



Teaching iOS

WS25/26 | 30th Edition

Info Meeting



Stephan



Felix



Who are we?



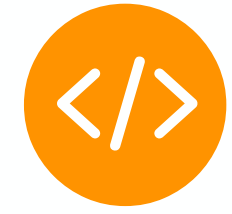
Stephan Krusche



Head of the Research Group



Family, Sports and Comedy



Agile Leader and Mentor



Research Areas

- Applied Education Technologies
- GenAI based Software Engineering
- Human Computer Interaction





Who are we?



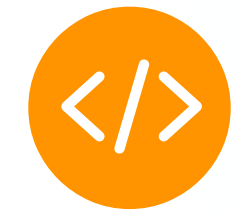
Felix T.J. Dietrich



Doctoral Student at AET/TUM



BBQ, Traveling, Swift *and Webdev*



Software Engineer and AI Researcher



Research Areas:

- Generative AI in Software Engineering Education
- Gamification
- Educational Technologies

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 🎉



The Intro Course



Course Schedule

- Course duration: **Oct 06 - Oct 14**
- Different kinds of sessions
 - Sessions about Swift, Xcode, iOS development and Software Engineering
 - Focus on hands-on self-learning sessions with **Apple's Develop in Swift Tutorials** series
- We keep the Rechnerhalle open 8:30 am - 6:00 pm for students to complete their assignments

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

15-45 Min Hands-on Self-Learning Sessions

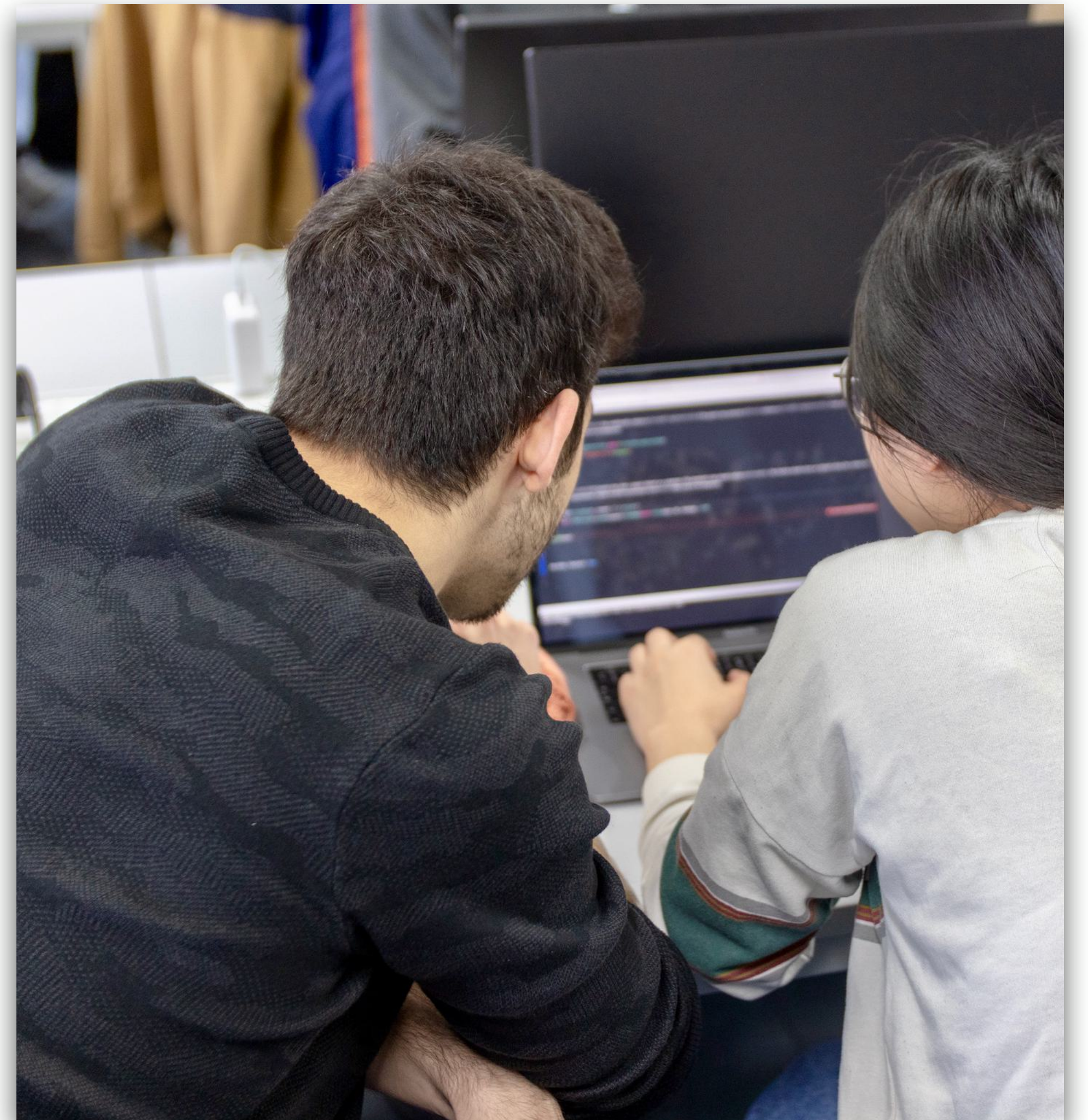
- Instructors/tutors motivate the session with an example
- Students work through **Develop in Swift Tutorials** by Apple at their own pace
- Instructors/tutors assist with any questions and adapt to the student's needs

Intro Course Project (Homework)

- Students build their own app during the intro course
- The students have to solve it on their own
- You give feedback to the students and review their code

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 project submissions of a group of “your” students
 - You take turns being present during lab times (8:30am - 6:00pm)

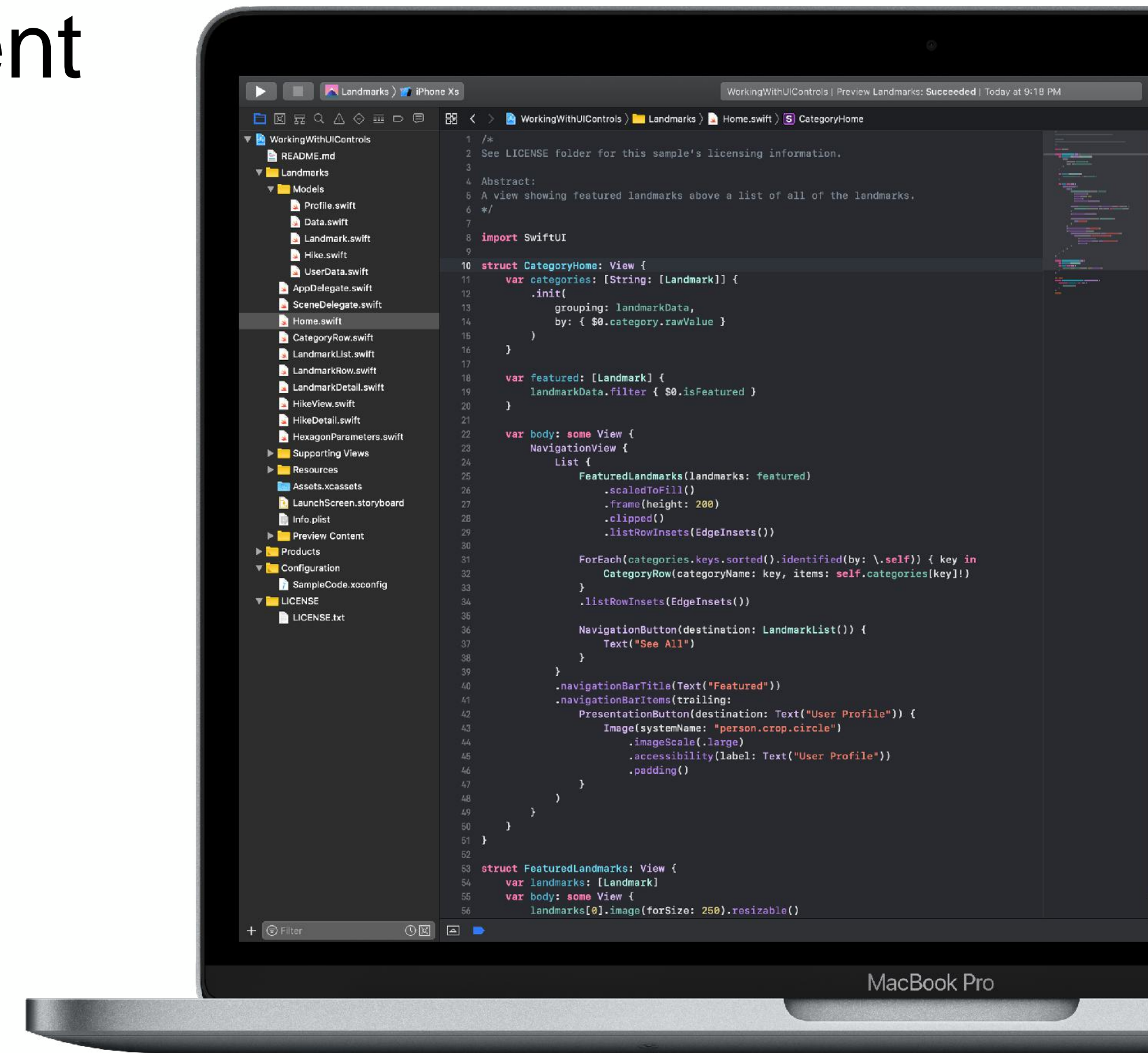


What we expect during the course

- You lead engaging hands-on sessions
 - You create or update slide decks that extend *Apple's Develop in Swift Tutorials*
 - You curate cheat-sheets, sample code, and further-reading links
 - You dive deep into your topic and present it in front of all students

Prerequisites

- You are familiar with the concept of object-oriented languages
- You have experience in iOS development
- You are highly motivated to take this course — no other obligations and flexibility during the full duration of the intro course (except repeat exams/obligatory university courses)



Milestones



- **August 20, 10:00 - 12:00: Kickoff**
- **Weekly (from Kickoff until course start):
On-site Tutor Meetings**
- **October 06: Start of Intro Course**
- **October 14: End of Intro Course**

Registration process

1

Fill out the **application form** linked on aet.cit.tum.de/teachingios
Latest: July 15, End of day (Munich time)

2

We will invite you to a personal interview
Interviews: July 18

3

Prioritize Seminar **Teaching iOS** in the [matching system](#)
Latest: July 22, End of day (Munich time)

Interested in Further News?

We will share news about iPraktikum and related courses in our newsletter!

Scan the code below to subscribe!





Questions?

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