CS 1110-100 **Introduction to Programming** - Fall 2015

ENGR (17730)

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

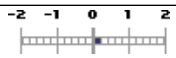
Respondents: 162 / Enrollment: 215

Summary: CS 1110-100 Introduction to Programming - Fall 2015 (17730)

Overall Course Rating

CS-1110-100 Mean 4.15
CS-1110-100 Std Dev 1.00
CS-1110-100 Response Count 807

Difference from Category Mean, Expressed in Category Standard Deviations

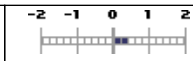


SEAS, 1000-level courses Mean 3.91
SEAS, 1000-level courses Std Dev 1.02
SEAS, 1000-level courses Response Count 10669

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.56
Std Dev 0.66
Response Count 1128

Difference from Category Mean, Expressed in Category Standard Deviations



SEAS, 1000-level courses Mean 4.05
SEAS, 1000-level courses Std Dev 1.04
SEAS, 1000-level courses Response Count 18192

~ 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	3.77	1.20	59 (36.42%)	41 (25.31%)	36 (22.22%)	18 (11.11%)	8 (4.94%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	3.77	1.20	59 (36.42%)	41 (25.31%)	36 (22.22%)	18 (11.11%)	8 (4.94%)

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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.57	0.66	104 (64.20%)	50 (30.86%)	6 (3.70%)	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	4.57	0.66	104 (64.20%)	50 (30.86%)	6 (3.70%)	1 (0.62%)	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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.60	0.68	110 (67.90%)	45 (27.78%)	3 (1.85%)	3 (1.85%)	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	4.60	0.68	110 (67.90%)	45 (27.78%)	3 (1.85%)	3 (1.85%)	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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	3.70	1.03	40 (24.69%)	60 (37.04%)	39 (24.07%)	20 (12.35%)	3 (1.85%)

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	1.03	40 (24.69%)	60 (37.04%)	39 (24.07%)	20 (12.35%)	3 (1.85%)

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Individual Answers
152	*See below for Individual Results*

Game design, because I could create my own game with what I've learned.

Lists was my favorite, I don't know why, its just fun working with indexes and stuff.

The gamebox game, because video games are fun. There are also a lot of problems we ran into, so it was much more rewarding when we got them working.

I liked the lesson on image manipulation.

Most were enjoyable

Designing games because I actually created something of my own.

if statements, I just like the word "if" a lot.

Game Project

Creating a game was very interesting.

email project because of the regular exxpressions

Email-hunter. Very interesting using regular expressions

encryption because it was interesting

I really enjoyed the game project because of how exciting it is to watch your program come to life in the form of a playable game.

Games cause they're fun

Video Games, it made the most sense and was fun.

for loops

My favorite was regular expressions. I thought it was an interesting way of finding patterns and using them to find certain words. I was very impressed how flexible regex is.

I liked the if statement lectures because you can play around it a lot.

games

chase game. You can apply what you have learned in class to real challenges

Regex & String Manipulation

When he talked about gaming. I could tell he loved the topic, there was no code, no test to worry about, just learn about game design.

Loops and functions. This really helps me understand how program works.

I enjoyed the video game topic the most. I have always been curious as to how video games are coded, and the topic allowed me to get a basic understanding.

I liked the whole class. It is hard to pick a favorite.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	programming games because it was interesting to see how you could use python to make games that were actually fun to play I enjoyed talking about/creating games because it combined creativity with computer science basics I really enjoyed the gamebox project because I think it really brought the creativity out of all the students. The game project. Because I get to design my own project and actually show it to my friends. Understanding how the physics of games work was very interesting. Also cyphering was very interesting. Learning the basics, because it provided the tools to create very powerful programs right away. Pygame Cryptography was my favorite topic because it involved solving puzzles. Making games I enjoyed making the simple games out of just pure python (nim, hangman, etc). They were kind of like a puzzle trying to figure out how to put all the stuff we learned in class together in the right way. The methods/functions were my favorite because they helped me understand programming better. Encryption. I've always enjoyed things like that and it fun to discover things for yourself. I simply enjoyed learning a new language. I was familiar with most concepts from Java in highschool, but I enjoyed being introduced to Python because it was exciting to expand my arsenal of computing languages. lists/ dictionaries because it helped me think it a different computational way Email Hunt The game topic was my favorite part because it's a very useful and interesting application of programming My favorite topic was image manipulation, because it showed me that basic programming in Python could achieve many of the same results as a piece of software like Photoshop. In other words, it showed me a practical application of the skills and techniques we have spent a semester learning. I like creating our own video games, because it was a visual representation of our coding and was very rewarding creating a game on our own because it showed me how programming is used in gaming Using python to get coordinates for closest wendys. very useful practice File reading, internet, and loops, the wide variety of tasks we could perform using them I liked the game project information because I felt like it was more interactive and fun. The storage of data because it is so relevant to every day life. I enjoyed the game design projects because they were so flexible and creative. The game design unit because it gave me a greater appreciation for the real good games can do. Understanding algorithms by making paper airplanes. It was a fun way of stressing the importance of not being ambiguous. Gaming for sure. It incorporated all the aspects of the other lectures, was done with a friend, and everyone could play each others so the end product was worthwhile as well as the experience in programming. I really enjoyed the Gamebox lectures. It was a nice way to use everything we had learned so far, and making a working game was really satisfying. Sherriff seemed very passionate about making video games, which made it easier to learn. Encryption was fun problem-solving I liked learning about web parsing because it was cool to see how something we use everyday is structured and how we can make it work for us. caesar, learning about ciphers was cool I loved learning about video game building because it combined a lot of computer science concepts and it was also very fun.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Pulling data from the web or other files and looking through it. Seemed to be the most relevant.
	The gamebox/pygame topic was my favorite because it was exciting to use my creativity to make a game on my own.
	Making games is pretty fun because, you know, they're games.
	Understanding how a motherboard works inside a computer was fascinating, as it explored a topic I have never really considered in a computer science course until that point.
	Game project - allowed me to use everything I had learned in a fun and creative way.
	I enjoyed the email hunt the most because I found it applicable and challenging but not impossible.
	games. Because games are fun
	Gamebox. Very engaging and fun to apply the code I learend into making a game.
	Pass by value/pass by reference. Sherriff made this concept very easy to understand by a good example/class activity. He did this with most lectures, but I especially remember this one.
	the email hunt and game design projects
	Regular Expressions; I thought it was pretty neat searching for patterns and what not
	Loops
	Making functions to do computations to be used in other functions. It makes code much more readable and easy to understand.
	Game desing was my favorite because it gave me a huge appreciation for game design.
	Making functions. It has LIMITLESS possibilities.
	The game building section of this course was my favorite because I have always liked video games
	It's hard to say, being everything works together, but I really liked the "tips and tricks" you pick up throughout the course, finding inventive and new ways to use the datatypes and tools you have to solve to problem at hand.
	I liked the HTML parsing and beautiful soup part of the course most because of the applicability of it.
	I liked the encryption stuff because it was pretty interesting.
	My favorite topic in this course was when we learned about gambox and applying the knowledge of for loops and lists and all of the things that we have learned so far this year into something we could visually see and manipulate. I also loved trying to create a story/narrative!!
	gamebox
	gamebox/making the game project. I liked seeing my code work and perform a specific function and getting to be more creative with what it did
	Learning how to use loops; I had absolutely no idea how they worked or even what they were, but now I can't imagine writing a program that doesn't make use of them
	I think my favorite topic to learn about was decisions and loops, because that's when I really got to understand what I was doing rather than just copying down what was on the board. (Like with Turtle before we knew what everything in the code meant)
	Learning how to parse the web and send emails remotely
	I enjoyed the lesson on reading and writing files. I thought that this lesson was very interesting and I could see its many applications.
	I enjoyed the game project, because we had more freedom to do things with our programs.
	My favorite part of the course was doing the game project because it was interesting and allowed me to apply many of the concepts I'd learned throughout the course.
	Game design, due to the fact that I have played videogames for most of my life and really enjoy talking/learning about them and how to make my own.
	I liked most everything. Topics tended to build on each other. I just liked the problem solving aspect and that you could do so much with a few lines of code.
	nothing in particular
	encryption

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Learning pygame was the most fun. game. I really enjoyed the topic of reading files from the Internet. I found the applications of this subject to be almost limitless and that's what I love most about Computer Science. If statements because they were the building blocks for the rest of the coding later on The hacking of the emails. I really enjoyed encryption because it was really interesting to learn how it works in computer science as well as in other forms. I really like the problem solving aspect of this course and when ever I got to solve a problem and it worked with the program I made up, it always was really cool I liked the games we have been creating recently working with data in files/web image manipulation The email one because I can spam my friends all the time. I really like getting to make my own game! Honestly when i think of programming it's the first thing that comes to mind and it was a lot of fun. I really liked pygame. Email hunt. Because it took real problem solving skills to achieve the objectives, and it rewards students for going the extra mile in completing the higher difficulty tasks. I really enjoyed the game development portion of the semester. Using lists and sorting algorithms to analyze data. It felt the most applicable and useful to me, so it really kept my attention. Loops because I understood them and found them very useful. I liked if and for loops Saving images from HTML web pages because I think it could be very useful at some point. Streaming from the web and reading and writing files because it seems quite practical. Gamebox; it showed a practical application of programming, and it was a lot of fun Encryption, I liked learning how code works The gaming project because it allowed me to infuse creativity into programing The functions. You get results, and you're writing code that does something really useful Loops were really satisfying, but video games were the most fun gamebox - it was fun programming the games My favorite topic in the course was the parsing. I found it very interesting and applicable. Writing functions was my favorite because it made so much code so much cleaner and made it interesting. Game design - I am in Student Game Developers I enjoyed everything in this course but the lectures concerning encryption and web scraping were my favorite because I found the topics very interesting and can see a lot of ways in which the topics could be expanded I really liked learning about functions because it made algorithms much cleaner and easier to figure out. All were interesting The game project integrated all of the topics we learned and was a lot of fun Both the game design and email hunt projects as they were more real world based applications that also had plenty of time to fully complete.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Making a game. Because it is very interesting. Making the game because it allowed us to use almost everything we had learned combined with our own creativity to make a cool project. This was a good assignment to end on, because at the beginning I definitely needed structure to be able to learn the material. I also enjoyed doing the chase even though I did not complete it. I enjoyed database design (lou's list and reading and parsing from websites) the most because I found the code the most fun to write Going through websites looking for specific items. Making games because it made me really appreciate all the detail and effort that goes into the ones I play. I truly enjoyed learning about gamebox and applying it to the game project, especially since I am not an avid gamer at all. Although this seems contradictory, I found that learning gamebox helped me further understand the concept of visualizing code, which also allowed me to comprehend the next topic of pixel and image manipulation very well. Email Hunt. Was cool to apply what I'd learned Hard to choose! Probably the encryption chase. It was really fun, made me excited about CS, and made me feel like Alan Turing/like I was in National Treasure. I liked the encryption topics and the video game project because it put the topics we used to real world applications in a fun way. I really thought the topic on data parsing was interesting because it gave me some ideas to think about maybe trying later on. The later challenging POTDs, such as nym and demographics, were my favorite part of the course. game game email hunt project, I thought use of regular expressions was interesting the fundamentals because they made sense and were the most intuitive to use. Encryption, it was mysterious and creative The programming of functions. It helped the class deal with more complex problems, so the POTDs were a little more challenging but rewarding when completed. Working with cryptography; the scavenger hunt activity was well put together and exciting and the cipher lessons were fascinating. the final gaming project because it brought all of my understanding of computer science into one project. Programming is programming. It's all pretty useful. But if I had to choose I would say reading/writing files. gamebox and pygame I loved the encryption lecture and scavenger hunt, because it was a great application of the material we learned in an exciting "hands-on" way. Regular Expressions - Very applicable game design was a lot of fun Image manipulation. This part provides me a fundamental understanding of how to manipulate images and how weather fore cast on TV works. It is very interesting. getting stuff from the internet The video game unit because it was interesting learning how to make games. Loops. loops, easy and fun.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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-1110-100, Sherriff, Mark

Total	Individual Answers
151	*See below for Individual Results*

basic programming

The storage of data.

Document manipulation and scraping will be useful for any sort of statistical analysis or obscure research I may have to do in the future.

Just the basics of Python were probably the most useful for the future

I have no idea

Thinking through an algorithm to solve a particular problem.

reading files.

Reading data from files/web.

Functions were probably the most applicable subject I learned about in this class.

reading files

Being able to logic through a problem by using the least amount of steps as possible.

Functions and basically any basic thing we learned that can be applied to a wide variety of problems.

Many of them. I took programming in high school, and hated it, because compared to the things I have learned in a few weeks here, I learned nothing in a full year of high school. Sheriff is a great teacher, makes it worthwhile to come all the way to Wilson on a Friday at 3pm. (I live in Dillard)

I think the very general topics taught in the beginning of the course (algorithms, math operations, lists)

The basics in the beginning of the year because the world is getting more modern. Basic computer knowledge will likely be important in the future

the lectures about image manipulations, lots of applications to biometric stuff

Most of the basic programming was very useful

how email works

functions and loops

The topic that I found the most useful was taking in the list of data and manipulating it to do what we wanted it to do. It was fun and useful

Game design, regular expressions, writing functions/files.

The fundamentals of looping and constructing functions, simply because they allow shortcuts to problems which may arise in the real world.

All of them.

while and for loops

Maybe the gaming topic

I'ts difficult to specify exactly which lecture will be the most helpful as I continue to study CS, but probably the most important lectures were the ones in the first third of the semester because they covered basic concepts that I will continue to use whenever I program.

Functions

Functions

functions and general programming

All of them as a whole because I won't be pursuing CS any further.

The topic on functions because it allows me to organize the different factors within a problem and attack them with different methods.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Understanding the basics of python.
	I think a lot of the topics will be equally useful, such as loops, if statements, regex, etc.
	writing functions and files
	The coding that helps sort through data such as in spread sheets which can speed up the process a lot
	searching though websites
	I think I will find it most useful to be able to play with lists and dictionaries as I intend to do research in economics and this serves as the basis for how data is presented and how to clean that data. Perhaps the lectures on cleaning data were most important but it is hard to pinpoint one exactly.
	Writing functions to save time and space.
	The email hunt project taught me a lot in terms of the basics of web design/html tags
	I think I will find the reading data files lecture the most useful in the future.
	Taking data from the web and filtering it
	Learning how to parse through a webpage with Beautiful Soup was very helpful.
	I think the lecture on for loops and if statements were both extremely useful, but I think more time needed to be spent on them. The pace was too fast for me.
	basically all the lectures that went over the basic building blocks of programming (if statements, while loops, for loops)
	Honestly, the problem solving skills and approaches are all very useful.
	Probably the lectures on functions. They were really helpful, and obviously really important to all kinds of programming.
	I think I will find the topic on reading files and webpages the most important because they seem like they have a lot of different applications.
	loops
	loops
	Same as above, the problem solving aspect.
	Probably the lecture on the benefits of a program (i.e. would you rather have it run faster, with less bugs, write it faster, etc.)
	Probably website scraping.
	Image manipulation and organizing data
	reading from the web
	Reading a website using beautiful soup.
	The major concepts (loops and such)
	I think having the knowledge of basic coding will be the most useful for me in the future. I am taking two more CS classes next semester so I hope to use the knowledge of coding and how computing works to work through those.
	Accessing web using BeautifulSoup will definitely be useful and applicable in future uses.
	Basic programming
	While loops
	Basic programming skills will most likely be the most useful.
	I feel that the overall way of thinking that helps me program will help me solve problems in the future.
	Loops. Seems practical to achieve a desired goal.
	The fundamentals - loops, if statements, etc - are needed for any program and therefore the most useful for future use
	html parser

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	How to write a for loop
	Function
	Function
	I believe that the lectures in which we covered how to read data from files and the web will be most useful in the future. Learning those skills will empower me to sort through large amounts of data as I pursue advanced coursework in Commerce.
	Probably being able to manipulate date and download things from the internet.
	Loops
	Just the basic idea of programming and how to think so I suppose if statements
	Greenscreen, grayscale
	data analysis
	Making functions that do mathematical computations, for making programs to analyze data.
	beautiful soup
	All the basic definitions and information
	Reading files, problem solving and general algorithms.
	File reading, internet, and loops
	Games.py/ streaming the internet for information I want
	Saving images from HTML web pages.
	I will not major in CS but I do think RegEx is a great topic
	Learning how to parse the web and send emails remotely
	The email finder was interesting and seemed useful
	I think the lectures on functions and their many uses will be the most useful in the future.
	Encryption and decryption.
	Being able to parse a document or website to return the desired information in a useful way.
	I think the basics concepts of CS (operations, data types, mutable and immutable types, pass by reference vs. pass by value, if-elif-else statements, and for/while loops) will help me in the future. Although I may not code in Python specifically for CS 2110 and onward, I felt that Python was quite a great language to learn for beginners (I did have prior CS experience before this class, but felt I would have enjoyed learning Python as my first coding language) and that it will potentially help me in the future if I major/minor in CS!
	Probably the lectures/topic about regular expressions. They might be useful in my future.
	Function manipulation.
	nothing in particular
	no idea, might not find any of them useful since i don't plan on majoring
	Re: above, something related to methods that could be used in a business setting to reduce work.
	Just basic problem solving programming with loops and stuff
	The fundamental commands in Python.
	being able to manipulate large data sets
	Loops/if statements
	Reading/Writing files and Regex
	It's hard to pick just one. All of the concepts will help me in the future since this was an intro course.
	The logic and organization behind good programming.
	The concept learned that will be most useful in the future is the logical problem solving thinking that computer science requires to code the programs to solve the problems given to us.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think that the lecture about whats in the computer is going to be useful one day. Retrieving data from webpages I think will be pretty important in my future, as I plan on majoring in CS/CPE. Import and create new files. Email hunter. Reading/writing files. The aforementioned for the same reasons. Writing programs for stuff that has applications to it, and writing games. Again, the lou's list code seemed the most useful I think I will find basic coding, such as loops the most useful in the future. Coding functions. I think the most useful topic would be to read and analyze texts from the internet because it would make understanding large chunks of data easier. I think the lesson on reading and writing files will be the most useful in the future. images The whole understanding of loops and how methods work. I feel like those will be useful if I ever need to write a quick thing, or communicate to someone how to write a code for me Streaming from the web and reading and writing files. Overall knowledge of computer science Under the hood Being able to read and write a file and do webpage searches using regular expressions and string manipulations. I think understanding basic loops is very beneficial because they're the building blocks for complex coding. reading files and web pages Just the idea of reading code and figuring out what it will do I think helped develop my critical thinking skills. Functions and methods Pretty much all of it. I think the lectures on Lists and Dictionaries will be the most useful in the future as they both allow for the programmer to do many different things. I think I will find the many tools and methods we learned in python in the future. They help us better understand how to program, and help to prepare us if we want to lean another program language. Just the simple ability to make a program that does math or gives back values. It's a nice base level that I feel like could help me in the future. It's so hard to pick because everything was useful; but I would have to say string manipulation. I don't think I could pick just one, they were all fairly useful and built on one another so it is hard to say one was better or worse. Email Hunt I think most of it will be useful in the future. Depends on the field of study. Maybe the functions working together. I think that encryption and decryption were very interesting and could become useful for me or anybody going into that sub-field of cybersecurity or anybody who wants to work in a related field. Understanding how programs, particularly Python in this case, process actual code seems essential towards understanding how computing systems process information. information parcing

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	functions functions All the lectures are useful. Data processing all the simple programming skills How to search for content on a webpage/ send emails to multiple people Loops, image manipulation The ability to create functions. Getting items from a website. writing functions resize images Writing methods and functions. EVerything Automating the simple stuff, like moving documents or writing a set of documents, stuff like that. I can see myself doing that in any profession I go into. Loops. getting information from the internet
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-1110-100, Sherriff, Mark Total: 150 Individual Answers: *See below for Individual Results*
	The lectures on picture manipulation were kind of difficult for me to follow. I did not think what we learned about regular expressions were particularly helpful. The games. The image manipulation seemed unnecessary The image manipulation lectures toward the end of the semester seemed, for lack a better word, redundant. We never really worked with them and only ran programs using the code found in the lecture notes. I understand that it was just so that we have a better idea of how the algorithms worked, but we never really applied it to much. Probably the image manipulation. Even though it was somewhat interesting, I don't see myself using it in the future. image manipulation is probably helpful but I was uninterested nada The encryption/decryption part of class was fun to learn about, but I thought that the scavenger hunt, though fun, was not very useful since we were only given one class to complete all of it. Image manipulation. I probably absorbed the least from the dictionary lecture. I'm new to programming so I think the idea of dictionaries intimidated me and closed me off to learning about it when it was taught. The cipher code is something I don't think I'll ever deal with again, but I can see it's relevance for other professions. Image manipulation. I do not see myself using this later on. regex under the hood stuff

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The image manipulation seemed a little useless and boring especially since it was left until the end
	making games although it is very fun
	N/A
	N/A
	N/A
	N/A
	.
	Image processing, while very cool, didn't really seem to contribute much to my understanding of computer science as well as other topics within the course. However, I still appreciate how Professor Sherriff elaborated on how colors can be processed in a computer.
	The image manipulation stuff towards the end
	I would say the Turtle lectures were the least useful, but I also think they were a fun introduction to coding, so it's difficult to call them useless.
	-
	I wish he last bit of the course was taught like the rest without just copy and pasting but actually coding in class because that helps you remember well but I understood the material pretty well
	Image manipulation and encryption.
	Personally, image manipulation, but it was still interesting to learn about.
	Sending emails through python
	Can't think of anything
	Image Manipulation
	Image Manipulation
	dictionaries were hard to understand at first
	Beautiful Soup. It was just so confusing that I struggled to understand how things were actually being parsed.
	image manipulation seemed a bit rushed. Programs already exist to manipulate images.
	I did not really see any.
	Maybe some image stuff, but all in all the material was coherent.
	Nothing, I thought the course had a logical progression and all the lectures built on each other.
	Some of the later ones where we didn't actually do the code in class
	dictionaries
	Image manipulation; different types of servers (IMAP, for example)
	the photo and pixel stuff at the very end
	encrypting
	Video game making (just not very useful in the long run)
	A lot of the libraries were just confusing. Beautiful soup, os, downloading files, cimage, date time etc
	Can't think of any
	Image manipulation was just very quick so it was hard to grasp.
	I don't find definition lectures particularly useful. Understanding the actual definition of it personally did no job in learning how to code. I understood better by actually coding.
	I think most things we did in this class are important. I probably won't use image processing?
	Some of the picture manipulation lectures got a bit confusing.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	They all made sense/worked fine. The image manipulation one was cool, but the least useful I would say. Image maipuklation. The turtle activity. image manipulations the image manipulation image manipulation. game design Gamebox, while fun and nifty to learn, was probably the least applicable of the concepts we learned, and coincidentally the one I "understood" the least overall, since it wasn't covered base to base like earlier concepts. None None I felt that the image manipulation topic was difficult to comprehend, even for someone with prior CS experience. Although it was cool to see that Python could accomplish image manipulation very well and although it may be useful in the long run, I felt it was very difficult to keep up with that in lectures alongside the game project outside of class. The pixels lecture. I got pretty lost in that one. Image manipulation- its cool, but I feel like I don't actually know how to do any of it for myself- we're just given the code. I would never be able to write my own I really can't think of any lecture that wasn't useful. I didn't see the point of uploading an image/using certain libraries to code during class. The material was never expanded upon through homework or lab. I understand that a lot of the lectures in the first couple of weeks were slow because of the add/drop, but maybe the fist couple of weeks should be more accelerated for those people planning on majoring in CS The image manipulation lectures. It probably has to do with the fact that it was taught at the end of the semester, and it was harder to pay attention in class because I'm stressing about finals. However, I don't really understand the reason why we learned it, other than that it was sorta cool to know how to do. Sending emails using Python. Image manipulation Image manipulation Image manipulation Game Design Turtle beautiful soup I am a science major in the College so I was less interested in the video game development aspect and more with things that will serve me in scientific computing. I'm not sure. I thought they were all interesting nothing Beautiful Soup image manipulation- I can use photoshop Gamebox Image manipulation seemed a little out of place in the course.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The image manipulation, I do not see myself needing that in the future. Turtle stuff the first two weeks didn't really make sense until much later in the semester. Seemed like it was used to get people to drop before the add drop period. html stuff was rushed, don't feel like i could apply any of it The encoding topics the encryption chase Ciphers regular expression Turtle Encryption, photo manipulation. The lectures after the game project began to really confuse me. I feel like in the long run these may be helpful, but I would have rather stuck to topics that were more important for the class itself. Although image manipulation is an interesting and frequently used topic, the extremely abbreviated description of the lectures, in which methods and functions were simply presented in sample code, led to a far less than complete understanding of the topic encryption Image manipulation - there are countless photo editors like Adobe Photoshop. Honestly, none - all of them were pretty crucial in understanding Python. The encryption classes seemed kind of random. I found every lecture to be educational and useful in one way or another. The topic on encryption/decryption may not be useful for the majority of people. Gamebox wasn't really useful (though it was fun) none I can't really think of one. image manipulation image manipulation image manipulation While I found it very interesting, I wish we learned more about how email is important and how it works. Turtle thing....it was fun. completely useless though. I don't really understand the usefulness of the game project, but it was still fun so I would do it again. pygame turtle There were several things we went over extensively in theory but never had a PotD for/actually used in coding, and as such it didn't feel quite as important, or was confusing due to it's complexity if nothing else. While the image manipulation was interesting, I do not think I will ever use it. Picture manipulation. The Turtle ones The image manipulation The image manipulation I don't think that going into so much depth about the beautiful soup HTML parsing was useful if it wasn't going to be on the midterms. The deciphering. While fun, it didn't seem super worthwhile.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think that all the topics will be useful in the long run. The turtle lecture...while it was interesting, we never used those concepts again and it seemed a bit out of place. I can't really think of any, except for maybe the "sending email" lecture. I couldn't get it to work, and I don't think I really retained the info about IMAP/SMTP and stuff. turtle turtle image manipulation. It was gone over quickly and I didn't fully grasp the concept. I thought it seemed neat but I'm not sure how it is useful in programming As someone who came into this class with no background, I found that the Turtle programming in the beginning was more harmful than helpful. It scared me, and made me think that basic programming was a lot more difficult than it actually was. I believe that people with no experience would be better served by beginning from the basics and moving up to that. They were all pretty useful/necessary. A lot of the html ones since we didn't really learn how to use it on our own none. computers today computers tomorrow computers forever game stuff, it's irrelevant Most topics were necessary. The gaming and cipher were fun and interesting, so I would say none of the topics "did not work". I don't think there is a topic I can call "not useful". Each lecture was thought out and added valuable knowledge to what we had already learned. working on functions specific to pygame Turtle drawing is interesting, but it was really really fast, even though i have had some prior programming experience. Image manipulation and turtle drawings I didn't enjoy the image altering as much as I did the other topics but it was still interesting. All of the lectures were useful to some extent. All of them helped me understand computer science more. The lecture on ambiguity. I do not know A lot of the conceptual things that did not particularly pertain to learning how to programming, such as HTML parsing or image algorithms. Those might have been more relevant in a higher level and more focused class. The ciphers were very interesting and a lot of fun, but didn't seem as important as other topics The chase was really fun, but some of the hints were very difficult for me because I had no idea how to approach certain aspects of the coding. It felt like we were kind of thrown into it right after learning it, so I was not prepared. The image manipulation didn't seem critical. idk didn't like the chase that much Dictionaries if anything, just don't like them. I understand they can be useful, but lists just seem so much better. I thought it was all quite useful but the least useful would be gamebox since it's a specific API that isn't widely used outside of UVA and therefore isn't generally applicable in programming. Not sure

~ 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	4.12	1.00	55 (34.38%)	37 (23.12%)	17 (10.62%)	10 (6.25%)	1 (0.62%)	40 (25.00%)

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)
160	4.12	1.00	55 (34.38%)	37 (23.12%)	17 (10.62%)	10 (6.25%)	1 (0.62%)	40 (25.00%)

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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	3.97	0.95	42 (26.25%)	42 (26.25%)	29 (18.12%)	7 (4.38%)	1 (0.62%)	39 (24.38%)

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	3.97	0.95	42 (26.25%)	42 (26.25%)	29 (18.12%)	7 (4.38%)	1 (0.62%)	39 (24.38%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, 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)
161	2 (1.24%)	1 (0.62%)	47 (29.19%)	63 (39.13%)	9 (5.59%)	39 (24.22%)

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)
161	2 (1.24%)	1 (0.62%)	47 (29.19%)	63 (39.13%)	9 (5.59%)	39 (24.22%)

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
162	3.39	0.70	80 (49.38%)	67 (41.36%)	14 (8.64%)	0 (0.00%)	1 (0.62%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
162	3.39	0.70	80 (49.38%)	67 (41.36%)	14 (8.64%)	0 (0.00%)	1 (0.62%)

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
161	3.24	0.76	64 (39.75%)	77 (47.83%)	16 (9.94%)	3 (1.86%)	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	3.24	0.76	64 (39.75%)	77 (47.83%)	16 (9.94%)	3 (1.86%)	1 (0.62%)

~ 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-1110-100, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
162	19 (11.73%)	37 (22.84%)	13 (8.02%)	54 (33.33%)	39 (24.07%)

Results for SEAS, 1000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
162	19 (11.73%)	37 (22.84%)	13 (8.02%)	54 (33.33%)	39 (24.07%)

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Individual Answers
101	*See below for Individual Results*

Very nice, really appreciated their help.

Although I personally did not go to TA office hours, the TAs were very helpful during lab with any questions or issues.

They were helpful and able to answer any questions I asked during lab.

knowledgable and helpful

At times the TA was great, other times The TAs would mess up my code even more than how it already was. I think the issue was they didn't first read the POTD themselves.

Many were very useful, competent and helpful

Most of the TAs were great and extremely helpful. I had a few experiences where a TA was not super helpful, but it was never a negative experience.

They are all incredibly willing to help, but they don't necessarily know what we are doing in class. A couple times, I went to office hours and the TA's were unable to help me (ie Nim Game and pygame). In the future, I think it would be helpful if they had a general idea of what we were working on that week in class.

They were all very helpful with explaining the information that I didn't understand in lecture. They were super enthusiastic about my questions which I really appreciated.

They were all nice and friendly.

Very helpful and informative

Eric siegel and Sebastian are gents.

N/A

N/A

N/A

N/A

Sebastian is a bro

The TA's were all very nice and helpful. I wish they knew more about pygame, though... but since this was their first experience with it, it's understandable.

they were very helpful

Generally they were very helpful but there was a range in helpfulness: some would stay with me to see that whatever changes I had made worked and some would suggest something and leave, so it was sort of luck who you got.

Loved the TAs for lab, they were super helpful whenever I had a question, and were able to answer any of my questions regarding any of the big concept questions.

They tried so hard not to give us the answer but lead us, that their wording would be vague and unhelpful and if you couldnt figure it out, they would just leave without you having a fix to your problem.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	My TA is a harsh grader.
	Nice guys
	Good
	Keep doing you fam
	Whenever I posted a question on Piazza, the TAs were very quick to respond and always helpful.
	Nice people.
	The range of helpfulness varies a lot between the TAs. Overall, they were very helpful.
	None
	None
	Most TA's are very helpful and approachable
	Liked them, most of them were sufficiently knowledgeable
	None.
	Very helpful, very approachable during labs; always knew what they were talking about and 9/10 they successfully debugged code when there were problems
	They should be prepared for lab sections. They were not helpful during the regular expression part of the class.
	They were good.
	No
	Some of the TAs were superb. They were truly caring and helped me understand problems that I encountered. Others, on the other hand, were unsure of what to do and they did not offer much help.
	n/a
	Scott Mallory was fantastic
	They are passionate about computer science.
	Nope.
	Nope.
	Sebastian was always extremely helpful and patient. He would even offer help and stay after the times he was supposed to be doing office hours.
	They are awesome and very helpful people.
	Scott is awesome!
	Good job.
	sebastian is best TA
	Nope, no specific comments
	I didn't ever need to make use to TA office hours since I asked most of my questions on the class Piazza, but all of my interactions with the TAs over Piazza and in person for labs led to very helpful responses and guidance to answer my questions.
	Some of the TAs are not helpful as others
	Sebastian, great TA.
	Had to wait a long time to get help, either a hit or a miss if they were actually able to help.
	They really know their stuff
	Very friendly in lab and helpful in reviewing major points before we started to work
	nothing in particular
	Very helpful on piazza.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Eric, Isaac, and Sebastian were my lab TAs. Very helpful
	Office hours was wonderfully done. Also, Sebastian was an amazing TA in particular.
	Nope
	generally, they were good and helpful but occasionally they their advice did not really help me because I didn't understand the concept they were talking about whatsoever
	some of the TAs were extremely helpful, while others were very unsure about what they were talking about
	The TAs for my lab were extremely helpful and nice, even when I asked what retrospectively were stupid questions. They didn't make me feel like an idiot if I needed help with simple issues.
	My TA's (Madelyn, Scott, and Will) were really nice and helpful. I felt like I was asking stupid questions sometimes, but they were always nice about it.
	Honestly, the TAs were FANTASTIC. They were friendly and fun and during Office Hours they were very helpful. Shout out to John, Jake, and Marina. They made lab so much fun and were so smart and kind and helpful.
	No they seemed nice and friendly during lab
	Leon was very helpful and nice.
	They're great!
	My TAs are excellent
	Sometimes a long wait, but ususally worth the wait
	Some were great, some were average. It just depended on who you got in office hours.
	Nope.
	The TAs in this class are some of the best I've seen at UVA in my first semester. They were a very fun group of people who were all very passionate about computer science. I really enjoyed getting to know them.
	Helpful
	Plenty of office hours, which was great, especially with how quickly some of the POTDs were due.
	They made lab more entertaining and casual, while still covering material.
	TAs were great, used TA help mostly with the Email project and they were very helpful.
	Sebastian, Isaac, and Scott were really good TAs that I interacted with. I only went to their office hours, because I knew they are helpful and I didn't want to run into getting a bad TA.
	They are ESSENTIAL to the course, I would not have learned without them
	TAs are very helpful
	A few were really good and a few were very unhelpful and sometimes rude.
	Sometimes they tell you what you need to create, which I already know, since it tells us what to program in the instructions. I come to office hours because I don't know how to code it and some of them don't help you at all with that. Giving the students some of the code to get them in the right direction can help get them started, and I found that sometimes if you get them to write some code for you you learn how to write it.
	Sebastian was a really great TA and was able to teach me and help me understand pretty much everything that I didn't know how to do. Some of the other TA's, however, did not really seem to know what they were doing and were not nearly as helpful.
	Scott and Sebastian were the best!
	For the most part they were knowledgeable and helpful
	Yes. Sebastian, Scott, Elisabeth, John, Will and David were VERY helpful in addition to a couple more whose name I don't remember. Other TAs were average, and some weren't even helpful.
	They were a lot of fun to work with! Were good at reviewing and explaining material a second time in a different manner.
	They were a good resource and office hours were extremely helpful if I didn't understand a concept

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

They would ignore my questions and leave me, and often did not know how to help in lab when I had questions. I frequently spent 20 minutes trying to catch the attention of a TA only to have them leave after only listening to my question.

They're great. Helped me understand the concepts better.

TA's were hit or miss, some were very knowledge and persistent to help with problem until it was solved. Others either didn't understand python or just plain unhelpful. I understand that TA's would point me in a direction of a lecture, that was helpful, others just gave me a suggestion, which didn't work and I would have to get back on the queue. The day before the assignment was due the queue was packed, so i ended up going earlier in the week and got a lot more help. Maybe a change in scheduling the TA's would be more effective. Scott and Sebastian were both extremely helpful and not only finish the assignment, but also thoroughly learn the material. I can remember multiple times that Sebastian would stay over an hour past 9pm to help confused students the night before assignments were due. That was incredible.

They were as a group very helpful.

They were pretty helpful in lab.

Good job

Awesome

Not really

Jake Weber was the best TA.

Very, very helpful

The TA's for this class were incredibly helpful and patient with me. Like I said I had no prior programming knowledge before taking this class causing me to ask questions that were arguably beneath their present understanding of coding and they would answer them still. I spent a lot of time in office hours and would usually call back the same TA to get help at different parts of the program and there was never any indication of irritation which I am thankful for. I believe the reason I learned so much and was able to synthesize and habituate that knowledge was a mixture of the assignment structure, the lectures themselves, and the willingness to help that I encountered in every TA that I interacted with. Some of the best TA's I've had at the University yet.

No, I thought they were all great for the most part and very friendly and willing to help.

15. 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-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	4.34	0.66	70 (43.75%)	77 (48.12%)	11 (6.88%)	2 (1.25%)	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)
2133	4.09	0.86	724 (33.94%)	1022 (47.91%)	255 (11.95%)	93 (4.36%)	28 (1.31%)	11 (0.52%)

16. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.48	0.69	92 (56.79%)	58 (35.80%)	9 (5.56%)	3 (1.85%)	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)
2606	3.92	1.17	915 (35.11%)	789 (30.28%)	317 (12.16%)	183 (7.02%)	142 (5.45%)	260 (9.98%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

17. 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-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.34	0.85	81 (50.31%)	64 (39.75%)	10 (6.21%)	2 (1.24%)	4 (2.48%)	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)
2136	4.07	0.92	735 (34.41%)	1026 (48.03%)	204 (9.55%)	117 (5.48%)	47 (2.20%)	7 (0.33%)

18. 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-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.60	0.63	105 (64.81%)	52 (32.10%)	3 (1.85%)	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)
2132	3.93	1.04	671 (31.47%)	856 (40.15%)	300 (14.07%)	151 (7.08%)	74 (3.47%)	80 (3.75%)

19. 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-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	3.20	1.22	18 (11.11%)	32 (19.75%)	33 (20.37%)	19 (11.73%)	13 (8.02%)	47 (29.01%)

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)
2135	3.40	1.15	252 (11.80%)	417 (19.53%)	425 (19.91%)	153 (7.17%)	111 (5.20%)	777 (36.39%)

20. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.49	0.60	87 (54.04%)	67 (41.61%)	6 (3.73%)	1 (0.62%)	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)
2596	3.91	1.05	772 (29.74%)	1102 (42.45%)	341 (13.14%)	169 (6.51%)	108 (4.16%)	104 (4.01%)

21. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.79	0.44	130 (80.25%)	30 (18.52%)	2 (1.23%)	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)
2600	4.31	0.87	1215 (46.73%)	864 (33.23%)	224 (8.62%)	62 (2.38%)	41 (1.58%)	194 (7.46%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

22. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.61	0.61	107 (66.46%)	47 (29.19%)	5 (3.11%)	2 (1.24%)	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)
2596	4.21	0.94	1044 (40.22%)	904 (34.82%)	221 (8.51%)	84 (3.24%)	59 (2.27%)	284 (10.94%)

23. 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-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	3.84	1.13	29 (17.90%)	27 (16.67%)	20 (12.35%)	4 (2.47%)	5 (3.09%)	77 (47.53%)

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)
2133	3.82	1.04	351 (16.46%)	419 (19.64%)	289 (13.55%)	77 (3.61%)	41 (1.92%)	956 (44.82%)

24. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.34	0.81	80 (49.69%)	64 (39.75%)	11 (6.83%)	4 (2.48%)	2 (1.24%)	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)
2604	3.80	1.14	754 (28.96%)	907 (34.83%)	397 (15.25%)	221 (8.49%)	136 (5.22%)	189 (7.26%)

25. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
159	4.53	0.69	97 (61.01%)	55 (34.59%)	3 (1.89%)	3 (1.89%)	1 (0.63%)	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)
2592	4.16	0.96	1001 (38.62%)	910 (35.11%)	250 (9.65%)	81 (3.12%)	70 (2.70%)	280 (10.80%)

26. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.65	0.62	113 (69.75%)	44 (27.16%)	3 (1.85%)	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)
2598	4.08	0.99	965 (37.14%)	876 (33.72%)	371 (14.28%)	106 (4.08%)	66 (2.54%)	214 (8.24%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

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Question Type: Multiple Choice

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contributed by Office of the Provost

Results for CS-1110-100

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
162	2 (1.23%)	64 (39.51%)	74 (45.68%)	18 (11.11%)	4 (2.47%)

Results for SEAS, 1000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2143	213 (9.94%)	1190 (55.53%)	533 (24.87%)	160 (7.47%)	47 (2.19%)

28. I learned a great deal in this course.

~

Question Type: Likert

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contributed by Office of the Provost

Results for CS-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
160	4.58	0.69	104 (65.00%)	50 (31.25%)	3 (1.88%)	1 (0.62%)	2 (1.25%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2134	3.89	1.11	742 (34.77%)	786 (36.83%)	331 (15.51%)	177 (8.29%)	98 (4.59%)

29. Overall, this was a worthwhile course.

~

Question Type: Likert

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contributed by Office of the Provost

Results for CS-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
159	4.64	0.61	110 (69.18%)	43 (27.04%)	5 (3.14%)	0 (0.00%)	1 (0.63%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2135	3.79	1.23	759 (35.55%)	687 (32.18%)	336 (15.74%)	185 (8.67%)	168 (7.87%)

30. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
161	4.59	0.53	98 (60.87%)	60 (37.27%)	3 (1.86%)	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)
2595	4.09	0.93	942 (36.30%)	1177 (45.36%)	315 (12.14%)	84 (3.24%)	77 (2.97%)

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

~

Question Type: Likert

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contributed by Office of the Provost

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.17	0.84	65 (40.12%)	64 (39.51%)	30 (18.52%)	1 (0.62%)	2 (1.23%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2603	3.96	1.04	954 (36.65%)	910 (34.96%)	512 (19.67%)	135 (5.19%)	92 (3.53%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

32. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.60	0.60	106 (65.43%)	50 (30.86%)	4 (2.47%)	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)
2604	3.95	1.08	961 (36.90%)	927 (35.60%)	447 (17.17%)	160 (6.14%)	109 (4.19%)

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

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-1110-100

Total	Individual Answers
94	*See below for Individual Results*

overall thought this was a fun and worthwhile course. After taking this course, I am planning to take more cs classes in the future

This course should be 4 credits, considering there are 3 lectures a week plus a lab, and homework is requires significant time. 3 programs of the day in one week was way too much. Without the other professor's review sessions and materials, I would not have been properly prepared for the tests. I wish Sheriff would have given specific pages in the textbook that would be relevant to the specific lectures. If there were a screen capture to accompany the podcasts, that would be incredibly helpful because sometimes the pace is too fast to copy all of the code.

Sherriff is the man. I knew absolutely nothing about coding 3 months ago and now I feel like I am very knowledgable.

Loved the course, lots of fun and learned a ton

Professor Sherriff is amazing. I never expected to enjoy CS as much as I did, but he helped us learn the material and actually care about it. From throwing frisbees in class to surprising us with a decryption scavenger hunt on the Lawn, he never failed to engage us in class. I wish all my professors were as amazing as him!

I think Professor Sherriff sometimes crosses the line between being funny and sarcastic to being plain rude, dismissive, and almost belittling to his students. The first day of class he mentioned how on course forum one of the comments said he was "an asshole in office hours", and he just laughed it off. This was the first sign. I think there is a fine line between joking with students and then being rude and making people feel dumb when they ask questions that may be obvious to him. It is clear that he does that in some of his answers on Piazza. It is a really big turn off from a student's perspective to see the professor be unhelpful and just plain rude.

Really enjoyed this course and learned a lot.

sometimes blasting through code he has already written is hard for students to learn when he's going really fast

Mark did a great job making programming more fun and interesting than I thought it would be.

It was a great class!

This is not a easy class for students who never learned cs before. But it is very interesting and worth to try.

Professor Sheriff's CS 1110 was a great class. As someone who entered this class with no background, I was initially worried that I would lag far behind my classmates. Although the first few weeks were difficult, something eventually "clicked" and I now feel like I have a strong grasp of the subject matter. His lectures explained the relevant material quickly and the POTDs definitely served to reinforce the concepts. I would highly recommend it to anyone wishing to gain an appreciation for the basics of programming.

Mark Sherriff is by far the best professor I have had at UVA so far. On top of being an excellent teacher, Professor Sherriff very obviously loves the subject matter and is very enthusiastic about what he is teaching which is a characteristic that is hard to find. The course itself is extremely well planned and taught. This course has even made me strongly consider majoring in CS.

I took an intro CS class in high school and I strongly disliked CS after. This class really made me like CS again. It was easy to understand for someone who had no experience.

this class was so hard for me to get in as an Architecture student trying to transfer... :(

Great course, gave me good foundations for moving forward in the CS curriculum.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I loved this class! The lectures were interesting and the content was fun. I always kind of looked forward to doing my POTD's. Sherriff is a really cool dude (although I'm a tiny bit scared of him), and I liked hearing all his stories about his daughter. (SO CUTE!) Also the collab website is lovely...really well organized. Only thing: the built-in podcast audio player is a bit glitchy. If I paused or tried to scroll to a different time, it froze and I'd have to start over from the beginning. Yeah, but overall, great class, great professor, great TA's.
	Sherriff gave me a extremely effective introduction to CS.
	Very worthwhile class
	The course material became much more difficult very quickly around POTD 7
	Love it, I don't plan to be a CS major, (unless Engineering doesn't give me my first choice), but the whole "understanding concepts" thing is why I love this class. I believe that is what should be emphasized in learning, and Sherriff hits it spot on. He also keeps us interested in the course, the encryption chase is a lecture I will always remember. The fun projects, like the Game Project, allow people to add their own creativity and personal touch to the concepts we need to know. The tests are very fair, concept oriented, just as he says they are. I never feel like I don't know what to study for, I always have materials in front of me. And I absolutely love the podcast idea, its fantastic. If I ever need to review, I can do it on my own time with the touch of a button. Sherriff also teaches us fantastic topics, from how computers actually work, to how to send spam email. I know I wrote a lot, but Sherriff is easily the best professor I have this year. Thank you for making me love computers again.
	Notes from 1112 sometimes help. More notes like that could be posted for reviewing.
	This was a great course. I learned a great deal and had fun while doing so.
	Great course
	I just took the class because I had to. I left this class greatly enjoying the subject.
	Professor Sherriff is a wonderful teacher. He captivated the class every lecture and his enthusiasm for computer science spread to me and my friends.
	CS 1110 was very well-taught and very enjoyable! Professor Sherriff managed to keep lectures very informative, yet both interesting and engaging every day, which I believe is quite a difficult task given the size of the class! This was, by far, my favorite class this semester!
	Professor Sherriff does a very good job introducing students to the field of computer science. Not only are the assignments fun and interesting, the lectures are also worthwhile, especially the ask-me-anything (AMA) Q&A he hosts once per semester! If you want to gain a solid understanding of computer science while having fun, Sherriff is the professor to take.
	Very fun and informative course, not boring at all. Sherriff was very funny and not boring.
	I absolutely loved this class. This was the third CS class I've taken in my life, and even though I've learned a lot, it's been rough and I almost dropped out of this class the first few weeks. But Professor Sherriff made the class so enjoyable I knew I had to stay and I am so glad I did. This class soon became my favorite and most rewarding class this semester and I really hope to take another class with Professor Sherriff in the future because he is such a fun professor and could really relate to his students!
	i think the exams were graded a little more harshly then should be
	Awesome professor and interesting topics. Very good class!
	Homework was too hard. The professor was perfect but as good as his lectures were, the POTDs were way too difficult to be done with just knowledge from class. I had to learn 80% of the material outside of class.
	Great course!
	Professor is wonderful
	This was my favorite lecture this semester! I had bad experiences with CS before this class, but Sherriff taught it in a new way that made me love it.
	Professor Sherriff is honestly the best professor ever! He started off every class by asking if we had any questions. By doing so, students were able to ask any questions in mind and it helped guide other students to understand their query as well. Professor Sherriff has really intrigued me in the fields of computer science and I hope to be able to either minor/major in this field one day.
	Really enjoyed the course and subject material. My one problem was with the test regrade policy. Due to multiple TAs grading hundreds of tests, I understand differences in standards will arise. However, the possibility that a resubmitted test could be scored lower is an unfair punishment to a student who deserved a higher score in respect to their peers. Overall I really liked how this class is structured and how grading worked, but I will be upset if my grade is affected by large differences in TA grading standards. I would really re-evaluate this aspect of the grading. Otherwise, good teacher and good course.
	good class, worthwhile

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Sherriff is a fantastic professor who is extremely knowledgable on the material, but still knows how to explain it to those who do not have any background in the topics. A lot of the professors I have had at UVA are very smart, but lack in their ability to teach people who are not as knowledgable in the topic. This is not an issue with Sherriff. The class was incredibly interesting, and I always found myself looking forward to trying to find a solution to the POTDs. A lot of time gets put into this class by the students, but it isn't too difficult at all when you actually enjoy the material. Thank you for making this my favorite course at UVA so far.
	Loved this class! It has encouraged me to major in CS.
	Definitely the most valuable class I took this semester.
	I liked it
	Very much enjoyed the course. Made me appreciate computer science in a way I did not expect I would. Definitely want to pursue a CS minor/ major now, which I did not think I would before.
	I really enjoyed the class, and hope to take another class with Prof. Sherriff in the future.
	It is a great introductory course to programming. I found it challenging but not overwhelming and would highly recommend it to anyone interested in programming. I had never had any experience with programming before this class and now I am planning on majoring it.
	I LOVED this class. It turned out to be my favorite class this semester by far! And as a confused first year coming in assuming I would major in BME, I was pleasantly surprised to find a class that I enjoyed so much. I plan on taking CS 2110 next semester and hopefully plan on declaring as a CS major! Thanks so much Professor Sherriff!
	The POTDs were helpful but felt hard to keep up with as there were POTDs due almost every class period initially and became trickier along the way.
	I learned a lot and am thankful for the opportunity to be a student of Professor Sheriff's.
	I loved having CS 1110. Especially with Professor Sherriff
	I enjoyed this course greatly. It was my favorite course this semester.
	A few of the POTDs were extremely difficult and did not really correspond to what was taught in class. Without help, these POTDs were nearly impossible.
	I'm really glad I took this course!
	I like Sherriff's style of teaching. Sometimes he went a little fast, but there is a lot of subject matter to cover. However, Sherriff made the class fun and programming enjoyable to learn.
	I loved this class to bits. Professor Sherriff is extremely approachable and nice. The course itself was fun, meanwhile teaching me a lot. The office hours help an incredible amount.
	Sherriff is solid, TAs need to actually learn python because they were not good at helping during office hours
	This was probably my favorite class of the semester. Sherriff made the 3pm lecture time worth the effort, makes himself and his notes and podcasts available outside of class and truly engages students in the material. He was knowledgeable, funny, relatable and definitely one of the best teachers I've had during my career as a student.
	Since the assignments required cumulative understanding of the program, retaining how to code was easier.
	Good course.
	Fantastic class. Sherriff clearly has a great idea of how this class should be run. Although I never had a problem with the pacing, it was clear some students did, and I think he should do more of the "Please stick up how many fingers in the air with how comfortable you are with this topic so far. 1 for 'completely lost', and 5 for 'completely understand'". It seemed to really help for Sherriff to take note of how the class felt and reiterate on a topic if need be, but he only did it a couple times in the middle of the semester and stopped doing it by the end.
	Good Class
	Great class that was a very good introduction to computer science.
	I really enjoyed it, reinforced my interest in computer science and was a good refresher from high school CS classes. The course work was not too difficult and took a reasonable amount of time.
	Awesome class, very glad I took it
	This was one of my favorite courses this semester.
	The way tests are graded needs to be changed. Having to submit a regrade because the TA's failed to take time to grade tests properly is silly and should be changed.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Great teacher, fun course.
	I'm now applying for a CS major in the college because this course was so interesting/beneficial
	Great class, completely changed my perspective of computer science.
	Sherriff made the course a lot more enjoyable with his personality in the classroom. He was a hard guy not to like.
	Professor Sherriff did a really good job teaching this course considering it was the first semester after the switch to Python for intro classes. Very humorous, made going to class worthwhile, great teaching style, kept students engaged. I had been considering CS as a major, but Sherriff just solidified that. For tests, however, I think it would helpful if we could break it up by lab sections and have each lab section take it at a different part of Grounds, it may not be possible, but it is definitely better than taking a test in a large auditorium style lecture hall.
	This was an extremely effective course for learning the basics of Python and programming in general. The first ~3/4 of the course were most effective, because great lengths of time and practice were spent on each topic. If I have one critique of the class, it would be that towards the end of the year topics felt rushed and were explained in far less detail than beginning topics, leading to greater difficulty in comprehension.
	Sherriff kills it
	x=0 while x == 0: print ("This class was great!")
	This was hands down my favorite class. Professor Sherriff is an incredible teacher and very passionate about the material. I was very interested in furthering my education in computing and possibly majoring in Computer Science, and this class has increased my interest in CS and taught me a lot about the extent to which computing can be used. I found that I really enjoy problem solving with programming. Thank you!!
	He is the best :D
	I really liked this course and I think it will be helpful later in life
	game design should be dropped
	Professor Sherriff was by far my favorite teacher this semester; he is a lot of fun in the way he incorporates activities into his lectures and also provides instruction that effectively teaches students the concepts of computer science and how to solve problems using those techniques.
	I loved this class and I couldn't have asked for a better teacher than sherriff
	I came into this class a little apprehensive about taking CS, but I actually ended up enjoying it a lot and am planning to take higher level CS classes in the future.
	Very fun and informative course
	Great teacher I just dont like CS
	The teacher was way too sarcastic and I did not enjoy his teaching style during lectures. Cracked way too many jokes that many people did not understand and went way too fast when explaining concepts throughout the lectures. Overall unsatisfied with the lectures as a whole, however, the POTD's were fun and I was able to learn a lot from them.
	This was a useful class.
	It would be better if the size of the class is smaller, such as 100 people.
	Good teacher, great course, horrible person to deal with however. If you are not smart enough to design an efficient grading system, or your system is so flawed that has problem accepting lab submissions, you need to have a nice tone with students in communications! We don ot owe you anything! We are the ones who should be angry about the system flaws. I wrote a very nice, organized, and friendly letter on pizza about my two missing lab grades. Mark Sherriff's response was as if I was going to be blamed for what happened! Still, very good teacher, great course, but as a human being needs some work to reach UVA professors. (He is the only teacher Im complaining from, I wrote thankful letters for the rest)
	I really enjoyed this class. Coming in with no computer science experience was nerve-racking at first, but professor Sherriff does a great job explaining the course material. My only concern was that the test was made for both classes of CS 1110/1111. On the second test, it was evident that 1111 focuses on different points of the material. Therefore for the tests, since it is a joint test, it's important that both teachers emphasize similar key points.
	This is a very well structured class. I think having 3 really tough POTD's due in a week is overkill though. Maybe try to spread them out so there isn't as much suffering toward the middle/end half of the semester? I think it was the same week that demographics was due, those codes all took like 4 hours individually.
	Loved the course!

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I feel like I knew the material completely for the tests but because of time restrictions could not perform well. I really enjoyed this class. I didn't know using code to solve sort of puzzles could be so entertaining and educational. I initially thought I would be going into biodmed, but Dr Sheriff changed my mind and now I plane on being a CS major. Used a funky weight to determine overall grade. Email project and game project were much larger proportion of grade than I think they deserved. Likely this was used to curve the class. Instead I think curving the tests would be more fair because many of my peers's partners submitted projects late/ incorrectly and as a result a large portion of their final grade was lost. I really enjoyed this class and I feel like I have a really good basis for programming now. I am thinking about minoring in it now because I loved the class so much