BEST**PRACTICE**2020
Distance education

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Practice What You Teach

In traditional Computer Science education labs is the holy-grail of practical teaching methods. Students come to the lab and together with a lecturer or teaching assistants practical assignments are completed at a specific time and place. In distance education this notion of time and place should in an ideal world disappear or at least be somewhat blurred. To achieve the practical aspects of a course in distance education I designed the course **Web applications for mobile devices** to revolve around industry specific technologies. To accomplish this I created a JSON Application Programming Interface that the students use throughout the course. By using the API the students get a glimpse of how real applications are created. As a teacher we can and should take multiple roles in courses. I find that the students appreciate when a teacher can take the role of role model by showing how technologies can be used.

Material:

During the presentation I will be showing how the students use an Application Programming Interface (API). The documentation for the API, https://lager.emilfolino.-se/v2, is available online and is the documentation that the students use during the course.