



Tan Yuen Ling, Lynette

Centre for English Language
Communication

At the core of how I teach is an approach that embraces pedagogical strategies and new technologies that are relevant to the current cohort of students. This year I created a 3D ARG (Alternate Reality Game) with Playware Studios that tapped on the proven motivational affordances of the medium to scaffold reading material for them. I am cognizant of the historical context that students are in, always placing them at the centre in achieving key learning outcomes.

As I read academic publications on pedagogy for this purpose, I publish material on my own classroom experiences to engage with the discourse on learning environments. Alongside this approach, I reflect on both formal and informal student feedback and create modules that enhance student motivation – facilitating the tenets of competency, autonomy and relatedness as stated in Ryan and Deci's Self-Determination theory. In developing my modules, I thus ensure that there is space for students to respond to questions of pace and to present their understanding of the material, so that I can address any shortfalls in competency in a timely and effective manner. I also encourage the ideas of students to be woven into the learning outcomes—so that they become co-creators of the final body of knowledge that is acquired at the end. I employ Socratic questioning as a central strategy—enabling students to be critical and independent thinkers, perceiving their thoughts as connections to the larger academic discourse on the subject, and with the ability to discern the quality of arguments that they encounter.

What Students Say...

"Engaging and interesting because she presents information to us via different teaching styles e.g. webinars, presentations, discussions."

"Dr Lynette is passionate in both the module content and facilitation of our learning. Consultations with her always leave me with new and interesting ideas."