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Computer Science

As a teacher, I find no greater joy than mentoring students and equipping them with the tools they need to pursue their passions through technology. I believe that every student has the capacity to be successful, and my guiding principle is to provide an inclusive, welcoming, and comprehensive introductory experience in Computer Science to every student.

My primary objective is to make the introductory level curriculum accessible and engaging for all students while inspiring them to view themselves as capable computer programmers. To achieve this, I work hard to present course content in a clear, patient, and straightforward manner that effectively illustrates core concepts and builds confidence. I strive to create a comfortable and welcoming learning environment that fosters new ways of thinking while respecting students for who they are and what they bring to the class.

One of the biggest challenges of teaching high-tech disciplines is differentiating instruction to meet the needs of diverse learners. I am passionate about finding innovative ways to support students with varied learning styles and experience levels. I continually refine my course materials to incorporate immersive and adaptive learning experiences, such as gamification, project-based learning, and the flipped classroom model. These approaches enable students to learn at their own pace and receive personalized instruction, leading to increased engagement and academic performance.

I also believe students should be encouraged to pursue independent research and development to explore their interests beyond the classroom. To support this, I regularly advise students through formal independent studies, supervision of DURF grants, and serve on Gallatin colloquium committees for graduating seniors. One project I am particularly proud of is a collaboration between the Computer Science and Museum Studies departments, where we pair student developers with museum experts to design interactive exhibits for historic house museums across NYC. The project focuses on creating accessible experiences for people with disabilities, giving students hands-on experience working on an interdisciplinary team, and designing software for a diverse population of users. This year we expanded the project to reimagine the museum at the NYU Florence global campus through augmented reality and tactile interfaces. Working with students in this capacity is incredibly rewarding, and I look forward to continuing these partnerships in future semesters.

Teaching is more than imparting knowledge; it is about engaging and inspiring students to realize their full potential. As educators, we are called to constantly improve our practice, and through developing relationships with our students, we can discover innovative ways to reach them where they are. As an educator, I strive to create an inclusive and accessible learning environment that caters to all learners, where

exploration and experimentation are encouraged. I aim to equip my students with the skills and knowledge they need to succeed academically and beyond and instill in them a love for learning that lasts a lifetime, giving them the tools needed to help them achieve their full potential and make a positive impact on the world.