

**Charles B. Pheatt**

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Statement of Teaching Philosophy**

When I teach computer science, my primary goal is to prepare students to be knowledgeable computing professionals. Since the field of computing is subject to significant and rapid changes, the greatest challenge facing students in the profession is that the knowledge base assimilated at the university is just the beginning of a life-long learning process. I endeavor to provide students with the theoretical framework of computing as well as the will to be inquisitive and have the ability to expand their skills as the discipline grows.

My teaching style is perhaps best described by the phrase, "while firmly grasping their collars, I take them to the edge of the cliff and let them look into the computing abyss". I feel that students make the greatest educational gains when provided with significant challenges while having assurance that help is available if disaster strikes. To this end, I provide activities and exercises that allow students to explore their own approaches to problem solving which gives them "ownership" of the knowledge they have gained.

Students must be exposed to current technology in the classroom in order to be properly prepared for any career they may pursue. It is important for instructors of computer science to use state of the art development environments. To this end students at ESU have been given the ability to use the latest IDE releases from Borland and Microsoft. In my object-oriented programming course, students use Visual C++ and the associated MFC to develop projects. This experience should serve them well in industry.

If I were asked, I would attribute my success as a teacher to the fact that I place teaching as the top priority of my professional duties. I strive to be responsive to the needs and concerns of my students. I think students respond to someone who respects their efforts and shares in their learning experience.