assessment—projects that develop or rely heavily on learning assessments—2, 8, 22, 26, 29, 34, 37, 38, 39, 40, 41
backwarddesign—projects that explicitly work backwards from learning goals to course design and learning assessment—31, 32
case—projects that employ the case method of instruction or develop cases—12, 23, 30, 33, 35, 47
character—projects that seek to develop students’ character, moral decision-making, or “soft” skills—7, 11, 20, 26, 46
classtech—projects that develop or employ technology for classroom instruction—1, 3, 6, 21, 32, 39, 40, 44
collaboration—projects that assess or cultivate students’ collaboration skills and/or group behavior—1, 3, 9, 10, 11, 18, 22, 26, 28, 35, 41, 46
course—projects centered on course development—3, 4, 7, 11, 14, 17, 18, 20, 21, 24, 25, 31, 32, 36, 40, 42, 43, 46, 47
curation—projects focused on the curation of educational material—4, 13, 15, 16, 44, 45
digitization—projects that develop digital content—12, 13, 15, 16, 23, 24
discussion—projects that focus on enhancing student discussion—5, 14, 20, 33, 44, 47
experiential—projects that involve experiential learning, i.e., learning by doing—7, 11, 20, 22, 25, 26, 28, 42, 45, 46
experiment—explicit research projects—8, 40
feedback—projects focused on collecting or developing student/faculty feedback—22, 26, 34, 37, 43, 46
flippedclass—projects that assign lecture content as homework and design interactive classroom instruction—14, 17, 24, 42, 47
instruction—projects focused on innovating classroom instruction—8, 9, 17, 18, 19, 20, 29, 39, 40, 42, 47
interdisciplinary—projects centered on interdisciplinary education or collaboration—9, 19, 21, 27, 28, 29, 31, 32, 34, 35, 36, 37, 38, 44, 45, 46
interview—projects that involve interviews—3, 15, 29
kinect—projects that use Kinect gaming technology—6, 13
lecture—projects that seek to develop students’ character, moral decision-making, or “soft” skills—14, 17, 39, 40, 42
library—projects that collaborate with a Harvard library—10, 12
museum—projects that collaborate with a Harvard museum—13, 45
objectlearning—projects that focus on object-based learning—13, 21, 45
pbl—projects that involve problem-based learning—1, 2, 7, 8, 18, 25, 32, 36
peerinstruction—projects that involve peer instruction—17, 35, 39, 42, 47
seminar—projects that involve seminar courses or instruction—7, 20, 21, 30, 31
simulation—projects that develop simulation methods—6, 23, 35
skill—projects that seek to develop students’ skills—2, 6, 8, 22, 25, 26, 28, 35, 37, 41
smartphone—projects that involve smartphones—5, 39, 43
software—projects that develop software—5, 6, 10, 12, 43
space—projects that develop physical classroom space—1, 3
speaking—projects that seek to develop students’ speaking or communication skills—28, 37
storytelling—projects that employ narrative storytelling as part of their instruction—7, 11, 15, 16
studio—projects that involve studio classrooms or courses—3, 21, 22
survey—projects that use survey methodology—29, 30, 36, 43
symposium—projects that involve symposia, conferences, etc—11, 19, 28
tablet—projects that involve tablet technology—1, 3
TeachingCommunity—projects that seek to share knowledge and develop a Harvard community of teaching and learning—19, 29, 30, 33, 36, 38, 43
textbook—projects that create digital, interactive, and/or multimedia textbooks—12, 23, 24
TFs—projects focused on teaching fellows—30, 31, 38
theater—projects that connect the dramatic arts with pedagogy—1, 9, 31
tool—projects that develop digital teaching tools—4, 5, 6, 10, 12, 15, 16, 18, 24, 25, 27, 34, 41, 44
training—projects that seek to develop teaching skills—8, 9, 19, 30, 33, 38, 41
video—projects that involve video—2, 14, 15, 16, 17, 23, 24, 27, 33, 36, 38, 44
visualization—projects that develop or employ methods for visualizing data—4, 5, 25, 32
web—projects that develop or employ online resources—4, 5, 10, 16, 18, 19, 27, 33, 34, 37, 41
writing—projects that seek to improve student writing—10, 27, 34
zeega—projects that use Zeega (an open-source web platform for creating interactive and collaborative documentaries)—4, 9, 13, 14, 23