CS 4720-001 **Web and Mobile Systems** - Fall 2013

ENGR (18598)

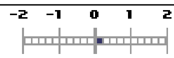
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 65 / Enrollment: 72

Summary: CS 4720-001 Web and Mobile Systems - Fall 2013 (18598)

Overall Course Rating

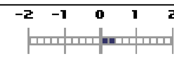
CS-4720-001 Mean 4.30
CS-4720-001 Std Dev 0.77
CS-4720-001 Response Count 324

Difference from Category Mean, Expressed in Category Standard Deviations	 0.21

SEAS, 4000-level courses Mean 4.12
SEAS, 4000-level courses Std Dev 0.88
SEAS, 4000-level courses Response Count 8917

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.59
Std Dev 0.58
Response Count 450

Difference from Category Mean, Expressed in Category Standard Deviations	 0.40

SEAS, 4000-level courses Mean 4.25
SEAS, 4000-level courses Std Dev 0.85
SEAS, 4000-level courses Response Count 13555

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

1. How accurate is this statement for you: The project was of acceptable length.

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

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
65	4.48	0.75	38 (58.46%)	23 (35.38%)	1 (1.54%)	3 (4.62%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
65	4.48	0.75	38 (58.46%)	23 (35.38%)	1 (1.54%)	3 (4.62%)	0 (0.00%)

2. How accurate is this statement for you: The project was of acceptable difficulty.

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

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
65	4.42	0.68	32 (49.23%)	30 (46.15%)	1 (1.54%)	2 (3.08%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
65	4.42	0.68	32 (49.23%)	30 (46.15%)	1 (1.54%)	2 (3.08%)	0 (0.00%)

3. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.

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

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
65	4.40	0.72	34 (52.31%)	24 (36.92%)	6 (9.23%)	1 (1.54%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
65	4.40	0.72	34 (52.31%)	24 (36.92%)	6 (9.23%)	1 (1.54%)	0 (0.00%)

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

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

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
59	*See below for Individual Results*

I really liked REST, because it provided a simple yet incredibly powerful for connecting information on the web.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Learning android was my favorite part of the course. REST and coding the web services in PHP and Python was my favorite. HTML - was always curious about the coding of websites but had never gotten into it before this class. The Node.js lecture as well as Michael Prichard's lecture are memorable. Prichard's was awesome because it's pretty cool to hear from someone who is actually working in the industry. The Node.js lecture was awesome because it introduced us to a pretty cool up and coming technology. Hard to choose, a bunch were really interesting. Mobile wireframing-- I like UI History of html AJAX. It seems so simple but whenever I tried to learn it on my own I ended up mystified. The mobile security stuff. Had no idea how that worked. P2P, I thought BBS was cool Web design with REST, MVC, JavaScript and AJAX because I've been web designing since 3rd grade but never utilized these aspects. REST, because the subject matter I found the most interesting The web design because I didn't know almost anything when I started this class and the earlier assignments helped a lot. I thoroughly enjoyed the bitTorrent lecture because it gave me a good history and knowledge behind how torrenting works, especially how torrenting was done in the past. The website example and code were exciting to see. Usability - I like the UX and HCI areas of CS the most, so I found those sections most interesting. Three-tiered architecture and the anatomy of a web application The NodeJS lecture was really cool because I had no real idea of what NodeJS was or why there was so much hype about it. It motivated me to play around with it more on my own. N/A Webservices because it was new and interesting Frameworks by far. Before learning about Bootstrap/JQuery/CakePHP, I had always tried to build things from scratch. I had no idea about using frameworks. Now that I know about them, my web development is easier, faster, and of higher quality. Node.js. It's something I haven't explored much and was very interested in. I wish we had gotten an additional day with, or built something with, or had a homework with, node.js. All things about the web. The one about building a server because it's good knowledge to know. I probably would not have learned it otherwise anytime soon. Service oriented architecture because it was a new concept and showed value in designing programs differently than traditional classes The build your own server lecture because I really like computer hardware and the lecture was very down to earth and hands on. AJAX because it showed me how to improve the dynamism of a webpage based on user interaction. Web service development as a whole including writing PHP services, learning about RESTfulness etc. I most enjoyed the class where we discussed how the architecture of big web sites works. Bootstrap/ajax because they helped me improve my web designing skills. Well, every topic is very interesting to me especially HCI part, where I can show my artistic skills to my teammates. HCI; it's a topic that's interesting to me, and I like working with it I enjoyed the overview on the history of HTML and the politics/arguments behind it. It was definitely interesting. Also the guest speakers were a good change of pace when things were slowing down.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	mobile development android development - we were able to make something tangible Hands on learning of service oriented architecture. Learning about python and the google app engine. I really want to try and learn python and it was a fun topic to learn and a good assignment to have us incorporate a web service using python and the google app engine. Guest speaker: WillowTree Apps because it exposed us to see how the industry develop the product, tools they are using, and the processes involved. It's really tough to choose. I would have liked to have gone more indepth into node.js, but I really enjoyed our discussions of networking, as well as bittorrent and napster, and everything on html, ajax...ok I liked everything. The lecture about the differences between designing for web and designing for mobile. There is a whole different number of aspects for you to consider when your platform isn't the web and it creates the need to make more conscientious decisions about design. Web development because this is what I am most interested in. I enjoyed all the general courses about web development because this is the only place in any of my computer science curriculum that I have learned those things. AJAX, because I think that it is a useful tool when it comes to web development and is something that should be implemented with any reasonably sophisticated website. Web dev Service Oriented Architecture because it was something that I had not heard of before. p2p, since i use the system so much, i really wanted to know how it works Peer to Peer networking, because it explained something I was always curious about. REST and framework discussions -- learned how to do web development the right way My favorite topic in this course was learning about RESTful architecture because I learned you could separated URLs from server file architecture. Client-Server discussions because I never really understood what exactly was happening and it was good to know what to do in making design decisions. Learning about REST, AJAX and how to make a website with both the client-side and server-side interaction since that is knowledge that really tied things together for me. The usability/accessibility of devices since it really made me think about how the really good functionality is one that seems to come naturally to you. I really enjoyed the discussion of node.js and the WillowTree lecture. The WillowTree lecture was interesting to hear companies are stepping away from write once run everywhere mobile frameworks and using native environments more. I also really enjoyed looking at the parts for a server, since that's something I've been interested in building for a couple years now. Building torrent lab. web Everything!! Mr. Sheriff is fun Cloud Computing was my favorite, since it addressed new concepts that are very prominent and growing in the world of Web & Mobile Software. I enjoyed the bittorrent lecture because the content was very tangibile. Having us implement the application helped us learn more about how they work. I like all the topics we covered in class. I actually liked the accessibility/UI stuff (for mobile apps) because they made me think outside the box and helped me realize things that I'd never thought of before.
5. 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-4720-001, Sherriff, Mark Total: 59 Individual Answers: *See below for Individual Results*

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Basically learning HTML/CSS/Javascript + Android dev.
	Enterprise Web Services: These were very useful, since they had very important concepts for places we might be working next year.
	I think the lecture on restful frameworks will be most useful in the future.
	I think the lectures on REST will help me in the future because it is basically ubiquitous in all web development. I'd already made a RESTful web service in a past internship.
	Webservices
	Three-tiered architecture
	REST because I believe it is the most broad topic and will help with future possible web development. AJAX was also very useful
	API design and RESTful architectures.
	Ajax and javascript as they are used widely.
	RESTfulness and Web services for sure. They definitely are the most important things that I feel we learned this semester and I will certainly be incorporating those concepts into any web related projects I undertake in the future.
	lecture about emerging technology like node.js
	Android development
	Same as above. The web development and general anatomy of the web is something very relevant to any field of computer science and I hadn't learned the basics until this class.
	I think designing the website will be most useful to me in the future.
	Same as the previous question: Web service development as a whole including writing PHP services, learning about RESTfulness etc.
	I think the web technologies lectures are crucial (what a surprise).
	rest
	AJAX/REST concepts
	Google app engine because it showed me a free way to do web development in Python
	REST because RESTful systems are becoming more popular
	SSH/Rsync/terminal commands. People think the commands are scary. Help!
	Android/app development.
	MVC
	mobile development
	I think the lecture on PHP and AJAX will be the most useful because I will always need to know and apply these languages when developing future web applications.
	Although I already had some familiarity with PHP and HTML5, those lectures will definitely be useful in the future.
	Node.js
	Once again, REST and mobile development.
	RESTFul lectures were very helpful especially because the definitions can be hazy and unclear
	Web dev
	RESTful websites
	Creating restful APIs.
	Web service/mobile app architecture
	service oriented architecture
	Web services. JSON etc.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	AJAX seems really useful. Frameworks - Bootstrap, JQuery, CakePHP, REST. Jquery, php, and MVC. Javascript, JQuery, and Bootstrap were very practical. Either Mobile Security or Cloud Computing, probably. Not a specific one. Cloud computing Willowtree guest speaker RESTful frameworks, MVC, interface usability. database/ android development project Cloud computing seems like something that is becoming more widely used and I think it is good to have some background experience or at least know what it is and what it can do as the future of the enterprise continues to grow. Web development in general, and REST. Android The security issues - security is and likely always will be a hot topic in CS and is applicable to many different aspects of CS RESTfulness because I've been web designing since 3rd grade, which was 13 years ago, and I've not kept up with the times, and I feel now that I'm up-to-date with how web design is implemented! RESTful websites and then 10 rules of Mobile Application Usability. The security lecture though very basic, introduced me to something pretty cool. The lectures on Android and the experience developing web services from scratch really useful for the future. Every company I've looked at is looking for Android experience, and developing web services has really helped me better understand the way HTTP works for web development. SOA as I have now learned how to create my own APIs (and perhaps contribute my own for the benefit of other developers). All of the php/javascript/jquery/etc lectures. The Android lecture was also very useful and could have gone a bit deeper. PHP/MySQL. It seems like these two are an intricate part of any web/mobile application design and I would find myself dumbstruck if I tried to program an application without knowledge of these two. Model View Controller and JSON Service Oriented Architecture REST, since i think most web dev companies require the basic knowledge of RESTfulness
6. 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-4720-001, Sherriff, Mark Total: 56 Individual Answers: *See below for Individual Results*
	Node.js. I think they were all pretty good. Pretty fluid class and the material all seemed relevant. Having one lecture on node.js was a bit confusing, and the lectures on security could be a bit too high level. Hard to understand such a concept without really seeing it at play but again, still useful to have learned it. None really, it all was pretty good. The lecture on designing mobile apps for users with disabilities did not seem as useful to me.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Learning about Napster and BitTorrent wasn't as applicable or interesting for me; I also didn't really see how it would be useful in the long run.
	everything is useful
	Capital One
	none
	Build a server
	Nothing stands out.
	They all worked pretty well.
	Python and the Google App Engine; I'd rather spend more time on node.js. Web services were useful, but I thought we spent a bit too long on them.
	I thought SOAP was very confusing
	It all seemed useful.
	Usability, seemed a lot like common sense
	N/A
	N/A
	N/A
	All were useful
	node.js
	node.js
	Android coding walk through because it was a bit bland and we could just walk through the tutorials ourselves
	The app development was interesting, but at times things didn't seem to work the way 99% of examples said they should and hacks needed to be made to bypass convention. However, it is interesting since unless you are continually using it, you will miss updates that depreciate your current knowledge or change the context of how things are done.
	None of the lectures were un-useful in the long run.
	The Python lecture, but this was only because I felt that the Google App Engine could have been discussed in broader terms.
	python, i think focusing on php would have been better...or just use python for the whole semester. so it would be less confusing if we used just one web language (ruby, python, or php)
	All of the one-off lectures on assorted web topics. They were interesting, but given the depth, I think they would have been better conveyed through readings only. I would have preferred spending more class time on android development along with more in depth coverage on Bootstrap and RESTful frameworks.
	The history of the internet and HTML wasn't that useful in my opinion. I don't think it's necessary to know that information in the future.
	I didn't find the Enterprise lecture particularly engaging, but that's because I'd already had some experience with it.
	All of the lectures addressed new topics for me, so I cannot choose one to omit.
	I think all of the topics were useful, but I was a little confused about the definitions of REST. The instructor gave a clear definition regarding REST and its uses, but through some online research I found that a lot of people have differing views on what exactly is REST.
	Node.js
	Nothing really stands out as "out of place."
	For me, classes where we went in depth about how to program in a given language or use a given framework were not as useful. The more abstract points about those languages and frameworks were interesting and useful though.
	Can't think of one. They were all great.
	Cake php/mvc, we didn't go very far with them.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I didn't completely understand the usefulness of SOAP.

None

None

I still don't feel like I have a good handle on RESTfullness, what it is and how present it is on the web, even though I can tell it's very important

There didn't seem to be much point in learning Node.js and it seemed kind of irrelevant compared to the other topics

I think if you expect people to actively attend class and pay attention 3x a week at 9 am, then you should prepare lectures with more structure and content. Too many times I feel like I left the class having only heard 50 minutes of anecdotes and bad jokes.

PHP was interesting but I don't know if there was enough depth to it or if the lack of depth is related to it not being as relevant to the course as to a course such as databases.

None.

The capital one guy was a waste of my time. If I wanted to get recruited by capital one for an hour I'd go to their meetings and career fairs

N/A. I found all the lectures engaging and useful.

I was a bit confused during the Python/Google App Engine lecture because I wasn't totally sure what was going on and I'm not sure if it would be relevant to me in the future.

n/a

n/a

They all seem pretty useful and were helpful to learn about. Maybe SOAP will die out in the future and thus we may not need to focus on it as much.

I felt we should have gone into more detail for both CSS and Android UI development. I felt that for the first couple homework assignments it would have helped to better know ways to of developing the styling. I also thought it would help to go a little more in detail about how to develop a good UI in Android, and look at various community conventions. I personally have found PHP to be less useful because I've mostly only heard of companies looking for Java with web development.

It was all useful. If I had to pick what I disliked, it would be that I was forced to use Google App Engine, but in retrospect, I appreciate having to use a different programming language and runtime environment to do web design (Python and GAE), as well as learning about different application hosts and their different features (such as different database interfaces and unique APIs).

nothing

capitol one

P2P -> Interesting topic but difficult to see the exact fit in relation to the rest of the class.

7. 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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
63	4.31	0.73	21 (33.33%)	17 (26.98%)	7 (11.11%)	0 (0.00%)	0 (0.00%)	18 (28.57%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
63	4.31	0.73	21 (33.33%)	17 (26.98%)	7 (11.11%)	0 (0.00%)	0 (0.00%)	18 (28.57%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

8. 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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
64	4.09	0.86	16 (25.00%)	20 (31.25%)	9 (14.06%)	0 (0.00%)	1 (1.56%)	18 (28.12%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
64	4.09	0.86	16 (25.00%)	20 (31.25%)	9 (14.06%)	0 (0.00%)	1 (1.56%)	18 (28.12%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, 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)
65	1 (1.54%)	3 (4.62%)	22 (33.85%)	18 (27.69%)	4 (6.15%)	17 (26.15%)

Results for SEAS, 4000-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)
65	1 (1.54%)	3 (4.62%)	22 (33.85%)	18 (27.69%)	4 (6.15%)	17 (26.15%)

10. Do you have any suggestions/comments that we should take into account for future projects for this course?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
44	*See below for Individual Results*

Make the first few website homeworks tie into the final project. Having them be a "personal website" basically just meant that I would pick a few random HTML5 technologies and copy the tutorial code for them into my website. But if I had been trying to actually build a portion of the final project, I would have had to pick useful technologies and actually work to customize them, rather than using the demo code. I also strongly agree with switching form Google App Engine to Node.js.

Please deduct points earlier. I lost alot on my final project for 3rd part web service when my group got a 100 for that phase. Could have saved my A in this class.

Specify the complexity needed for the projects - the project I worked on was pretty simple, but some others that I heard about were really complex so I wasn't sure how complicated it needed to be.

I feel like the fifth phase involving the website should have actually been a full blown website instead of just a simple thing to showcase our web services.

I really do like the weekly "checkups" for the project because they helped me stay on track and stay focused on the project, but I feel like the web service in google app engine was a bit forced. It'd be nice if the checkups focused more on what was included in the mobile app itself, rather than the services that talked to the mobile app.

Replace the Google App Engine web service with something involving node.js.

Perhaps reduce the number of individual homeworks and start group projects earlier to prevent time squeeze at the end.

No. The project was well executed.

The lectures were removed from the phases-- sometimes I felt unprepared for the phases and wasted time figuring out what exactly I was supposed to do.

Possibly moving up the project phases up a week, so that the last week before finals is not as hectic. Overall, though, the phases themselves were essential in allowing me to make a good project by the end of the semester.

Give a couple lectures that deal with specific android activities. Tabs or asycnchronous task.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I don't really find Android development that fun or useful. We do this in 2110 and I didn't feel like I learned much more than I did then. If it were at all feasible, this ios development would be amazing and incredibly useful
	The project should be spread out even more, giving the harder weeks (such as coding the initial web service and the final submission) at least 2 weeks.
	You mentioned this before but I think something using node.js would be pretty cool. Google App Engine was more troublesome than I think it needed to be.
	Google App Engine is frustrating and I still don't think I know how it works.
	nope
	Perhaps suggest/allow authentication to be one of the web services developed. It's not a simple task even though many projects need it.
	Perhaps use something besides Google App Engine for building web services.
	inter-group collaboration?
	Definitely have the incremental projects
	Breaking the project into phases was nice.
	I felt our group (which happened to be a group of 2) needed a little more than a week for the final polishing.
	None
	None
	Have some way of enforcing accountability for group members.
	First tell us from the beginning that using Google web services (like Maps) doesn't count as a third party web service. Making sure the TAs are prepared to grade the Android apps, we had to show them that installing it from the web worked for every phase that was due.
	Show examples?
	Skip google app engine phase.
	The project ate up all of my time in the second half of the semester. I wish we had started earlier. Also I wish we could have switched groups for part of it. My group was not good, though I didn't know it at the start, and it was rough being stuck with them through it all.
	Definitely keep the phases They really make you stay on track and have you think about how everything will interact together to form the final project.
	I think the course was well-designed and is more hands-on than other computer science courses at UVA, which I loved. Keep it up!
	I enjoy how the project is split into homeworks and a final compilation.
	The requirement of using Google App Engine was perhaps not all that useful. Although I think introducing other languages and frameworks in some fashion is a good idea, with GAE it felt like we were jumping through hoops to use it just for the sake of the requirement.
	Google App Engine doesn't play well with much of anything aside from itself. I get the whole SAAS/PAAS/IAAS trichotomy, but don't force people to use GAE just to get that point across.
	I think the project could have been a little more guided. It would have been nice to have time allocated to discuss potential service ideas and get feedback on certain designs. I would also have enjoyed learning more about more complicated Android development with more class demos.
	Maybe have a higher standard for the projects. Some groups I feel like got away with doing the absolute minimum and still got the same grade as people who took the project further and spent a lot more time on it.
	more choice when it comes to choosing between php, ruby, and python for the projects
	n/a
	It would be interesting to see demos of past projects to see what was implemented for ideas.
	I think the current setup worked perfectly well and I cannot think of any improvements.
	I really liked how there were phases of the project throughout the semester to help us keep on track with the amount of work that needs to get done each week, but each week we ended up spending a lot of time on the project. The project was very time consuming each week, so in the future, maybe the project should be started earlier in the semester so it does not take so much time every week.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I don't think forcing external web services (Google App Engine web service and the third external service) into a system makes a better system. node.js It seemed like a lot to have something due every week. Maybe a better idea to start the project a month earlier and space it out, although I do understand why it was done this way.

11. During the project, how many hours per week did you dedicate specifically to project work?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
65	2 (3.08%)	29 (44.62%)	21 (32.31%)	10 (15.38%)	1 (1.54%)	2 (3.08%)

Results for SEAS, 4000-level courses

Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
65	2 (3.08%)	29 (44.62%)	21 (32.31%)	10 (15.38%)	1 (1.54%)	2 (3.08%)

12. 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-4720-001, Sherriff, Mark

Total	Individual Answers
49	*See below for Individual Results*

Node.js,

More tricks with CSS

Coding topics, mainly PHP/AJAX

More HCI/usability stuff - but I guess that's covered pretty well in the HCI course.

Php and web programming in general. I feel like we skimmed over this topic too much and hw3 ended up being too simple.

Android development - topics like how to make layouts, how to customize adapters, internal storage, etc. Bootstrap - Customizing/compiling the default Bootstrap, how to actually make really good looking websites Node.js

More about web services and web applications. The mobile part took away from the web development aspect. I think a solid understanding of web development is necessary for mobile. More homeworks and practice would be nice too.

ajax/javascript

Dived deeper into some frameworks, maybe cakePHP. I thought the class did a great job in terms of a wide breadth of topics but did not go into great depth for any

I wish we had time to cover PHP/MySQL more deeply.

Deeper instruction into specific languages would be much more helpful.

Node.js

Nothing off the top of my head.

The Android lecture could have been a bit deeper, especially for those with no prior experience working on the platform.

It would have been cool to try out some other technologies like Ruby on Rails.

Ruby and python

Learning more about technologies like Torrent would be cool.

None

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I don't have a direct answer to this question, but I feel like if I hadn't had prior web & mobile experience, I would have felt this course moved too quickly, i.e., there are too many assignments throughout the course (one per week) asking a lot from students, especially inexperienced ones. To me, all of the topics were useful, the schedule was good, and the grading was fair, so the pace balanced out in the end. Running web servers -- i.e. using apache and other tools. Restful frameworks. I think it would have been nice if we had assignments that required us to setup and use cakePHP or Ruby on Rails and get a good understanding for how we can interact with these frameworks and see just how powerful they are. I wish we had covered Android development practices more. Our app was pretty slow and would crash when switching between tabs quickly. It might have been nice to go over good design and architecture practices. I would've liked more depth with Mobile Security, but I know this class isn't Dark Arts web infrastructure. Cloud. None. I wish we could have covered iOS development. I wish we had covered node.js mroe deeply. Maybe more on complex app development that requires graphics and different IDE's. N/A N/A N/A More in depth on servers I wish we had gone over Google App Engine more because it had a fairly steep learning curve. More cloud computing concepts n/a I'd hoped that we could have gone over enterprise web platforms a bit more. I wish we covered mobile application development more deeply (despite personally experiencing it ourselves) I wish we could have had more time to work on python and google app engine. It was a fun topic and node.js Node.js, bootstrap PHP Node.js more deeply. I think we hit a lot of good things. It might have helped if you demonstrated how to sign an Android app in class because I had to figure that out on my own. I would have really liked to do more with CSS, and HTML. I think we should have gone into more detail about how to create proper HTML, and I would have liked to learn more about how to do fancier things with CSS. IOS development Differences in building apps for the different operating systems. More about building more sophisticated/dynamic programs as technology has gotten more complex. IOS Development, where to host things outside of plato. more user interface More NodeJS, maybe other web languages/frameworks if there were time. Other companies' APIS - OAuth

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

13. 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-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
65	4.52	0.53	35 (53.85%)	29 (44.62%)	1 (1.54%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1783	4.28	0.76	736 (41.28%)	851 (47.73%)	123 (6.90%)	37 (2.08%)	16 (0.90%)	20 (1.12%)

14. 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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
64	4.45	0.59	32 (50.00%)	29 (45.31%)	3 (4.69%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1941	4.18	0.88	754 (38.85%)	741 (38.18%)	221 (11.39%)	74 (3.81%)	22 (1.13%)	129 (6.65%)

15. 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-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
65	4.37	0.70	30 (46.15%)	31 (47.69%)	2 (3.08%)	2 (3.08%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1789	4.22	0.82	710 (39.69%)	859 (48.02%)	127 (7.10%)	60 (3.35%)	23 (1.29%)	10 (0.56%)

16. 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-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
65	4.56	0.59	39 (60.00%)	22 (33.85%)	3 (4.62%)	0 (0.00%)	0 (0.00%)	1 (1.54%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1780	4.16	0.87	633 (35.56%)	682 (38.31%)	194 (10.90%)	64 (3.60%)	19 (1.07%)	188 (10.56%)

17. 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-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
65	3.32	1.04	3 (4.62%)	6 (9.23%)	9 (13.85%)	3 (4.62%)	1 (1.54%)	43 (66.15%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1783	3.67	1.07	237 (13.29%)	309 (17.33%)	276 (15.48%)	79 (4.43%)	38 (2.13%)	844 (47.34%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

18. 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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
64	4.59	0.53	39 (60.94%)	24 (37.50%)	1 (1.56%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1935	4.05	0.97	673 (34.78%)	776 (40.10%)	237 (12.25%)	108 (5.58%)	44 (2.27%)	97 (5.01%)

19. 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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
65	4.75	0.47	50 (76.92%)	14 (21.54%)	1 (1.54%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1937	4.52	0.71	1146 (59.16%)	613 (31.65%)	81 (4.18%)	24 (1.24%)	15 (0.77%)	58 (2.99%)

20. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
65	4.75	0.47	50 (76.92%)	14 (21.54%)	1 (1.54%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1938	4.30	0.84	875 (45.15%)	738 (38.08%)	150 (7.74%)	43 (2.22%)	28 (1.44%)	104 (5.37%)

21. 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-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
64	4.10	0.80	22 (34.38%)	26 (40.62%)	14 (21.88%)	1 (1.56%)	0 (0.00%)	1 (1.56%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1782	4.05	0.87	551 (30.92%)	830 (46.58%)	241 (13.52%)	73 (4.10%)	26 (1.46%)	61 (3.42%)

22. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
65	4.38	0.76	34 (52.31%)	24 (36.92%)	5 (7.69%)	2 (3.08%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1940	4.13	0.88	691 (35.62%)	780 (40.21%)	257 (13.25%)	63 (3.25%)	26 (1.34%)	123 (6.34%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

23. 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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
64	4.59	0.59	40 (62.50%)	20 (31.25%)	3 (4.69%)	0 (0.00%)	0 (0.00%)	1 (1.56%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1933	4.35	0.78	901 (46.61%)	746 (38.59%)	127 (6.57%)	40 (2.07%)	18 (0.93%)	101 (5.23%)

24. 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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
63	4.63	0.55	42 (66.67%)	19 (30.16%)	2 (3.17%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1931	4.22	0.80	726 (37.60%)	806 (41.74%)	200 (10.36%)	38 (1.97%)	17 (0.88%)	144 (7.46%)

25. 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-4720-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
65	2 (3.08%)	28 (43.08%)	24 (36.92%)	7 (10.77%)	4 (6.15%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1791	118 (6.59%)	592 (33.05%)	726 (40.54%)	254 (14.18%)	101 (5.64%)

26. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
65	4.58	0.53	39 (60.00%)	25 (38.46%)	1 (1.54%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1780	4.15	0.91	714 (40.11%)	760 (42.70%)	195 (10.96%)	81 (4.55%)	30 (1.69%)

27. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
64	4.69	0.50	45 (70.31%)	18 (28.12%)	1 (1.56%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1784	4.18	0.96	785 (44.00%)	707 (39.63%)	171 (9.59%)	67 (3.76%)	54 (3.03%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
65	4.66	0.48	43 (66.15%)	22 (33.85%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1933	4.23	0.82	774 (40.04%)	924 (47.80%)	167 (8.64%)	34 (1.76%)	34 (1.76%)

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

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
65	4.52	0.64	38 (58.46%)	24 (36.92%)	2 (3.08%)	1 (1.54%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1934	4.30	0.84	942 (48.71%)	728 (37.64%)	194 (10.03%)	43 (2.22%)	27 (1.40%)

30. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
65	4.68	0.47	44 (67.69%)	21 (32.31%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1944	4.22	0.88	853 (43.88%)	786 (40.43%)	221 (11.37%)	45 (2.31%)	39 (2.01%)

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

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-4720-001

Total	Individual Answers
29	*See below for Individual Results*

This was a very worthwhile course, and I would recommend it to any Computer Science major interested in pursuing a career in web and/or mobile development.

I can't say anything negative about Sherriff. He is the man. I think the project was very very helpful in learning new technologies and I also appreciated how there were many opportunities to raise the grade. Although working on the mobile app could be b%$ch and a half, it was definitely good to get the whole thing working in some comprehensive manner. The course could benefit maybe from a more organized approach to the topics, but there is so much to learn I understand why it can seem sort of random. Great class, so glad I took it!

I'm really glad you gave us phase deadlines. Some were harder than others, but I think we would have procrastinated way more if there were no deadlines to hit.

Great course!

In my four years, this was the class where I learned the most applicable skills. Thank you!

Grading was VERY nitpicky and requirements were not explicitely clear beforehand. I got nickeled and dimed pon many homework assignments even though I believed I understood the material very well and showed it.

Great class and felt it was well taught and designed (enjoyed the progression of the project)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	This course felt very much like a brief overview of topics, which is nice, but I feel like I was just starting to get comfortable with the idea of web development when we switched gears into mobile. Especially with the final project being much more about mobile than about web, I feel much more comfortable in mobile development than web development and I wish my understanding of web was a bit stronger. No complaints. Awesome course. I feel like the course packs a lot of topics into one semester and I think that it would be beneficial if we had spent more time on the more important topics and vice versa. The course could also maybe split into two semesters or two courses. I've enjoyed this class and learnt a great deal as well. This course should be taught to underclassmen. I love this class. The course topic is very useful and applicable. It was frustrating sometimes when our project team went to Prof. Sherriff's office hours to find out he had canceled them-- it would have been nice if he had sent out an email so we hadn't depended on those office hours. Fantastic course. One of the best I've taken and very useful. I only wish we had gone into more depth on topics covered in the first half of the class and not spent so many lectures shallowly covering one-off topics. I don't feel like I learned much in class lectures. You introduced topics to us, but assumed that we would know how to implement it or what it entailed. Luckily, I had good and experienced group members who I could learn from. But I think you could have given us more direction and instruction. This was a very useful course and I learned a lot from it. n/a Excellent class! Learned a ton! I think the format of the exams aren't as useful. It's actually quite stressful to have an open internet, free response exam. Should be a required course. Great Course Web and mobile was a very fun course. One of the most fun that I have taken at UVA. I thought that the project timeline was very well done. It was incredibly useful to have the phases to make sure that everyone was on track throughout the semester. Mark Sherriff is probably my favorite professor at UVA. He is incredibly personable and approachable and enthusiastic about teaching and he really does want you to learn the material and take something out of the course. Even though a 9am monday wednesday friday class would typically be avoided by students, it really says something about Professor Sherriff that Web and Mobile was completely full very early on in the sign up last semester. It was an interesting class and Professor Sherriff did a good job keeping up with emails and responding to us students about any questions or issues we had. Very enjoyable. Great class. Maybe some more web practice could have been used. I think the CS Dept. overall needs more diverse/specialized classes. Everyone should take this class. Sheriff lectures were interesting. I personally would have liked a little more guidance for skeleton code and how to do stuff. There was a lot of exploration and trial and error. I say this because not every CS Major is great at coding. Great course. My experience with Professor Sherriff in this course only solidified my belief that he is one of the best (if not THE best) professor in the department. I felt a sense of accomplishment and satisfaction with the material I learned and the assignments I had completed. SHERRIFF RULEZ