

DAY ONE - PARTICIPANT SURVEY RESULTS

Growing a community of educators passionate about ALife

We believe there are special challenges and opportunities that ALife presents. We are largely fragmented and wish to create a supportive community to share and develop the best pedagogical practices.

What we want from this workshop?

Gaining Knowledge and Resources: Respondents seek to learn more about Artificial Life (ALife) concepts, including how to explain them to beginners, collect ideas for lessons, topics, and projects used in teaching, and gain knowledge about teaching ALife using Universal Design for Learning (UDL) or active learning techniques.

Curriculum and Course Structure: Interest exists in gaining insight into how educators structure ALife-related courses within traditional programs (e.g., Biology, Computer Science) and designing an ALife-oriented course on "mathematical modeling and simulations of life processes" for health sciences education.

Community and Coordination: Participants want to connect with and contribute to the ALife community, be part of a community that is teaching ALife, and coordinate resources.

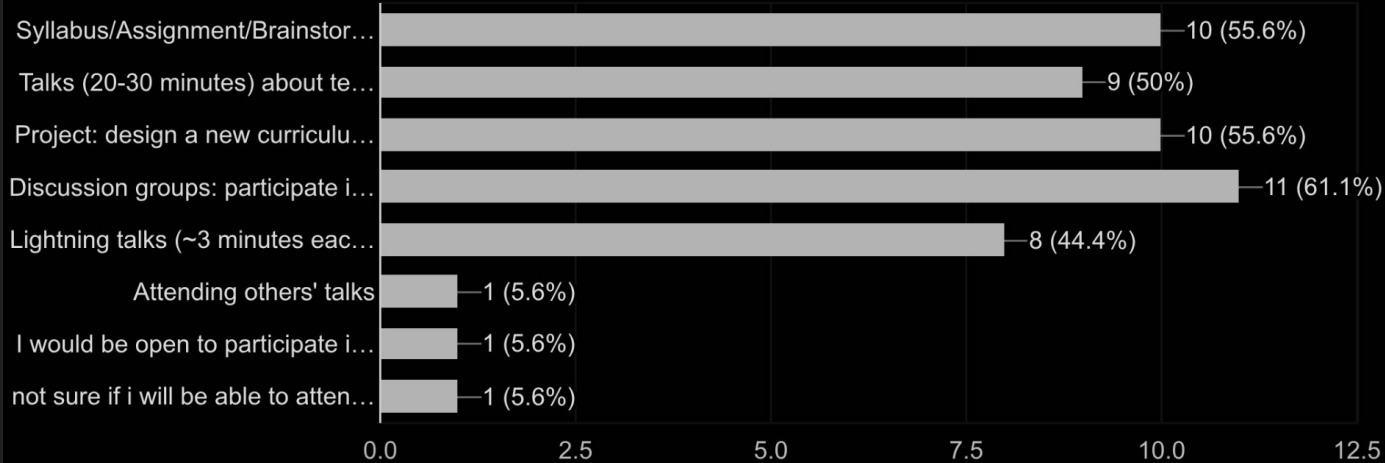
Effective Teaching Methods: Respondents are interested in understanding what actually works in a classroom and why, and gaining insight into what makes something "click" for students.

Specific Examples and Applications: Goals include gaining inspiration, seeing more examples of ALife (such as active matter and novel simulations), and understanding the role of AI for teaching and education.

What we want to participate in?

Which of these would you be interested in participating in during AEdU?

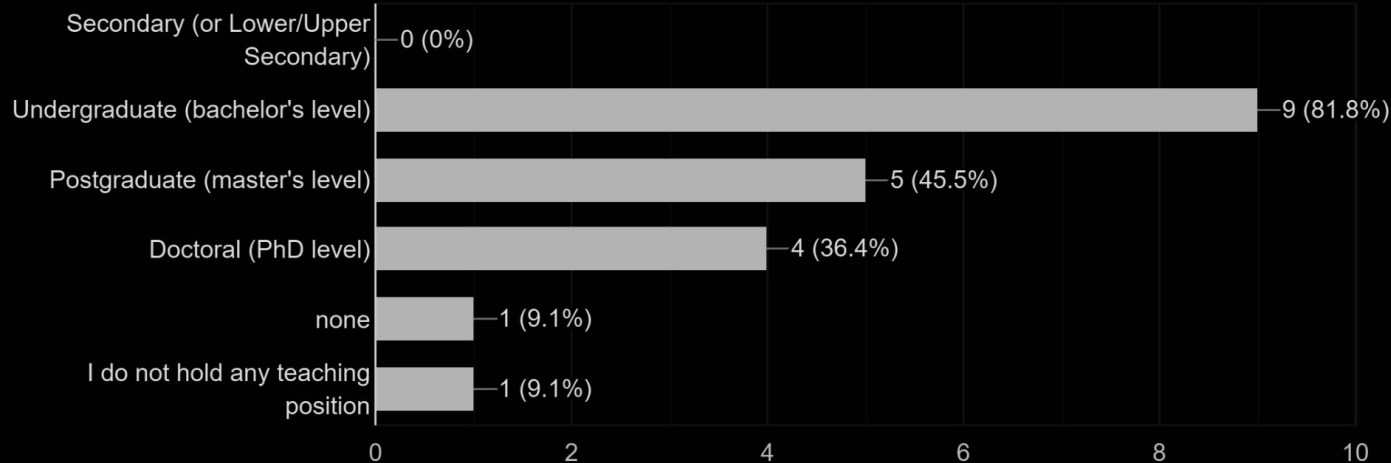
18 responses



Types of students we teach

What describes the students you currently teach or plan to educate?

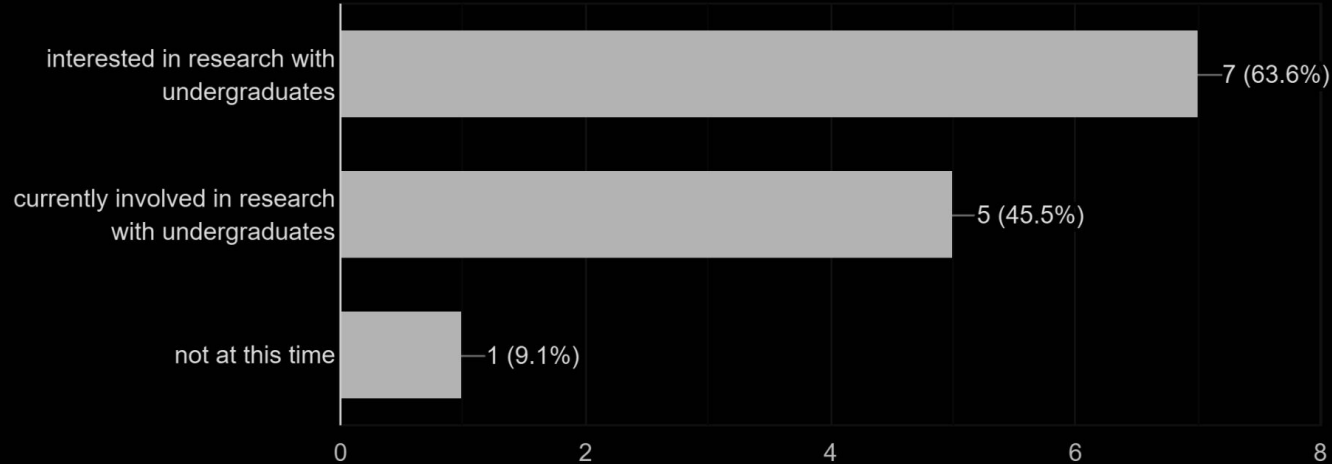
11 responses



Undergraduate Research Interest

Do you do have any interest or involvement in doing research with undergraduate students?

11 responses



Challenges we face?

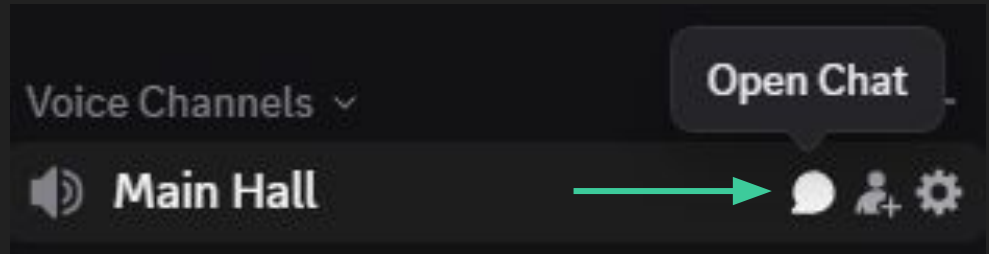
- Overcoming university mindset around disciplinary boundaries (i.e. a CS department should only teach CS-specific topics)
- The number one thing is always educating people on the difference between artificial life and artificial intelligence. So first and foremost, just communicating "what is ALife" in a way that people can understand.
- Neither UK or Spain (my comfort zone) has specific programs or even consider this an speciality.
- The high weight "AI" is taking in the popular media
- Building interest!

1. Communicating the Field
2. Institutional & Resource Constraints
3. Pedagogical Complexity
4. Learning & Engagement

- Only time: there are not enough hours in a day to get everything done.
- Finding an effective way to convey with breadth of the field without overwhelming students with content
- I think the biggest challenge is in how many possibilities exist for what topics to teach, what learning outcomes can be, how to teach those topics, and lack of widespread/established examples to take inspiration from.
- For me, it's funding.
- How to give an authentic alife experience in a short amount of time
- Speaking from the learning end: the multidisciplinary knowledge one needs. That's also its attraction, though.

Questions?

Type into the chat



We may call on you to explain your question if we think it would help