CS 1110-001 **Introduction to Programming** - Fall 2016

ENGR (17556)

INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 163 / Enrollment: 230

Summary: CS 1110-001 Introduction to Programming - Fall 2016 (17556)

Overall Course Rating

CS-1110-001 Mean 4.19
CS-1110-001 Std Dev 0.93
CS-1110-001 Response Count 812

SEAS, 1000-level courses Mean 3.79
SEAS, 1000-level courses Std Dev 1.14
SEAS, 1000-level courses Response Count 12394

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.51
Std Dev 0.72
Response Count 1140

SEAS, 1000-level courses Mean 4.10
SEAS, 1000-level courses Std Dev 0.98
SEAS, 1000-level courses Response Count 21553

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

1. How accurate is this statement for you: After taking this class, I am more likely to major or minor in CS.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	3.66	1.32	54 (33.13%)	52 (31.90%)	22 (13.50%)	18 (11.04%)	17 (10.43%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	3.66	1.32	54 (33.13%)	52 (31.90%)	22 (13.50%)	18 (11.04%)	17 (10.43%)

2. How accurate is this statement for you: After taking this class, I have a better appreciation for Computer Science.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.56	0.65	101 (62.35%)	52 (32.10%)	8 (4.94%)	0 (0.00%)	1 (0.62%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.56	0.65	101 (62.35%)	52 (32.10%)	8 (4.94%)	0 (0.00%)	1 (0.62%)

3. How accurate is this statement for you: After taking this class, I personally have a better understanding of fundamental concepts in Computer Science.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.49	0.65	90 (55.56%)	65 (40.12%)	5 (3.09%)	1 (0.62%)	1 (0.62%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.49	0.65	90 (55.56%)	65 (40.12%)	5 (3.09%)	1 (0.62%)	1 (0.62%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

4. How accurate is this statement for you: Pair Programming helped me learn the material better.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	3.70	1.04	44 (27.16%)	48 (29.63%)	52 (32.10%)	14 (8.64%)	4 (2.47%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	3.70	1.04	44 (27.16%)	48 (29.63%)	52 (32.10%)	14 (8.64%)	4 (2.47%)

5. Which topic/lecture in this course was your favorite and why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
151	*See below for Individual Results*

Lists, because I use them the most

Functions- Found it easy and extremely important for coding

I like reading files, because it makes me feel that we learned something really powerful and useful in terms of data analysis. I also like image manipulation and testing, because they are pretty interesting to me.

Defining functions because it made coding a lot simpler

Image manipulation because I never knew how easy it was until after we took this class

Game Project

Game Project

The game project. Computer science aims to solve problems and creativity is the key to solving problems. Having us make a game made us utilize the tools we had learned throughout the semester in a creative and original way which was both instructional and inspiring.

game project! it was fun

Working on pygame and gamebox was really fun and makes me want to continue taking computer science courses so that I can try to create games for the app store

Games, I love playing games and it was pretty self-explanatory.

Game projects. It's more fun than just coding.

Opening and reading files on Python because it seemed very helpful and relevant in the workplace

Function and files. Cause they had a lot of for loops and I like for loops

They were all very good.

The decoding exercise on the lawn

Encryption Scavenger Hunt, because it was fun to run around and do a scavenger hunt instead of sitting in a lecture.

I can't really narrow it down to just one. I enjoyed learning about all the topics and they are so interconnected it is hard to single out one. Professor Sherriff made the large lectures very engaging and entertaining.

I don't have one in particular, I think all of the topics we covered were very interesting and helpful for the future!

I liked learning about image manipulation and making the games.

functions cause of simplicity of coding.

Reading csv files because I enjoyed its applicability for analyzing data.

If/Else statements were a particular favorite. I enjoy using them to problem solve and recognize their critical importance in many computer science applications.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Functions
	Game project. It was the first time we could do our own work without being told what to do
	I liked working with the games, gamebox, pygame, etc.
	Game development! Because how could it not be!?
	gamebox because we had the most freedom to play around with it.
	The Game course
	The POTDs were really interesting and fun
	My favorite "lecture" was the AMA, as I literally fell out of my seat laughing. My favorite topic was functions.
	I don't have a specific favorite, I enjoyed how each topic we learned stacked on top of each other and increased our overall understanding.
	Functions because it can be used to make all kinds of code.
	My favorite topic was gamebox because it was fun to see what we could do with our coding skills.
	Game Project because it was applicable and enjoyable
	Gamebox; seemed applicable to producing a final product; it was fun
	The game project was very fun. We could really see fun results from our code.
	I enjoyed learning/using pygame
	POTDs. A lot of variety and really helped me learn the material.
	loops
	The Game Project because it encapsulates all the material we've learned during the semester into one big topic/project.
	Learning while and for loops because it made compsci similar.
	I liked the image manipulation topic because it was based on algorithms which I enjoy.
	The game project. It's interesting,useful and easy to understand.
	I liked the topics on the first test because in lecture and for the POTDs you could really see how useful the topics could be.
	I really enjoyed almost all of the topics/lectures in the course as they were are really engaging.
	Pygame was very interesting and provided a medium to utilize my creativity in a useful manner for class.
	loop
	I liked learning about loops and applying everything we learned to make a gem the best. It was a fun way to improve and test what we learned over the course of the semester and a fun activity to do.
	Game project because it involves a lot of creativity and it allowed me to revisit many of my childhood games.
	Question day
	gambol
	I enjoyed the encryption chase because it was a chance to run around grounds while interacting with classmates in an engaging and competitive way.
	Making videogames
	Making functions using imported files
	Decryption was my favorite section in this course because I love ciphers and puzzles.
	Game programming. Only code that I personally benefited from.
	pygame and simple game programing. because it's fun.
	Opening browsers on the web because we got to create a program to find the closest Wendy's

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Game projecr because it was the least stressful
	I liked the part were we made games because it was more creative and fun
	Website analysis
	The final project has my favorite; I had a fun time designing and programming a game for myself.
	My favorite was probably the game topic. It's fun to make something complex that you encounter outside of school.
	Games because they're fun
	Game project since we can manipulate all variables and create games on our own, it's a great experience.
	lists, if statements
	This is probably very bizarre, but I really liked if statements/loops. I really appreciate the basic logic that is required in that type of exercise.
	n/a
	Game project allows us to display creativity
	Downloading and parsing/analyzing data from the internet. I had never realized how simple and useful it is.
	The first game lecture where I got to play Sherriff's game in class
	As simple as it sounds, my favorite part was learning Python. I had never learned a programming language before, and learning the syntax of a language was exciting to me.
	Gaming: it was the most fun.
	gaming, it allowed us to be creative
	The game project stuff because if was fun to be able to create interactive programs with pygame.
	For and nested Loops and Functions because they were applicable to everyday life.
	I liked the general programming as it allowed me to solve problems that could be accurate to me as I am working on other things.
	gamebox
	The Game Project
	game design, because it's really fun to create
	Game Project because it allowed you to be creative
	Test reviews. I got the most out of them.
	Gamebox. Because I get to actually create a game from scratch!`
	Game project because the thinking wasn't too hard, but the output was very satisfying and there was room for creativity.
	I enjoyed the game design aspect because I have a background in game design.
	The game project. It was nice to be able to create something from what we learned in class
	Learning how to make a game, because it involved creativity.
	doing Pong because i am a video game enthusiast and now i understand how games are coded (relatively)
	It was really interesting to learn about encryption. The scavenger activity for that was really fun
	The game project because I personally loves games and this makes me feel the importance of CS and it is really interesting.
	regex
	I like image manipulation
	The game project at the end of the course was my favorite because it allowed me to be creative while still exercising the computer programming skills learned in class.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The game project and image manipulation. The game creation process was my favorite overall topic I enjoyed the final game because it was an encapsulating project in which we could be creative. I really enjoyed Gamebox because it was interesting to take the skills we learned up to that point and use them to make games. The most entertaining part of this course was the last third which allowed us to unleash our creativity to design cool but simple games with gamebox. Making our own games. Because I can turn the theories I learn into real things that I enjoy. pygame I liked the class when Professor Sherriff explained how mutables and imutables work by using boxes and objects. Reading and processing files because I can use it to do a lot of useful things. Gamebox because it's fun I guess for loops because it really expanded what we were able to do in class and for the potds encryption chase Loops (doing many things at once) I liked learning about loops because it's a very useful concept in Computer Science. I found ciphers incredibly fascinating since I have never learned about it but have always wanted to. I enjoyed just the basic lectures on things like variables/lists/dictionaries etc. because they helped me understand how programs work Game lab I loved the game project! It really put my skills to the test. I also enjoyed the Wendy's lab. After that lab, I thought, "Oh my goodness, I just performed magic!" The encryption section of the course was my favorite, because it was really like a puzzle, making it fun to work on. The encryption lecture was very interesting because that has always fascinated me. I enjoyed learning about methods of organizing and parsing data, as it was what i found to be the most useful topic covered in the class. I enjoyed doing functions because it was like figuring out a puzzle. I enjoyed creating the video game because it allowed me to use all the tools I had learned over the course of the semester. I enjoyed the game project stuff because not only was it enjoyable but I felt like I was actually accomplishing something. Reading data files and parsing websites. I really enjoyed the POTDs like hangman and scrambled and the related material Games, I like videogames a lot game project because it put all of my skills to the test! Gaming the game project. Although I loved the game project, I also very much enjoyed each POTD. I thought they were very fun because I love problem solving text parsing My favorite lecture was the one with the q and a of the professor. I enjoyed making a game.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I really enjoyed learning about creating functions because it was useful, challenging, and it applied all of the concepts we previously learned. My favorite lectures were definitely the ones in which we learned to take information from a website and perform operations with it (usually parsing it), and I actually wish we could've done a bit more of this. Although I enjoyed everything we did up until then, this was the first time that we had taken our new skills and applied them to real-life situation. I was only then that I realized how valuable computer science can be in analyzing and drawing conclusions from data. functions game project, because I never thought I would ever program a game Gameproject because I was able to see real results with my code in a fun way rather than failure messages.... game project, because it allows me to creatively incorporate knowledge I've learned so far in this class with my game ideas. General programming before the game project, because I enjoyed learning how to make repetitive tasks easier and faster to do. Image Manipulation: I'm interested in photo editing and photography. game I really liked gamebox and pygame because it was cool to be able to apply things that we learned into a full game. Game. Interesting movements. The decoded hunt was refreshing and fun. Game project. Because it's the most interesting. The video game design unit near the end was a fun way to use material from earlier in the course and flex my creative muscles. Gamebox because it allowed for creativity. For/while loops and if statements interested me the most because they greatly expanded our problem solving ability and showed me just how much programming is capable of. Functions, they are so applicable to the real world Game because it was new and different from the things that I have previously done Making the game was my favorite because there was an actual finished product that we could look back on. The first few about basic concepts were very enjoyable, because the topic was interesting and Sherriff is GOTY. I just enjoyed general coding where I didn't have to pull from other sources. Game design. I liked pygame
6. Which topic/lecture in this class do you think you will find the most useful in the future? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-001, Sherriff, Mark Total: 144 Individual Answers: *See below for Individual Results*
	Making functions Learning how to open and read things from the internet seems useful. The general programming language and how it works will be the most helpful to me as I had no prior experience in it. The first few. Again, I found the game project to be the most useful topic we learned, because I love video games, and I hope to create video games in the future.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The ability to think critically through an algorithm. I learned to pay attention to detail and not skip over any one step.
	defining functions and loops
	Lists
	I think all of the topics have helped me in some way. Even if it is not CS related, it has helped to think critically or accept different perspectives.
	Using data from the internet or another file and being able to turn it into significant information through counting and looping.
	Functions
	Files
	what we did with finding emails, manipulating text, i can use that knowledge to edit my word text, instead of searching through the whole text to delete multiple occurrences of a punctuation, i can just have python do it for me
	The fundamental topics of computer science covered in the first third of the semester were the most useful because these fundamentals allowed me to tackle the more complex work later in the semester as well as break down difficult coding problems.
	As a gov major, I think the programs we did on percentages and electoral data will be the most useful.
	Decision structures
	General overview of programming
	Functions, loops, manipulating data
	Learning about data strutures I think will keep carrying for the future.
	The most useful lecture or topic would have to be for loops because they are just so useful for every opportunity in CS.
	Writing and reading csv and other files.
	applications of code
	I think the most useful one will be loops and problem solving.
	I feel like a learned a new language, so all of it.
	For loops
	For loops
	I'm not sure
	Game and image manipulation.
	I think I will find writing functions most useful because it allows us to solve a multitude of problems more efficiently in the future.
	All of them.
	just learning the basics of programming
	Parsing large amounts of data from some data source and manipulating it to yield useful information.
	Probably the basics of coding.
	Functions
	Functions
	Functions
	Functions
	Functions
	Functions
	Functions

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The first "section" highlighted important basics i.e for loops, if statements, etc..
	lists/dict
	the entire course really
	I think the whole class will be useful in the future, no one lecture/topic is more important than the others
	Reading data
	I think I will use most the basic structures for building for while and if loops.
	I think that learning how to write my own functions will be the most useful in the future.
	loops
	lists and dictionaries
	Writing functions, reading and evaluating files and websites.
	Sorting
	Reading datafiles and being able to analyze them
	loops are good
	I found looping to be extremely useful, and programming was much easier once I learned how to do it.
	I think I found all of the POTD related lectures really useful as we then did the POTDs and applied the knowledge right away.
	Everything.
	As I mentioned above, it is hard to single out just one important topic as they are all so interconnected. However, the topic which connected our pycharm codes with the internet was very interesting and will probably prove useful in the future.
	They were all equally useful
	Basic coding
	Functions.
	Definitely extracting information from websites and files because these skills can dramatically simplify the process of analyzing and drawing conclusions from data.
	The basics- loops, lists, dictionaries, etc.
	mostly everything
	datatype characteristics, because without knowing pass by value or reference and mutable and non mutable you cannot code
	n/a
	Loops
	dictionary's and lists
	The entire course
	Logical thinking in general; for instance, how to approach a problem incrementally.
	Writing functions.
	string processing
	General programming
	Generally learning the basics of programming and coding- I'm surprised at how much we learned in one semester.
	How to read files
	All contents are useful

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Either functions or more general 'art of computer science' discussions of critical section of algorithms or predicting the nature of your data set, or looking for ways to use this skill in life.
	The basics
	listï¼
	gamebox
	The function part, reading file
	All were important basics
	Reading files and being able to pull data from them.
	Pygame/gamebox
	I'm not sure, probably most of them.
	Using lists and organizing data
	Learning about if, for and while loop as well as functions since these are the basis of computer language that will be applied anywhere.
	Data structures
	I think parsing and going through html links will be helpful.
	Control Structures, because I feel it will be applicable in a lot more than just computer science.
	I believe the topics involving reading and writing data files have very real world applications that, once recognized, could be very useful in the future.
	Learning how to program Python
	The ability to open files and parse through them.
	Loops and functions
	The short cyber security section, since that is really becoming increasingly important in modern-day life.
	Searching documents for certain keywords
	for loops
	for loops
	functions and regex seem to be pretty useful, and image manipulation would probably also be used.
	Probably the more fundamental aspects such as loops and functions, because they will be useful in basically all programming classes in the future.
	The POTDs were helpful in enforcing the topics learned in the lectures.
	opening datafiles
	Encryption
	Regular expressions, and reading the web.
	reading files, writing functions and loops
	I will find the math logic most useful (ie using if and for loops to handle information)
	pygame
	Possibly everything
	The introduction into various algrithem.
	Processing files and data.
	Reading data files and processing large amounts of information.
	I think the most useful topic will be understanding different data types because although fundamental, I was not taught this well in the past but now I feel that I really understand it.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The problem solving/thinking behind cs. The knowledge of some of the fundamentals and basic concepts in computer science. functions or calling from files/internet Just the idea of looping through problems has made me a better thinker. Encryption, writing, and reading files Practicing logical thinking will be useful in the future, in CS or in other areas. Reading and manipulating files coding way of thinking Basic coding concepts. Learning for and while loops because you use those in every language. Web crawling. functions functions functions functions functions functions Data processing Programming. everything from the first unit and functions Reading through data and analyzing it using code. Reading files from the internet. final game design For/while loops will perhaps be the most useful. Many practical applications have multiple trials/scenarios that must be run, and they can be run by for/while loops. The lectures in which we learned how to process data from web sources. game if/for/while loops Addressing faults and errors in code (problem solving) The part of reading files is most useful because it can be used to analyze large data. The professor AMA Algorithms I think learning the basic structure of programs will be important for future classes The basics of Python and computer languages in general will be very useful. Opening and reading files on Python
7. What lecture/topic(s) in this class "did not work" or were not seen as useful in the long run? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-001, Sherriff, Mark Total: 141 Individual Answers: *See below for Individual Results*

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think the explanation of functions was a bit difficult and confusing to follow at first. Their application was fine, but the concept of it was a bit harder to grasp.
	Images
	Regular expressions were not quite as useful to me since I don't plan on doing web-design or textual analysis
	Algorithms are definitely useful, but image manipulation I don't see as useful.
	The image manipulation seemed cool, but don't really use it.
	Beautiful soup, image manipulation
	Our encryption lectures seemed a little rushed and I never got a full grasp on the material.
	sorting
	I thought that image manipulation was covered a little quickly and didn't seem to tie in as well.
	The turtle part maybe.
	DK
	regular expressions
	The sorting methods (bubble, insertion, etc)
	regex
	N/A
	N/A
	N/A
	N/A
	N/A
	I think all the topics were pretty useful, as all of them showed how programming can be used for different things.
	Functions
	I was pretty confused with lo shu. I liked how it dealt with items in a list, and how to do "for item in list," but the whole square idea really threw me off. It distracted me from learning the actual concept of for loops and items in a list.
	testing code was kinda random
	The emphasis on the different kinds of sorting was not exciting for me and did not mean much to my understanding.
	Image Manipulation
	Main functions
	The sorting section was a little blase, and I really didn't see much use in it.
	Mutables and immutables.
	The image lectures felt rushed. They were like 'here is the code, but you don't need to know it.' The principles behind the manipulation were easy enough but then going through the code just made it harder to understand.
	NA
	Gamming
	stuff from the second unit
	The unit on beautiful soup kind of went completely over my head.
	The turtle segment seemed out of place especially at the beginning of the course.
	Can't think of any at the moment.
	Beautiful soup, the range of application is limited.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I loved everything :)
	last topic
	Testing
	The game project was less helpful than the rest of the material.
	NO
	Image manipulation.
	The turtle cram in the beginning.
	The Beautiful Soup lecture was pretty confusing and seemed rushed.
	I was confused with the lecture about passed by value/passed by reference but I believe that it is a topic that students may have to research themselves to receive a better understanding.
	The game project was fun, but personally did not look to have much significance to me in the future
	beautiful soup or algorithms
	I saw little use for the image editing lecture as I do not think that I would ever write a program to edit an image. The types of sorts are also not something I believe I will remember in the long run but I see how they could be helpful to understand for someone focused in computer science.
	Levy C curves
	None
	None
	None
	Game design. It was fun, but I don't think very useful.
	Turtle.
	Image manipulation, while it was "cool" and a nice bit of frosting on the cake, probably isn't going to be super useful in the long run for most people.
	pixels
	Testing and Algorithms. Seemed useless to me in comparison to the rest that we learned in the course.
	n/a
	n/a
	n/a
	Image manipulation
	While I really enjoyed the gamebox project, I didn't really see it being that useful. Quite honestly, after a couple weeks I wanted to do another POTD.
	beautiful soup
	I did not like turtle
	I saw every topic as useful for me in the long run.
	Turtle did seem kinda pointless... but it was fun and taught some basic functions/logic.
	Beautiful Soup was not useful because did not cover it in depth. In addition, gamebox and CImage are not useful in the long run because they are not universal programs.
	None
	the manipulating the images were challenging concepts that does not relate to me yet, but I'm sure it will eventually
	beautiful soup.(I did not understand it very well)
	I was very confused by the beautiful soup lecture and I understand its usefulness in parsing text but not how to do so.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	turtle at the start was ridiculous and scared people off due to its complexity
	image manipulationâit was kind of cool to learn about certain image processing algorithms, but I'd rather just use image processing software
	turtle drawing
	basic data types need to be hammered into people's heads more, dictionaries need to be discussed further.
	Beautiful soup, turtles
	Beautiful Soup. I think we went too shallowly into that topic for anyone to really add it to their toolbox.
	the first three lectures on turtle drawing
	Image stuff
	I found all of the lectures helpful/useful in the long run.
	I still am not quite sure what or how to use Beautiful Soup...
	The game project and most of the last third of the course feel like filler.
	None, I found all useful.
	cipher chase
	Most of the gaming lectures.
	Turtle
	Turtle
	Turtle
	Turtle
	Turtle
	The importance of Computer.
	Gamebox, unless you decide to pursue game development.
	I felt like most lectures were useful
	Beautiful soup
	no
	none
	none
	none
	The section on sorting seemed very odd and out of place. I understand why it would be beneficial to know conceptually but I felt like we didn't do any practical application of it
	algorithms
	algorithms
	Sorting and turtle I did not think were too helpful.
	I think they all worked! Although there was the very rare boring but necessary lecture, which Professor Sherriff admitted himself.
	Knowledge of the sorting functions.
	image manipulation
	THE CYPHER, I GOT LEFT BEHIND
	Ways of sorting
	While I quite enjoyed learning turtle, I'm disappointed there's not much we use it for on a regular basis.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Very little. The cypher lecture if anything. The cypher scavenger hunt may have been fun, but I feel we could have slowed down other lectures for understanding and maybe used that lecture as one for actual material. Having time to just give away a lecture to a scavenger hunt really showed we could have learned more in class since we had "extra:" time. Encryption Encryption The end when we were talking about computer malfunctions i wasnt completely sure what was going on The turtle topic. Turtle!! I'm still very confused and didn't think I learned anything from it. Besides it didn't make CS interesting in the beginning, only intimidating. End of semester lectures very lost on opening files; useful in the long run but had the most trouble with it Turtle was fun to learn about but wasn't necessary for me for grasping important concepts, especially at the beginning of the course. Turtle seemed kind of useless, but it was pretty cool. I think materials in this class are generally very useful in the long run since they are the basics. The image manipulation topic. Not applicable. Dictionaries... turtle turtle turtle turtle turtle in python. NONE! Some of the lectures/labs were on tests/ in class, but didn't seem to 'connect' to anything else/were not used in the rest of the class (beautifulsoup, turtle, etc.) code encryption meh The image manipulation lectures were not particularly high on my list sorting was a fun lecture, but I wasn't sure if I really had any crucial takeaways from the class. Parsing data The one where we went through the irish jig sorting thing. While the image manipulation lectures were certainly interesting, I felt like they were a bit rushed and could've been more in depth. We didn't have any assignments that covered this topic and the lectures consisted, for the most part, of us copying code into pycharm while professor Sherriff talked about it. Nothing really I didn't really understand turtle learning cyphers We never used turtle, but I guess it was to help us learn how to think. Beautiful soup was never used, so that could be considered not useful.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

8. How accurate is this statement for you if you used the podcasts from this class: Podcasts were useful to catch up on material that I missed due to absences.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.02	0.85	34 (21.12%)	42 (26.09%)	24 (14.91%)	4 (2.48%)	0 (0.00%)	57 (35.40%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.02	0.85	34 (21.12%)	42 (26.09%)	24 (14.91%)	4 (2.48%)	0 (0.00%)	57 (35.40%)

9. How accurate is this statement for you if you used the podcasts from this class: The podcasts were useful to review material that I was unclear on.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	3.86	0.95	31 (19.38%)	33 (20.62%)	29 (18.12%)	8 (5.00%)	0 (0.00%)	59 (36.88%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	3.86	0.95	31 (19.38%)	33 (20.62%)	29 (18.12%)	8 (5.00%)	0 (0.00%)	59 (36.88%)

10. How often did you listen to the podcast for a lecture?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
162	3 (1.85%)	2 (1.23%)	32 (19.75%)	42 (25.93%)	21 (12.96%)	62 (38.27%)

Results for SEAS, 1000-level courses

Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
162	3 (1.85%)	2 (1.23%)	32 (19.75%)	42 (25.93%)	21 (12.96%)	62 (38.27%)

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
161	3.09	0.86	57 (35.40%)	72 (44.72%)	23 (14.29%)	8 (4.97%)	1 (0.62%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
161	3.09	0.86	57 (35.40%)	72 (44.72%)	23 (14.29%)	8 (4.97%)	1 (0.62%)

12. How would you rate the helpfulness of the TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
162	3.07	0.82	55 (33.95%)	68 (41.98%)	34 (20.99%)	5 (3.09%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
162	3.07	0.82	55 (33.95%)	68 (41.98%)	34 (20.99%)	5 (3.09%)	0 (0.00%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

13. How often did you make use of the TA office hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
162	22 (13.58%)	22 (13.58%)	29 (17.90%)	63 (38.89%)	26 (16.05%)

Results for SEAS, 1000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
162	22 (13.58%)	22 (13.58%)	29 (17.90%)	63 (38.89%)	26 (16.05%)

14. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
105	*See below for Individual Results*

TA's were occasionally helpful, but most of the time were not.

I wish that the lines for office hours weren't so long towards the end of the semester, but overall the TA's were helpful

no

no

Thank you for your quick comments on Piazza

They are the best TAs I've ever encountered. They are so friendly and helpful.

Helpful and nice

Some of them were really helpful and some were not at all.. Spending an hour in line and then not getting helped was inconvenient and frustrating at times.

TA are helpful but takes too long to queue up.

I never had to go to TAs since the course was pretty straight forward.

The TA's are helpful and good at explaining the topics learned in lecture!

They were helpful but there were usually several aspects I still had to figure out myself, which I guess is a good thing.

They are good TAs!

I just wish there were more TAs during office hours so the waiting time wouldn't be like thirty minutes to an hour.

Alyssa, Jack and Marco were really great and helpful

The only time I needed one was to check if polling.py was working correctly.

TA Office hours were helpful.

Is there anyway to gauge the time when the most students come in and have the most number of TAs available then? There were so many times when I was in the queue and had to leave after a few hours because of another commitment.

Some of the TAs were very helpful and sweet! Would not have made it though this class without them.

office hours were very busy at certain times. assign mroe ta's to busier times

Learn to use Macs.

Nope

none

none

none

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	none
	They didn't seem like they knew what was going on for most of the time.
	Some were useful but some didn't understand our codes and made suggestions on how to change it to a more effective way instead of explaining what I needed to work on
	They were usually very helpful at fixing problems and explaining concepts without directly giving away code.
	Although I don't go to TA office hours very often, they are very approachable and helpful when I asked them for help.
	I had no issues once a TA came, just took so long
	Some TAs were really knowledgeable, and others not so much. There was one problem I had and I had to go through 3 TAs til one was able to give me an answer.
	One or two were helpful. The rest of them couldn't help. So I fixed the problems myself
	Long wait for the queue
	I loved by TA's They were a huge help
	Sometimes the TA's would act very rushed. I understand they had a lot to do, and were in a hurry to get to the next student. But it definitely made me feel flustered and it distracted me from the questions I had. Other times they would text on their phone while I was explaining a problem I had, and of course that would be pretty frustrating after having waited for two hours. But I would like to point out the TA's who did an EXCELLENT job, the ones who sat down, LISTENED, and actually explained how to do certain concepts by giving me small examples to practice with, or they would kindly explain what I was doing wrong, and how I could properly head in the right direction.
	N/A
	N/A
	N/A
	N/A
	N/A
	Office hours needs better staffing
	I appreciated the review sessions, but they did not always listen to questions fully and sometimes didn't answer the question asked.
	From what I've heard they were helpful, but I never personally used them that much.
	It might be better to have more.
	Some of them explain a problem to you as if you were their equal in terms of computer science knowledge and not a student. It makes it very hard to understand the reasoning behind their suggestions.
	They were super helpful in lab! Especially Jack N.!
	Some were more helpful than others
	Jack N., Marco, and Alyssa were really good TAs.
	the TAs were helpful sometimes and not on others. It was on and off. It would have been nice if the TAs had done the potds before hand themselves instead of seeing for the first time during office hours. The Lab TAs were very helpful and easy to talk to.
	Some of the TAs were not prepared at all/clueless about the POTD or what it is about before coming to office hour.
	They were very helpful during both office hours and lab time. In particular, I thought that Jack N. was very helpful and knowledgable during lab time. He just always seemed to know the answer but would try to help us reach it on our own through hints.
	Sebestian Lerner, Sophie Mester, and Rachel Weaver are some of the most amazing TAs and I would like to personally give them a shout out for going above and beyond when helping students out.
	My lab TA's (Callie Phillips, Kathleen Ross and Summer Thompson) were really helpful and available. I had a lot of issues installing gamebox/pygame and their help was immensely important. When I went to office hours, I recall Irena was really helpful and knowledgeable.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Some of them were really good and walked through the program with you. However, some of them kind of just told you what to do to fix your program without actually explaining what that entailed. It was frustrating to me when I would go to Office Hours and the TA would only spend 3 minutes telling me what to do rather than explaining it and helping me actually do it.
	Nope.
	Jack, Alyssa and Marco have been very helpful during lab time
	Jack N. was great
	Very helpful.
	Some TAs were very friendly and helpful. Other TAs talked about concepts we hadn't learned and expected us to understand.
	There should be more
	The way they moved through the queue during office hours was highly inefficient, and some TAs did not seem knowledgeable at Python and were therefore very little help.
	Alyssa, Jack P and Marco are the best TA's that have ever graced the CS departmment
	Y'all are great
	The TAs were helpful but they should try to do the POTDs themselves before coming into office hours.
	They are great.
	Helpful during office hours
	The only female TA in Lab 107 was particularly helpful and easy to understand.
	None
	TAs were very helpful during lab.
	In a class this big, with this many TAs, TAs are either incredibly competent, or simply abysmal. It pains me to say this, but this *is* a course eval right?
	They were very helpful. No complaints.
	I heard from friends that the waitlist at TA office hours gets prohibitively long.
	TAs were great and helped me a lot with assignments
	A very broad range of usefulness. Some were focused on sending you away, while others did a very good job at explaining and working through problems with you.
	Need more available TAs and they need to be able to help a student until their problem is solved thoroughly.
	Very good.
	During the pong lab something wasn't right with our code and the TA's were not able to point out the problem. This is understandable but sort of frustrating because I would have liked to at least know what was causing the issue so I could avoid it later on.
	TA office hours was great for the POTDs
	Kat, Callie, and Summer were all amazing.
	some of them had no idea what to do
	Really helpful!
	No
	No
	The office hours queue could be better, but I understand that it gets busy around the time POTDs are due.
	n/a
	n/a
	n/a

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Please have more TA's available to help. Office hours should have more TAs before POTDs are due. have more TAs available in office hours the hours right before hard assignments are due Some TAs were really good at helping me debug! I wish we could have more TAs like that They are generally helpful.But sometimes, they still cannot solve my problems. -- They were very helpful in lab. They are really good and helpful. They did a nice job They're knowledgable but not the best at explaining I like all the TAs in our Thursday 12:30p.m. session, and they are all really helpful. As to TAs that I encountered during the office hour, most of them are disappointing, so I rarely go to office hour because it's so inefficient to have them help me with problems. The TAs worked well together as a team to make sure students always got the help they needed. They were helpful when I was stuck on the POTDs. Nice people, helpful TAs Piazza answers were usually very timely and useful. They are really helpful, but there is always so many people at office hours that you have to wait a long time for help.
15. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-001, Sherriff, Mark Total: 113 Individual Answers: *See below for Individual Results*
	I wish we didn't do games, because I didn't learn too much from it. I can't use it that much in a job, because Pygame is a small program that's never used professionally. Like I said, sorting would have made more sense to me if we had covered more practical examples of it I wish we would have spent more time on Pygame! I wish we could've covered a lot of the basics for a longer period of time and deeper so that I had a better understanding I am not sure as there were many topics that we did cover that I did not know could be programmed using the program that we did use. I think giving such a short introduction to algorithm was useless, if it had to be done, it should have been done more thoroughly. graphing and data analysis Since I'vs enjoyed game the most, I wish we spent more time developing different games and learning different methods we can use. Programming Raspberry Pi with python. Nothing comes to mind Is there a way to make graphs with pycharm? not sure not sure Program language

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Other than the image manipulation topic, I wish we spent more time discussing the logic behind python functions like we did in the discussions of various sorting methods. I think that understanding the logic behind python and its many built in functions is very helpful in learning how to be a good programmer.
	I still think each concept could have been covered in depth. More specifically, the while and for loops.
	I wish we went over dictionaries more
	Applications of dictionaries and the integration of dictionaries/lists in functions
	None that comes to mind at the moment
	building a website
	Data parsing, search algorithms and encryption. Encryption in particular felt extremely half-baked. It's a highly arcane area of programming, as far as I'm aware, but it would have been nice to delve into it formally a little more. Also, testing!
	I think it would be interesting to work on image manipulation a little further because we only touched on that briefly.
	I wish we had covered computer gamming more because it was the most difficult section of the course
	I have no idea. Maybe how the internet works.
	Scrambled - referring to the POTD
	I wish we went a bit slower when we went over loops and functions.
	encryption
	I wish we could have gone deeper into effective design for user interaction (game design, user inputs, outputs)
	none
	none
	none
	none
	sorting
	Dictionaries
	I would have appreciated learning more Python syntax at the end of the course, instead of doing the game and learning things like image manipulation.
	No recommendation.
	how websites work
	OOP
	I wish we had spent more time establishing the basics and little nuances of the data types. I also wish we had spent a class simply defining CS "lingo" because some of the vernacular used was foreign to the average non-CS nerd.
	Software development
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Gamebox/game design I wish we could've spent more time on video games and perhaps other games or ways to write games besides just gamebox and pygame. BeautifulSoup Functions Dictionaries. They were very integral in tests but we only spent one half of lecture learning them. I would have liked to have gone deeper with how our programming can utilize the web and online data or HTML. Everything was pretty nicely covered. Object oriented programming in python. We should change the last 1/3 of intro to CS to incorporate introductory ideas of object oriented programming. I wish that we could've learned more about encryption and decryption. Everything was covered really quickly I had trouble catching up Games dictionaries More simple tasks to run, and functions that are doable in Python. dictionaries Everything after the game project needed a bit more time. Other ways to use Gamebox not only for platforming type games. Programming examples. How to create a website. Can't think of any I wish we had done more labs which involved using the internet and sending out emails through pycharm. Sorting files. Image manipulation. I would have liked to cover game coding more I wish we had gone more into image manipulation. Code and decode part maybe. Hacking the NSA more about real things we could use code for Image How to actually run our code outside of Pycharm None None NA. I wish we were given more time to understand and work with Image Processing and Beautiful Soup. Both of those topics were rushed and are a little confusing because of how little we were exposed to them. More with changing other files I would like to know more of the theory behind coding. functions

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

functions

The regex was very confusing

Testing, perhaps.

opening files; splitting, stripping (seemed applicable to many things - building algorithms to find key words in transcripts etc)

Image manipulation and how to make something like gamebox

I wish we had gone into topics about how to protect your code from being stolen/copied (such as how Microsoft and Apple keep their respective OSs obscured).

I wish we could have gone over algorithms for a little longer as well as spending more time with regex because it seemed so cool.

Building Websites

Data analysis

n/a

n/a

n/a

n/a

n/a

n/a

Image manipulation

encryption

--

I wish we did more stuff with recursion.

Websites

Not sure.

more application of code

Encryption was an interesting topic that I think we could have gone deeper into.

I wish we talked about big picture stuff like where python is used in the real world and how it could be applicable outside this class.

nothing

none! good coverage

I wish we covered more about what you could do with computer science and the internet.

Not sure

Not sure

16. The course addressed technically rigorous subject matter consistent with the course objectives.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.34	0.63	69 (42.59%)	79 (48.77%)	14 (8.64%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2475	4.10	0.88	823 (33.25%)	1206 (48.73%)	256 (10.34%)	94 (3.80%)	48 (1.94%)	48 (1.94%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

17. The instructor used methods other than/in addition to traditional lectures (for example, active learning, in-class problems, collaborative learning, in-class discussion) effectively in this course.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.48	0.72	96 (58.90%)	54 (33.13%)	10 (6.13%)	2 (1.23%)	1 (0.61%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3086	3.90	1.16	1024 (33.18%)	960 (31.11%)	339 (10.99%)	266 (8.62%)	141 (4.57%)	356 (11.54%)

18. There was a reasonable level of effort expected for the credit hours received.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.42	0.74	86 (53.09%)	63 (38.89%)	9 (5.56%)	3 (1.85%)	1 (0.62%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2484	3.95	1.11	844 (33.98%)	1136 (45.73%)	180 (7.25%)	163 (6.56%)	155 (6.24%)	6 (0.24%)

19. The homework assignments helped me learn the subject matter.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.52	0.63	94 (57.67%)	61 (37.42%)	6 (3.68%)	2 (1.23%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2476	3.85	1.12	780 (31.50%)	981 (39.62%)	319 (12.88%)	227 (9.17%)	122 (4.93%)	47 (1.90%)

20. The textbook increased my understanding of the material.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	3.44	1.19	24 (14.72%)	18 (11.04%)	37 (22.70%)	10 (6.13%)	7 (4.29%)	67 (41.10%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2479	3.11	1.20	183 (7.38%)	380 (15.33%)	420 (16.94%)	253 (10.21%)	166 (6.70%)	1077 (43.44%)

21. The course material was well organized and developed.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.35	0.87	88 (53.99%)	54 (33.13%)	13 (7.98%)	6 (3.68%)	2 (1.23%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3078	3.92	1.04	881 (28.62%)	1285 (41.75%)	371 (12.05%)	195 (6.34%)	115 (3.74%)	231 (7.50%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

22. The instructor was knowledgeable about the subject matter.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.74	0.53	125 (76.69%)	36 (22.09%)	1 (0.61%)	0 (0.00%)	1 (0.61%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3087	4.35	0.82	1434 (46.45%)	1018 (32.98%)	249 (8.07%)	55 (1.78%)	34 (1.10%)	297 (9.62%)

23. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.60	0.63	108 (66.26%)	48 (29.45%)	4 (2.45%)	3 (1.84%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3076	4.33	0.83	1315 (42.75%)	1040 (33.81%)	212 (6.89%)	59 (1.92%)	38 (1.24%)	412 (13.39%)

24. I received adequate preparation from the prior courses in the curriculum to be successful in this course.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	3.71	1.20	29 (17.90%)	24 (14.81%)	23 (14.20%)	7 (4.32%)	6 (3.70%)	73 (45.06%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2480	3.53	1.23	313 (12.62%)	389 (15.69%)	307 (12.38%)	107 (4.31%)	123 (4.96%)	1241 (50.04%)

25. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.28	0.83	75 (46.01%)	69 (42.33%)	9 (5.52%)	10 (6.13%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3085	3.91	1.02	850 (27.55%)	1186 (38.44%)	417 (13.52%)	223 (7.23%)	80 (2.59%)	329 (10.66%)

26. The instructor responded adequately to in-class questions.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.49	0.72	97 (59.88%)	50 (30.86%)	13 (8.02%)	1 (0.62%)	1 (0.62%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3067	4.22	0.88	1145 (37.33%)	1100 (35.87%)	257 (8.38%)	96 (3.13%)	41 (1.34%)	428 (13.96%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

27. The instructor effectively used technology in support of the learning goals for this course.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.62	0.56	107 (65.64%)	50 (30.67%)	6 (3.68%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3074	4.08	0.93	997 (32.43%)	1195 (38.87%)	353 (11.48%)	145 (4.72%)	49 (1.59%)	335 (10.90%)

28. The average number of hours per week I spent outside of class preparing for this course was:

~

Question Type: Multiple Choice

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
163	4 (2.45%)	56 (34.36%)	74 (45.40%)	20 (12.27%)	9 (5.52%)

Results for SEAS, 1000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2485	175 (7.04%)	1107 (44.55%)	911 (36.66%)	226 (9.09%)	66 (2.66%)

29. I learned a great deal in this course.

~

Question Type: Likert

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contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	4.58	0.60	102 (62.58%)	54 (33.13%)	6 (3.68%)	1 (0.61%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2479	3.88	1.13	843 (34.01%)	959 (38.68%)	342 (13.80%)	202 (8.15%)	133 (5.37%)

30. Overall, this was a worthwhile course.

~

Question Type: Likert

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contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	4.56	0.72	109 (66.87%)	42 (25.77%)	7 (4.29%)	5 (3.07%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2478	3.77	1.25	866 (34.95%)	807 (32.57%)	370 (14.93%)	234 (9.44%)	201 (8.11%)

31. The course's goals and requirements were defined and adhered to by the instructor.

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Question Type: Likert

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contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	4.52	0.66	98 (60.12%)	54 (33.13%)	9 (5.52%)	2 (1.23%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3076	4.06	0.93	1057 (34.36%)	1437 (46.72%)	400 (13.00%)	83 (2.70%)	99 (3.22%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

32. The instructor was approachable and made himself/herself available to students outside the classroom.

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Question Type: Likert

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contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	4.04	1.01	65 (39.88%)	58 (35.58%)	25 (15.34%)	12 (7.36%)	3 (1.84%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3072	3.94	1.02	1082 (35.22%)	1087 (35.38%)	633 (20.61%)	182 (5.92%)	88 (2.86%)

33. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	4.55	0.69	102 (62.58%)	52 (31.90%)	6 (3.68%)	2 (1.23%)	1 (0.61%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3077	3.93	1.05	1050 (34.12%)	1197 (38.90%)	520 (16.90%)	187 (6.08%)	123 (4.00%)

34. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Individual Answers
96	*See below for Individual Results*

Interesting and fun course. Was very stressful when I could not figure out problems, however

Sherriff is super entertaining and really walks you through Computer Science conceptually

Sherriff was an engaging and animated teacher!

I don't know how to improve effectiveness, but Programming should be an intimate one on one endeavor

no

Jack N is one of my favorite people.

There were times when the professor coded without explaining and expected students to understand what he was doing. There was not enough time given for the amount of problems/code on the first and second tests.

POTD policy is unnecessarily rigid. The order in which we learn parts of programming is redundant. We didnt even do classes.

CS was one of the hardest classes I took this semester but it was a very good class

I wish the 1110 course would go further into OOP in the realm of Python. Right now the course seems very superficial, which isn't necessarily bad for an intro course, but perhaps 1112 might better serve that purpose.

Most entertaining class ever

Good course, but geared towards kids with prior experience

Great course. Made me pursue CS as a concentration in my cognitive science major.

This course has been by far the most rewarding and interesting course this semester. I admire and respect Sherriff, and genuinely enjoyed the vast majority of the lectures. He covers such a broad span of material in a logical progression allowing for the easy learning of the material. Knowing a large amount of students will never take another programming course, he manages to make it applicable to everyone's life.

Great course, definitely would recommend to anyone, even if they don't want to major in Computer Science.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I enjoyed this course. It was interesting and fun.
	I thought this class was very helpful, if you were able to follow along with everything. Having no computing experience before this class I was completely lost for most of the class. I wish we could've gone slower throughout the first part of the class and spend more time on basic concepts such as loops. I spent so much time going to office hours for POTD help and I still don't think many of the longer POTD's helped me. The last sections, after gaming, such as sorting and images seemed to go by very fast and I wasn't really able to grasp the concepts that were presented. Overall, I think this would've been a great class had there been more detail on the basics.
	There was a high amount of enthusiasm from the instructor and that contributed to an overall positive experience.
	This is a great course
	I really enjoyed the class, and although I don't plan on taking many more CS classes I think that I'm definitely more adept with programming and computer problems.
	Awesome class
	Take this class! No matter which major you are. The course will provide you new way of thinking and working.
	I found Sheriff's teaching style to be difficult to follow. He would program at the front of the class, and talk while doing it, which was fine when the concepts were easier. However, when the concepts got more complicated, it would be impossible to follow. If you didn't type as fast or didn't pull up the right thing fast enough, you would be behind and it would be hard to figure out what he was doing. The lectures would have benefited greatly from powerpoint slides explaining concepts, and a slower pace.
	AMAZING Course!!! I was so nervous at first that I would totally fail, but it was such a fun and worthwhile course.
	great class, great teacher, i hope i am able to continue studying CS as a major
	The grading of codes is sometimes subjective. The tests are very hard and the averages are brought up by people who have prior experience with coding.
	MARK IS A ROCK STAR. This class was impossibly hard with very high expectations that were sometimes completely unrealistic. The hours I had to put into this class were off the wall unreasonable. But I'm glad I took the course, even though I'd never do it again.
	N/A
	N/A
	The workload was pretty big for a 3 credit course, and the homework became difficult after the first mid-term. Overall, it is hard for students who had zero experience with CS, but it is a worthwhile course and you indeed learn a lot.
	Thank you Professor Sherriff for sparking my interest in pursuing a CS major. You were fantastic!
	Great course and I especially think everyone should take it with Sherriff. He truly cares about his students learning the material and make it fun at the same time.
	It's fun taking this class. I really enjoy it!
	Mark Sherriff is one of the best professors I've had at UVA. He managed to inject enough humor and enthusiasm into every single one of his lectures, keeping most students of the 100+ size class coming to every lecture. It was the most engaged I had ever seen a lecture hall sized class. He even would walk around and help us individually during some exercises. He taught the course material extremely well and made me very interested in majoring in Computer Science. Great instructor!
	Great class, but should go more in depth on some subjects.
	I enjoyed this course.
	10 / 10 would take again. In the email hunt PotD, there was an extra challenge, which was finding particularly intensely obfuscated emails. If that could be a part of more PotD's, even if it were simply 'see if you can write your program in less than x lines', that would be fun. Aside from that, I thought Sherriff was a masterful lecturer.
	Not much comments...it was a fun class and I enjoyed it for the most part. I took it mostly to fill out my requirements, but I gained more than I think.
	The lectures were good, tests were extremely stressful.
	Thank you! I really enjoyed this course!
	Professor Sherriff is by far one of my favorite professors here at UVA. He makes all lectures very enjoyable and explains all concepts in a manner that is understandable. Overall, this is probably my favorite course this semester.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	This course was definitely my favorite this semester and has significantly influenced my decision to major in CS. Professor Sherriff was very knowledgeable and I felt like he always explained concepts fully and in multiple ways. I really appreciated how he maintained a website kept it updated with the information from each lecture because it was a great reference if I was ever working on a POTD and needed to clarify something. Finally, I enjoyed most of the POTDs and thought that they were fun logic puzzles.
	very good class. I learned a great deal
	Not sure how well this will help me for future CS courses, but I'm trying to continue on the CS track
	Mark Sherriff is a good teacher
	A course worthwhile to take.
	NA
	Mark is a little scary.
	Great course overall. Though it would be nice if we had more time on the midterms. I'm one of those "drink coffee, stare at birds and mess around while working leisurely" types, when it comes to coding. I think I did a marvelous job on the POTDs, but usually I'm too nervous to come up with a decent solution to the long coding questions on those. I just keep looking at the clock. Maybe in future, you could make the final worth just a whee bit more than the midterms?
	This class was amazing. Professor Sherriff is an amazing professor and is also extremely entertaining. His lectures were easy to follow and made me excited about programming!
	Really enjoyed the course! significantly changed my outlook on my goals and aspirations in the future
	Very interactive teacher with passion to teach computer science.
	I wish we did more examples in class that were relevant to the code we learned in class. Also, sometimes the class went way to fast and we were getting ahead of the other classes when we did not need to be so ahead.
	Sherriff is a great lecturer and an overall entertaining guy.
	Professor Sherriff is a FANTASTIC teacher. Compared to other intro courses he is able to explain things in simple terms and in ways that any one can understand. Best class ever, everyone should take it. Please teach object oriented programming .
	I never expected to enjoy Computer Science. However, after taking this course I understand how helpful and worthwhile it is. It has transformed the way I think about things and I would recommend to everyone that they take this course.
	There was one Potd where the submission thing broke the night before it was due and then didnt give feedback until 10 am the next day, 1 hour before the assignment was due. By the time i recieved the feedback that i had failed one of the tests, i was in class so i had to wait until it was late in order to resubmit it, so i got a 9/10. not a huge deal, but at the time i was pretty mad that i was penelized even though the machine was broken for like 12 hours before the due date
	professor joked around too much in class and it was hard to follow along. i would have preferred powerpoints or a more structured method of presenting new information.
	Most enjoyable class I took this semester.
	It was awesome. I really really enjoyed it.
	loved it
	Sherriff is a great professor!!
	I appreciated the review sessions and the recorded lectures online- they really helped to understand the material better.
	I have troubles catching up to the lecture because we speed through it. I don't understand a lot of things and it seems like there was an assumption that we all understood some things prior to coming into this class even though it is said that no programming experience is required and we do not need to read the textbook.
	This is the first computer science class I take. I think it's a great class, I have learned a lot and really like it.
	Great class, worth taking!
	Sheriff is great in lecture but a little cold in person!
	Really good teacher. The lectures were fun. The POTD's were helpful. I wish there were more smaller POTD's towards the end of the semester.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I always thought I would hate programming and computer science but Sherriff made it very fun. Probably one of my favorite courses at UVA.
	It's a great intro class to computer science
	Good course. Sometimes too many irrelevant jokes.
	Great guy
	This is a very useful and important course for anyone to take. Mark Sherriff did a good job in teaching it, and managed to make some very dull concepts more fun. The homework assignments were too frequent and took much too much time.
	LOVE THIS COURSE
	Good class!
	It was interesting but involved too much work for an intro class.
	Early in the year, we coded along with Mr. Sherriff and it was very helpful for those of us who had never coded before or had no experience with that particular lesson topic. Later in the year, it became more watching him run through code than explaining the parts and practicing. It was made clear at the beginning of the year that the textbook was not required however there were a couple POTD's that required knowledge found in the textbook and not found in lecture.
	n/a
	n/a
	n/a
	Good class
	The POTDs were extremely helpful in pushing me to thoroughly understand the material. Professor Sherriff was my favorite teacher this term and I will actively try to take another one of his programming courses.
	Sherriff is amazing. My only complaint are on the lecture podcasts, because often things are typed out as examples but deleted for the final code for each lecture, making it difficult to follow with sound and final codes only. If there was a video to go along with the podcast, they would be much easier to follow
	Professor Sherriff was one of the funniest professors I'vs seen and CS1110 will be one of my favorite classes in UVA. I wish the department offers a 2000 level python programming class that students can take after 1110 instead of moving on to JAVA.
	great class, not enough time for tests though, given that it is as much of a logic based class as it is computing-knowledge based
	I'm not a CS major or minor, or SEAS student for that matter. I probably won't be taking any more CS classes, but this was definitely a worthwhile experience.
	I really enjoyed it- it was challenging but in the end left it learning much more than I did before.
	Professor Sherriff teaches very well in the lecture, I just wish he could be more approachable during office hours.
	My experience with this course was overly positive. This is in large part to the teaching of Professor Sherriff. He is extremely enthusiastic and relatable. He is actually a human. I felt that I learned a great deal in this course. However, depending on the day you catch him and the way the planets are aligned, Professor Sherriff could be difficult to approach outside of class.
	Thank you for a great semester!
	Dr. Sherriff sparked my interest in CS. He was an amazing teacher
	I had a lot of fun in this course, and look forward to taking more computer science courses in the future!
	great job!
	He was my favorite instructor this semester, until I went to his office hours and realized how arrogant and heartless he is. His lectures are amazing nonetheless. I'm thinking about double majoring/minoring in Computer Science because of this course.
	Good class.
	love this class, love everything about it