

teaching philosophy

We learn by doing. Not a new concept to be sure, but one that should not be discarded out of hand. Students need to try, fail, learn, try again, and succeed. Answers and process cannot just be taught, then need to be experienced.

History. You have to know where you came from when creating design work, and what came before; styles, influences, schools, giants ... they are all at the root of and instruction. Building not only on personal experiences, but on historical foundations help strengthen the base of the student's learning process.

When teaching new technologies, the one moment I want every student to reach is that "Ah Ha" or "Eureka" moment of no longer thinking about learning a process, but instead that they are using a tool to create.

I am personally imbued with the need to learn, I have fun while doing it, I have an immense curiosity on what is new, and strive to bring that level of enthusiasm to the classroom to productively share in a clear and precise manner.

And I am fully open and eagerly so, to learn from students. No one knows everything, and especially in the current environment of ever changing and updating technologies, that some students will know more than me. If you do not accept that learning is a two way street, the teaching experience will become bitter and tedious.

Always changing and adapting. Consistant in instruction but not rigid in form.

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