book looks to expand the research agenda, paying special attention to the areas of theoretical perspectives, methodologies, and organizational sectors.

This is an authoritative introduction to Computing Education research written by over 50 leading researchers from academia and the industry.

Internationally leading experts from four continents provide new views and pathways to teacher education and training. How can teachers be effectively and efficiently trained to master the complexity and the process conditions of teaching-learning situations? The chapters as a whole demonstrate that subtle knowledge of the conditions and variables of instructional processes is necessary. They provide new insight into the classroom.

This book constitutes the refereed proceedings of the 13th International Conference on the Quality of Information and Communications Technology, QUATIC 2020, held in Faro, Portugal*, in September 2020. The 27 full papers and 12 short papers were carefully reviewed and selected from 81 submissions. The papers are organized in topical sections: quality aspects in machine learning, AI and data analytics; evidence-based software quality engineering; human and artificial intelligences for software evolution; process modeling, improvement and assessment; software quality education and training; quality aspects

in quantum computing; safety, security and privacy; ICT verification and validation; RE, MDD and agile. *The conference was held virtually due to the COVID-19 pandemic.

Tiivistelmä: Matemaattisten uskomusten tutkimuksen nykytila : raportti MAVI-3 kokouksesta 23.-26.8.1996.

A true story of the 1977 alien abduction as told by a former Assistant Attorney General and USAF veteran. He and a friend were taken while remote camping in an Arkansas State Park. Includes the 2012 x-rays of an alien implant discovered on a routine x-ray. It was the catalyst to tell the story he had to retire before he could tell.

Doctoral Thesis / Dissertation from the year 2014 in the subject Computer Science - Software, grade: Pass, University of Technology, Malaysia (Faculty of Computing), course: Software Engineering Education, language: English, abstract: The success of software project depends on how well it fits the needs of its user and its environment. This research strongly believes that future Requirement Engineering (RE) engineers should have the necessary generic skills in order to improve the quality of producing Software Requirement Specification. The software industry claims that the software engineering graduates are not able to meet their requirements for employability. Thus, confronting the problems right from the Higher Learning Education level that lead to this disparity will save the software industry the cost of sending new employees for additional training. The objectives of this research are to develop new learning environment model that can be implemented in RE education; construct a prototype namely Electronic Learning Software Engineering System (ELINS) that allows the industry, educators and Software Engineering (SE) undergraduate students to actively communicate and collaborate; and measure the effectiveness of the proposed learning model in teaching RE and enhancing the generic skills of SE undergraduates. This research comprises of pilot and main study to gather the requirement from experience of software industry personnel before evaluating the students after they involve in experimental test. The interview findings from the pilot study provided inputs which guide this research to develop the actual questionnaire for the main study. The study discusses the factors, causes, expected attributes, and importance of allowing undergraduates to improve their generic skills through actual hands-on participation. Rasch Measurement Model's software, WinStep, is used to analyze the raw data. In experimental test, students are provided with opportunities to practise how to deliver the SRS by doing several case studies from the software industry. The analysis and results have shown a positive improvement of the generic skills among the students who were involved in the Requirement Engineering Project Based-Learning (RE PjBL) model environment compared to those who were taught the course by traditional methods with minimal cost. The results conclude that the RE PjBL which are facilitated by ELINS can enhance student's knowledge, skills and attitude effectively.

There are few people who have not heard of the Irish software success story. Once a country whose primary industries were agriculture and manufacturing, Ireland has become a focal point for many multinational corporations setting up major offshore software bases. There has also been strong growth in the indigenous software sector. However, the Irish software industry is facing some new challenges. Low-cost countries are investing in the growth of their software industry. And, with this investment, they are also focusing on software quality to give themselves a further competitive edge. This is particularly true in the case of India. Both Ireland and India hold much in common in that their respective economies can boast English speaking, well-educated workforces. Consequently, the Irish software industry must be aware of strengths demonstrated by their competitors in India. This volume explores the attitudes and experiences of the members of the Indian and Irish software communities towards one aspect of quality - that of software process quality. A comparison of the implementation of software process models is presented, concluding with recommendations to support the Irish software industry's competitiveness in a global marketplace.

"We cannot change the cards we are dealt, just how we play the hand."---Randy Pausch A lot of professors give talks titled "The Last Lecture." Professors are asked to consider their demise and to ruminate on what matters most to them. And while they speak, audiences can't help but mull the same question: What wisdom would we impart to the world if we knew it was our last chance? If we had to vanish tomorrow, what would we want as our legacy? When Randy Pausch, a computer science professor at Carnegie Mellon, was asked to give such a lecture, he didn't have to imagine it as his last, since he had recently been diagnosed with terminal cancer. But the lecture he gave--"Really Achieving Your Childhood Dreams"--wasn't about dying. It was about the importance of overcoming obstacles, of enabling the dreams of others, of seizing every moment (because "time is all you have...and you may find one day that you have less than you think"). It was a summation of everything Randy had come to believe. It was about living. In this book, Randy Pausch has combined the humor, inspiration and intelligence that made his lecture such a phenomenon and given it an indelible form. It is a book that will be shared for generations to come.

The information age has grown out of the work of experimental computer science, which is dedicated to the development of new hardware, software, graphics, interfaces, and other computer system technologies. While it is important to society in this larger sense, experimental computer science has found an awkward fit in university environments. This volume examines what is special about experimental computer science and what can be done to achieve a better fit for its practitioners in the academic context.

Understand data science concepts and methodologies to manage and deliver top-notch solutions for your organization Key Features Learn the basics of data science and explore its possibilities and limitations Manage data science projects and assemble teams effectively even in the most challenging situations Understand management principles and approaches for data science projects to streamline the innovation process Book Description Data science and machine learning can transform any organization and unlock new opportunities. However, employing the right management strategies is crucial to guide the solution from prototype to production. Traditional approaches often fail as they don't entirely meet the conditions and requirements necessary for current data science projects. In this book, you'll explore the right approach to data science project

management, along with useful tips and best practices to guide you along the way. After understanding the practical applications of data science and artificial intelligence, you'll see how to incorporate them into your solutions. Next, you will go through the data science project life cycle, explore the common pitfalls encountered at each step, and learn how to avoid them. Any data science project requires a skilled team, and this book will offer the right advice for hiring and growing a data science team for your organization. Later, you'll be shown how to efficiently manage and improve your data science projects through the use of DevOps and ModelOps. By the end of this book, you will be well versed with various data science solutions and have gained practical insights into tackling the different challenges that you'll encounter on a daily basis. What you will learn Understand the underlying problems of building a strong data science pipeline Explore the different tools for building and deploying data science solutions Hire, grow, and sustain a data science team Manage data science projects through all stages, from prototype to production Learn how to use ModelOps to improve your data science pipelines Get up to speed with the model testing techniques used in both development and production stages Who this book is for This book is for data scientists, analysts, and program managers who want to use data science for business productivity by incorporating data science workflows efficiently. Some understanding of basic data science concepts will be useful to get the most out of this book.

Serious games provide a unique opportunity to fully engage students more than traditional teaching approaches. Understanding the best way to utilize these games and the concept of play in an educational setting is imperative for effectual learning in the 21st century. Gamification in Education: Breakthroughs in Research and Practice is an innovative reference source for the latest academic material on the different approaches and issues faced in integrating games within curriculums. Highlighting a range of topics, such as learning through play, virtual worlds, and educational computer games, this publication is ideally designed for educators, administrators, software designers, and stakeholders in all levels of education.

The ICT Teacher's Handbook is an indispensable guide for all teachers responsible for the teaching and management of ICT in the secondary school, both as a comprehensive introduction for students learning to teach ICT and as a source of ongoing support for busy practising teachers. Illustrated throughout with case studies, key further reading and guidance on where to find and how to choose the best software and resources, the book also features a guide to specifications, software for whole school support and a useful glossary of key terms. Key topics covered include: Organising and delivering the ICT National Curriculum at key stages 3 and 4 and post 16 Teaching and learning with VLEs, IWBs, social networking and mobile technologies Assessment, record keeping and reporting Popular hardware, software and networks External assessment, target setting and tracking Managing technical support and technicians Preparing for promotion and managing an ICT department Strategies for whole school management of ICT Written for trainee and experienced ICT teachers and managers in both English and international schools, The ICT Teacher's Handbook is an authoritative guide designed to support effective teaching and learning, and efficient use of technology in all schools.

This volume contains a selection of the best papers from the Computer Assisted Learning '91 Symposium. It includes research on a wide range of topics related to computers and learning with an emphasis on hard research evidence and innovative explorations.

Managing Data Science Effective strategies to manage data science projects and build a sustainable team Packt Publishing Ltd

This book has grown out of lesson units that have been used by the author successfully in his English classes for engineering students for over a decade. It is a continuous instructional and practice workbook that teaches communication skills that are essential in the areas of professional and technical activities. The book has taken into account the problems and requirements of technical students and is an attempt to offer sensible pedagogical solutions based on the recent developments in applied linguistics.

EBONY is the flagship magazine of Johnson Publishing. Founded in 1945 by John H. Johnson, it still maintains the highest global circulation of any African American-focused magazine.

This work brings together papers written by researchers and practitioners actively working in the field of human-computer interaction. It should be of use to students who study information technology and computer sciences, and to professional designers who are interested in User Interface design.

This book inspects higher education reform in market-oriented socialist Vietnam, with a focus on newness narratives and enquiry. Engaging in dialogic conversations with global and regional forces and exploring convergences in the domains of policy, curriculum, research, pedagogy, and society, chapter authors analyse ideologies that have entered Vietnam's educational landscape. Chapters include discussions of post-Soviet legacies, socialist thought, privatization, neoliberalism, global rankings, academic freedom, autonomy, and elitism, as well as the actors, discourses and practices through which they manifest. In so doing, authors' commentaries juxtapose phenomena in Vietnam with other national contexts such as the Philippines, Brunei Darussalam, Japan, Australia, and Trinidad and Tobago.

The 11 chapters in this book provide a glimpse into the journeys that women from diverse backgrounds and ethnic differences take in their higher education undergraduate or graduate careers. The diverse women include ethnicities of Arabic, Asian, African-American, American Indian, and Latina.

The quant job market has never been tougher. Extensive preparation is essential. Expanding on the successful first edition, this second edition has been updated to reflect the latest questions asked. It now provides over 300 interview questions taken from actual interviews in the City and Wall Street. Each question comes with a full detailed solution, discussion of what the interviewer is seeking and possible follow-up questions. Topics covered include option pricing, probability, mathematics, numerical algorithms and C++, as well as a discussion of the interview process and the non-technical interview. All three authors have worked as quants and they have done many interviews from both sides of the desk. Mark Joshi has written many papers and books including the very successful introductory textbook, "The Concepts and Practice of Mathematical Finance."

The 2014 International Conference on Future Communication, Information and Computer Science (FCICS 2014) was held May 22-23, 2014 in Beijing, China. The objective of FCICS 2014 was to provide a platform for researchers, engineers and academics as well as industrial professionals from all over the world to present their research results and developm

The National Science Foundation's PROMISE: Maryland's Alliance for Graduate Education & the Professoriate (AGEP), has assembled graduate student development professional development details from 10 years of workshops. This book provides deans, faculty, and program directors with seminar ideas that will enhance graduate student retention. The primary sponsor for PROMISE is the National Science Foundation (NSF), Directorate for Education and Human Resources (EHR), Division of Human Resource Development (HRD). Current projects are supported by: Collaborative Research: AGEP - T: PROMISE AGEP Maryland Transformation # 1309290, #1309264, and #1309256. Foundational projects were developed and implemented under HRD grant #0202169 - "AGEP: Maryland's Alliance for Graduate Education and the Professoriate," HRD grant #0639698 - "PROMISE: Maryland's AGEP"; and HRD grant #1111217 - "PROMISE Pathways." Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Science Foundation.

Computing is transforming how we interact with music. New theories and new technologies have emerged that present fresh challenges and novel perspectives for researchers and practitioners in music and human-computer interaction (HCI). In this collection, the interdisciplinary field of music interaction is considered from multiple viewpoints: designers, interaction researchers, performers, composers, audiences, teachers and learners, dancers and gamers. The book comprises both original research in music interaction and reflections from leading researchers and practitioners in the field. It explores a breadth of HCI perspectives and methodologies: from universal approaches to situated research within particular cultural and aesthetic contexts. Likewise, it is musically diverse, from experimental to popular, classical to folk, including tango, laptop orchestras, composition and free improvisation.

Innovative Techniques in Instruction Technology, E-Learning, E-Assessment and Education is a collection of world-class paper articles addressing the following topics: (1) E-Learning including development of courses and systems for technical and liberal studies programs; online laboratories; intelligent testing using fuzzy logic; evaluation of on line courses in comparison to traditional courses; mediation in virtual environments; and methods for speaker verification. (2) Instruction Technology including internet textbooks; pedagogy-oriented markup languages; graphic design possibilities; open source classroom management software; automatic email response systems; tablet-pcs; personalization using web mining technology; intelligent digital chalkboards; virtual room concepts for cooperative scientific work; and network technologies, management, and architecture. (3) Science and Engineering Research Assessment Methods including assessment of K-12 and university level programs; adaptive assessments; auto assessments; assessment of virtual environments and e-learning. (4) Engineering and Technical Education including cap stone and case study course design; virtual laboratories; bioinformatics; robotics; metallurgy; building information modeling; statistical mechanics; thermodynamics; information technology; occupational stress and stress prevention; web enhanced courses; and promoting engineering careers. (5) Pedagogy including benchmarking; group-learning; active learning; teaching of multiple subjects together; ontology; and knowledge representation. (6) Issues in K-12 Education including 3D virtual learning environment for children; e-learning tools for children; game playing and systems thinking; and tools to learn how to write foreign languages.

The Second International Conference on Hybrid Learning was organized by the School of Continuing and Professional Studies of The Chinese University of Hong Kong and University of Macau in August 2009. ICHL 2009 was an inventive experience for the Hong Kong and Macau tertiary higher education. The conference aims to provide a good platform for knowledge exchange on hybrid learning by focusing on student centered education. The technique is to supplement traditional classroom learning with eLearning. The slogan is "Education leads eLearning," not vice versa. The methodology is that at least 30% of learning activities are done by eLearning. The outcome is for students to learn at any time at any place. eLearning can increase students' learning productivity and reduce teachers' administration workload alike. It is a new culture for students, teachers and school administrators to adopt in the twenty-first century. The conference obtained sponsorship from Pei Hua Education Foundation Limited, City University of Hong Kong, ACM Hong Kong Section, and Hong Kong Computer Society. Hybrid learning originated from North America in 2000, and is an ongoing trend. It is not merely a simple combination of direct teaching and eLearning. It encompasses different learning strategies and important elements for teaching and learning. It emphasizes outcome-based teaching and learning, and provides an environment for knowledge learning. Students are given more opportunities to be active learners and practice practical skills such as communication, collaboration, critical thinking, creativity, self-management, self-study, problem solving, analysis and numeracy.

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