

## **Philosophy of Teaching**

It is my duty to shape and assist students to reach their full potential. I live by this philosophy. During my classes, I have been assisting students to grow intellectually and professionally. It has been a delightful experience for which I have been quite grateful.

I understand that transmitting knowledge effectively is paramount for learning to occur. I do not believe, however, that an autocratic, inflexible teacher will gain the students' trust and their full attention, which will consequently result in a poor learning experience for them. I would rather be an approachable but challenging and fair instructor who expects, but at the same time, cares for the students.

I have been finding that trust and fairness, enthusiasm, and passion are critical elements of an effective instructor. In my opinion, teaching is supposed to be an adventure in which the students should participate, facilitated by the instructor which in turn, should also identify talent and polish it. I do not believe in pure instructionism. I often use a wide variety of technological tools in my classes. Video, tutorials, and podcasts are a few of them.

Due to my belief in class participation, my classes are highly interactive and students are asked to participate in several different ways, such as debates, lively discussions and class presentations, and with games. I take a project based learning approach in my production courses.

To maintain the highest level of content consistency with the workforce, I often invite professionals in the field to come to my classes and ask them questions about what is being used in the "real world." I design my classes in a way that students learn what is needed it.

In sum, my philosophy of teaching involves trust, a multitude of learning techniques, technology, a cognitive constructivist point of view, based on the principles of Immediacy theory. I believe in shaping and inspiring minds so that they may become the most they can be. I find pleasure in being the facilitator in this process.