Teaching Statement

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I am happy to teach a number of core computer-science classes, to fit the teaching needs of the department, including undergraduate and graduate-level Artificial Intelligence, and Introduction to Programming classes. In addition, I would be delighted to develop, possibly along with other interested faculty members, an undergraduate-level class on the Foundations of Electronic Commerce, which I believe would be of great interest to students. Topics could include: security, encryption and e-cash; network infrastructure, XML, etc.; intelligent agents and electronic markets; data-mining and collaborative filtering; and personalization and privacy. More advanced topics include: computational mechanism design; reputation mechanisms and trust; information economics; computational game theory; and user-interface design. At the graduate seminar level I would like to teach classes in such areas as: Computational Mechanism Design, Electronic Markets, and Internet Economics, and Foundations of Multi-Agent Systems.

I believe myself to be an energetic and effective teacher, with good communication skills and an ability to describe complex ideas in simple and clear terms. I expect these skills to allow me to develop into an excellent teacher. I would hope to provide students with enough confidence and insight to be able to work independently and gain a real understanding of the methods and principles covered in class. Of course, teaching will provide an opportunity for me to revisit important computer science methods with fresh insight and to keep up-to-date with new results. Outside of the classroom I hope to be a committed mentor for students and an effective advisor to PhD students, providing motivation, inspiration, and encouragement.