CS 4720-001 **Web and Mobile Systems** - Fall 2014

ENGR (18394)

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

Respondents: 56 / Enrollment: 140

Summary: CS 4720-001 Web and Mobile Systems - Fall 2014 (18394)

Overall Course Rating

CS-4720-001 Mean 4.20
CS-4720-001 Std Dev 0.92
CS-4720-001 Response Count 277

Difference from Category Mean, Expressed in Category Standard Deviations	-2 -1 0 1 2
	0.06

SEAS, 4000-level courses Mean 4.14
SEAS, 4000-level courses Std Dev 0.91
SEAS, 4000-level courses Response Count 9438

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.36
Std Dev 0.80
Response Count 387

Difference from Category Mean, Expressed in Category Standard Deviations	-2 -1 0 1 2
	0.08

SEAS, 4000-level courses Mean 4.29
SEAS, 4000-level courses Std Dev 0.87
SEAS, 4000-level courses Response Count 14693

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

1. This semester, we doubled the size of this class to accommodate as many students as possible. Please comment on this. Did it affect the quality of the course? Did it not matter to you? Did it work?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark	
Total	Individual Answers
52	*See below for Individual Results*

I don't think it mattered to me. A lot of my classes are large.

No, did not matter (only concern is difficulty getting help at office hrs due to # of ppl trying to get help)

It did not matter to me, except for the utter failure that was the first exam.

I don't think so, the lectures were still fun and the assignments challenging but not hindered by the size

It was fine.

It was not problematic.

I think the change in size was not the major impact. Although I will say two ta's for a class that size was a bit too small. No large impact though

It did not matter to me. There were not any difficulties or problems due to the size of the class

I felt that it worked fine, however, I also felt that a lot of people including myself were less inclined to ask questions because of the large size of the class.

I personally didnt think it affected the quality of the course. I appreciate the CS department doing that so that more students could take the class. Its a good class, and you learn a lot of things in it.

I think the format of the course worked well for the number of students. I believe it could have been better, more engaging if the class size was smaller.

I would say that this course is the worst course I had in this semester. I expected a lot more from the topics listed. First half of the course is "Go, copy code from other site and build a simple web page that do boring stuff" Second half is repeating 2110's Android project using a new beta version IDE(Android Studio). When it causes problem, most like google search can find you good solutions for Eclipse that does NOT apply to Android Studio. Summary, first half "Web" == some simple online tutorial; second half "Mobile" == some Android programming. Course topics are not really related to the projects

I think it definitely would have been better as a smaller course but I would prefer to have a larger class size and get to take it, than to never have gotten off the wait list.

Yes, it affected the quality of the course. The mobile project was a complete gimmick and taught me absolutely nothing about this class. A mobile application that uses a non-moving LED strip of lights? That makes absolutely no sense.

No issues.

In one way it was good that we got to see many more apps, but I would have liked it if it was a smaller class. I feel like we can interact more with the professor that way. But this was an amazing course, by far my favorite one ever!

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I don't what to compare it to, but I never felt I was receiving a 2nd rate course.
	I don't think that it affected me.
	N/A
	It did not affect me
	More feedback would have been nice but considering the size of the class it was probably difficult. It worked out fine.
	It was fine with me.
	I think it worked - it did result in more groups with cool group projects, so that was a bonus during the final presentation. Otherwise, it didn't affect me.
	It did not matter to me too much. I'd rather get into the class and have it super big, than not get in at all.
	I didn't learn as much in class. Was forced to learn a lot out of class. It was more tedious than needed
	No.
	I believed the course size did not hinder the quality of the course.
	I thought it worked
	It did not matter. At all.
	It seemed to work for me! I appreciate your dedication to this course, but I honestly believe that more students will appreciate being able to get into this course than being turned away from it based upon your standards. Take a chill pill, it was good =D
	Doubling the size of the class might have limited the choices of mobile app choices but it worked just fine.
	I appreciate Prof. Sherriff's efforts to handle the massive load on the department's resources (the problem with being popular?), which he handled rather well. That being said, the decrease in individual attention was noticeable, understandably so. It was harder to focus in class primarily because of that. However, I still learned a great deal and hope to apply it soon.
	Based on what I've heard from previous semesters, we got a lot less individual engagement this semester than people have in the past. Honestly, the experience was still quite good, and if it's what's necessary to let everyone take this vital elective then keep the larger class size. I still learned a lot
	It did affect the quality of the course simply because the lectures were congested and we didn't get a lot of discussions going.
	It affected the quality of this course. I felt like I couldn't make a connection with the professor, which helps me to do better in the course.
	Although I still learned a lot in the class I am partial to smaller class sizes in general and i feel more likely to approach my fellow peers and teacher in that setting.
	I did not matter to me at all. It worked fine
	lectures, although enthusiastic, weren't technically rigorous enough. due to increase in class size? idk
	This was fine for me. While it would have been cool to be in a smaller class, I am a third-year and only got in off the waitlist because the class size was expanded.
	We are used to this size of class.. sucks but we just got to make the best of it!
	I thought it worked well.
	No, I feel like the course size didn't have an effect on my experience with the class. I think it worked out just fine.
	Didn't really matter to me. The course had an adequate number of TAs to manage the project portion, so it was fine.
	If I'm being selfish, yes it mattered because I felt like there was less intimacy between students and teacher during the lectures. However, from an administrative perspective I understand that the options for offering CS electives are limited when the demand is outgrowing the resources available, so it really didn't bother me. Quality of course was not compromised, as I believe I got out of it just as much as I would have if it were smaller. The only difference would be the relationships I would build in the smaller setting, but quality-wise, there was no affect. Overall, I believe it worked, and I believe it is a good solution to the enrollment issues the CS department is currently facing.
	It seemed to be fine except for some minor things, e.g. not being able to grade the first quiz, buying the RPis.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I can't say for sure, but large classes typically do not affect my experience. I get what I need from the lectures and homework, not necessarily more instructor attention. I think it worked out well.

I think it did.

This definitely affected the quality of the course. Due to the size of the class, not enough personal attention could be received. I felt like office hours weren't as helpful because both the professor and TAs had so many students to deal with.

Yes, it may have affected the 'quality' of this course but hey at least I got into my first CS elective class. Finally being able to take an elective class made me realize why I wanted to be CS major in the first place. I am sick of just sitting in course "major" classes and not exploring electives or other realms of CS. Yes, learning about agile and scrum is important but what keeps people going is getting the opportunity to explore areas like web & mobile and quite frankly having to wait till my third year to this is pretty pitiful. If you talk to most third years about their frustration, they rather just get into course then sit back and not have the opportunity.

Yes. I think it was good that the size was doubled to allow more people to take the course, but it might have worked better with two separate sections. I felt like I didn't learn as much as I could have. I came in knowing some HTML and android material, but I didn't feel like I gained as much as I have learning more of each (especially android, I think we only had one lecture on coding; I would have like to see more on how to make great UIs or more conceptual things like how to utilize fragments well--Sometimes for me it's a lot more effective to see it done in class than read about it in the Google documentation).

I still enjoyed the subject matter and even if the quality dropped somewhat, it is well worth it to allow for twice as many students to experience it

I thought it work, although I feel like I would have done better in a smaller class size.

2. 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)
56	4.23	0.83	23 (41.07%)	26 (46.43%)	5 (8.93%)	1 (1.79%)	1 (1.79%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
56	4.23	0.83	23 (41.07%)	26 (46.43%)	5 (8.93%)	1 (1.79%)	1 (1.79%)

3. 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)
55	4.04	1.02	20 (36.36%)	25 (45.45%)	3 (5.45%)	6 (10.91%)	1 (1.82%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
55	4.04	1.02	20 (36.36%)	25 (45.45%)	3 (5.45%)	6 (10.91%)	1 (1.82%)

4. 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)
56	4.04	1.04	20 (35.71%)	26 (46.43%)	5 (8.93%)	2 (3.57%)	3 (5.36%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
56	4.04	1.04	20 (35.71%)	26 (46.43%)	5 (8.93%)	2 (3.57%)	3 (5.36%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

5. 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
51	*See below for Individual Results*

All the web stuff. I never did web development before.

The web portion of the class (javascript, php, html5) was so much fun because we were given the opportunity to apply our knowledge in developing our web projects. I also equally enjoyed the rpi project. I learned an unreal amount from this course because of the web and rpi projects in this course.

The P2P networking lecture because it was an interesting topic that I always wanted to learn about.

Web and Android app development. Both useful outside of the class.

I enjoyed the lectures about web system. I was always interested in learning more about web technologies and creating website and all. I think you did a good job in explaining these material.

My favorite topic was about the history of web development, as it was very interesting to learn about the politics and rapid changes that occurred in its history.

Mobile development. I had wanted to learn Android development for a while and this let me do it.

Security - it is simply just fun

I enjoyed learning how amazon web services and cloud computing since I had heard a lot about them but never totally grasped what they meant.

Mobile Software Development It was entertaining because I had special interest in this topic.

I enjoyed working with the Pi and light strip - very cool.

MVC, because I like MVC

Anything to do with web development.

none

I enjoyed learning about web development and server/database interaction.

All of the server-side material was helpful. I took the class mainly for web development, and trying to learn how all the different technologies interact on my own would have been difficult. Sherriff explained it very well though.

I enjoyed the discussions about ios and android because I felt it was real-world information.

I really did enjoy the web project.

Security

The second on tools was incredibly helpful. It was like all the software development tools we should have learned in our 4 years crammed into one lecture.

I liked the lectures on ajax/php, because they were new to me, and I felt like I learned quite a bit about both.

Website design with bootstrap and AWS servers

History of the Internet: because it was extremely interesting to learn how it evolved and was able to bring us to where we are now in such a short period.

I enjoyed the lectures on the history of Mac OS and mobile technologies

I liked the rapsberry pi because the lights are pretty! I also really liked learning about php, css, and databases.

Node.jsâI knew a lot of the other stuff coming in, but it was a good breakdown of the language and its use.

I think learning about Web Development in general was the most fun. Understanding the history behind the web is akin to learning how the first personal computers were used by people.

JavaScript, AJAX, jQuery - because I didn't know them before, and they're useful technologies. REST and MVC was useful too, but I feel like the slides could be way better/with more content instead of vague examples.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	ajax, i didnt know it beforehand. and i learned. I liked the web stuff the most! It had the most learning content, while the mobile stuff seemed a bit fluffy in comparison. P2P netorks My favorite was the P2P network lecture because it's interesting to hear how tech I used while growing up evolved, from a historical stand point. P2P, it was interesting learning the history. The web portion of the course was useful, but all the fun was in the mobile portion. Projects were significantly more tangible, and the flexibility of development allowed a variety of novel ideas. Oh my, everything was so interesting! If I had to pick one, I would choose the Peer to Peer lecture. My favorite lecture was PHP just because it was an opportunity for me to learn something new and something that is actually used outside of school. We got more in-depth into PHP than some of the others like Node.js which is probably why I enjoyed it a bit more. P2P, because the lecture was awesome. Thin vs thick clients. Put into perspective how to design applications and the servers that support them. Web development, because there's a really nice divide between UI and internal functionality and it was a lot of fun to experiment with CSS and optimize different parts of a webpage. I enjoyed the P2P lecture because it contained more pertinent information than others. P2P, because I've used that technology for a while an never knew how it worked. I loved all the mobile stuff, it was just fun. Android development because I didn't know anything about it before and now can develop android apps. Setting up a web server, because I learned all I need to know to start making my own websites, which is a cool and useful skill. databases Security protocols. REST and MVC. The lectures were very helpful in explaining the topic and some of the different technologies that follow the design architecture. Web design Everything that had to do with web development. I feel like web development is a huge part of computer science, and yet, there aren't that many classes that offer a student the opportunity to learn about it besides this one. I enjoyed creating our websites, this was something I was interested in for a while. JSON and JS
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-4720-001, Sherriff, Mark Total: 47 Individual Answers: *See below for Individual Results*
	I think I will find all the topics covered during the semester useful in the future I think the lecture on cloud computing and amazon web services will be the most useful. These web services will be helpful with many personal projects. The lecture about post requests. Client server basics restful and ajax Ajax, databases (sort of, since class got interrupted), CSS/HTML

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Concepts of RESTful-ness -- very useful when thinking of effective web applications! I think learning how to use android studio will be very useful. REST server knowledge Mobile development. Node.js The lectures on security. Setting up a web server the bit we did with databases Learning about security The knowledge I've gained from android development, web development, and databases. I think the most useful topic we learned about was the RESTful architectural style. Understanding the two-tiered and three-tiered models for web sites. Probably the experience I got with Python, HTML, PHP, AJAX, etc. Explaining concepts like REST, MVC, security, and good programming practices. Android development. Everything. The most useful one was when I was introduced to the three tier architecture. Everything about web development. Learning how to use databases with out websites is a very useful tool. I think I will find the information about OAuth and about SQL the most useful. MVC lecture was useful -- it is they core of what development looks like now and learning about this concept has enhanced my view on those three components work together to create good software. REST seems like the go-to checklist when doing web development Elements of RESTful design will be the most useful. Could pick any of the web lectures because I am a web developer. Learning about the different tiered architectures was the most useful thing we learned in class. This is extremely relevant to us as we progress to our first jobs in the workplace. MVC - it is somewhat related to what I did for summer internship and deepened my understanding in the issue Security Mobile development Personally, I think I will use the material from the web development half of the class more. It is incredibly useful to know and I plan on using it as early as next semester. All of them! App development Chunking/Milestones for the projects. It imitates an iterative/prototyping procedure for product development, which really helps people understand how to take a good idea and properly explore it. Website design and AWS servers Javascript and CSS. Web services The databases section was super useful.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	boring concepts MVC is the future The MVC and REST lectures were the most useful. Service Oriented Architecture
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-4720-001, Sherriff, Mark Total: 45 Individual Answers: *See below for Individual Results*
	None. Everything seemed useful and appropriate for the course. I think all of them were fine. the ones i did not attend Wireframing took up quite a lot of in-class time which I thought wasn't really necessary. Not spending enough time on Andriod development in class. The service oriented architecture lectures were dry and I still never got a solid grasp on what an SOA is. I thought all the lectures were all useful, however, I was the instructor prepared more for the course. There was more than one opportunity where things just didn't work for demo etc. and those could have very well been prevented had the instructor prepared more. I found all the lectures useful. I don't think we needed so many history lessons. I'd much rather hear about how things work now than how they worked in the 90s. Not sure what to take away from the security. android dev amazon web services P2P was rather a random topic, to be honest. It didn't fit well into the overall course structure. That lecture may have been better devoted to an expansion of a current topic or another mobile-related topic. Learning about HCI in mobile development is in my opinion a waste of time. We have an entire course on HCI, why spend time here on it? Maybe actually teach people Android coding like we did in Web Development portion. Anything to do with the raspberry pi. It was frustrating, broke easily, and didn't add to my knowledge of how to develop on a mobile background. I did not find the information on Google App Engine useful. The only thing that this showed me is that web frameworks are very strict and a pain to work with, though they may have big returns. Maybe the appian guest lecture Some of the lectures on old or enterprise technologies such as SOAP, Enterprise Architecture, etc were not that exciting and did not seem entirely relevant. Another is PHP, which has been replaced by more modern technologies like Node.js, Ruby on Rails, etc for non-enterprise development. I think it would be more worthwhile to learn about technologies like those rather than PHP. Any lectures that didn't contribute directly to a HW/lab assignment. Also, no one really uses straight PHP in the real world so thats a questionable decision in my book. The BRIEF overview of databased. Service oriented architecture, SOAP, XML. At least I now know why they are awful? Enterprise architecture. In general, many of the "theory" lectures that didn't relate to anything we produced seemed like they were just appended to the course because the professor wanted to talk about them. I didn't think I gained much by hearing those lectures. android wasnt in depth enough

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I thought some of the history was a little irrelevant because we just didn't have enough time to go into the material to actually gauge how different things used to be and why that was important.

Content was good. I might move OAuth earlier so it could be addressed with the web project.

Willow tree guest lecture. Came across as more of a company pitch than a sharing of industry experience

Android Studio

N/A

N/A

I felt that the HCI portion of the class was a lot of overlap from the actual HCI course. Removing this portion of the class with something else might be better, even though design is pretty important.

Usability (overlapped with HCI too much), wireframing. (I felt like these things could be substituted for more technical lectures on android development)

For me, wire -framing. As a 4th year, I have taken many classes where we have done wire-framing so it was not very useful to me.

Service Oriented Architecture.

The history of HTML.

The history of web and mobile development. It's interesting, but not particularly useful.

Security seemed to bore everybody, could have been that it was towards the end of the semester.

I don't think the security lectures were presented in a way that will be very useful in the long run.

SOA - it was not so intuitive as it sounded

no such lecture comes to mind

The history of HTML. While I find the story entertaining, I don't think it will be too useful in the long run, compared to some of the other lectures may not have been the best use of our limited time.

History of things. Maybe went into little too much depth on the history.

The topics toward the end seemed to run out of lecture material. So the last few weeks of lecture.

node.js as we did not go into enough depth for it to be useful. I would have liked this to have been incorporated in the HWs somehow.

Node.js...what happened there? We talked about it once and never touched it again.

I guess the Napster/BitTorrent stuff was interesting but seemed a little irrelevant to everything else we learned

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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
56	4.30	0.88	23 (41.07%)	13 (23.21%)	6 (10.71%)	2 (3.57%)	0 (0.00%)	12 (21.43%)

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)
56	4.30	0.88	23 (41.07%)	13 (23.21%)	6 (10.71%)	2 (3.57%)	0 (0.00%)	12 (21.43%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
56	4.24	0.91	20 (35.71%)	14 (25.00%)	7 (12.50%)	0 (0.00%)	1 (1.79%)	14 (25.00%)

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)
56	4.24	0.91	20 (35.71%)	14 (25.00%)	7 (12.50%)	0 (0.00%)	1 (1.79%)	14 (25.00%)

10. 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)
56	2 (3.57%)	3 (5.36%)	26 (46.43%)	8 (14.29%)	6 (10.71%)	11 (19.64%)

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)
56	2 (3.57%)	3 (5.36%)	26 (46.43%)	8 (14.29%)	6 (10.71%)	11 (19.64%)

11. 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
42	*See below for Individual Results*

for the Rpi project, I think groups of 2 or 4 would have been better and then adjust the expectations accordingly.

more flexibility. too much constraints this sem.

I felt the grading for projects are kinda vague and iffy... I'm happy with what I got, but from what I heard, it's kinda vague.

I felt more rushed on the mobile project because of having to learn more new material. I think more time should be given for the mobile project because most people already have experience with web design.

rPi is cool, definitely continue using that. You had mentioned people might be required to get one in CS2110 and use it in various electives - I'd say go for it, beats buying textbooks

I think the web and raspberry pi projects were a great success. I wouldn't change anything.

Randomly assign groups.

The projects were great

Make expectations clear in advance.

If I could modify anything about the project, I would beef up the lecture time dedicated to database queries just a bit. That particular milestone (requiring our sites have different types of database access) was a stumbling block.

Most of the TAs had not done the project before, so they didn't know how to solve people's problems. In addition, a lot of people may not have done HTML or Android before, so it's hard to throw them into it. I feel like the project also contained some unnecessary features that were hard to implement (e.g. Google App Engine).

Maybe doing some more review and showing real examples for mobile development. Even though its introduced in 2110, its still introduced to use the same way. Just given some info on basics and expected to find out everything else by yourself. This is effective, but only to an extent.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	nope
	I would have traded the several projects we did for some massive and hugely challenging task. Comprised mostly of fourth years, I felt the project could have asked more from us.
	none
	Do not use the raspberry pi. Focus on incorporating other web services online since no one has a raspberry pi outside of school.
	We lost a ton of points on a couple of milestones because of some problem in the way the TAs tested. We got them back on a regrade, but it was still somewhat annoying.
	I would maybe give more options for developing a mobile application.
	Give more direction on the JSON parsing for MS 1
	During demo day, have a backup router in the room so that bandwidth is not strained. We could not properly demo our app because of lack of internet availability.
	It would be cool if there were a way for groups to work on an iOS app instead of Android only. I also think that the RPi didn't add much to the project. While it was good to set up and interact with a server, getting the RPi set up every time we used it was more trouble than it was worth, and we didn't have any flexibility in defining our own REST endpoints or anything like that.
	Keep the rapsberry pi lights!
	I was excited to work with the RPis!
	Perfect the way it was this semester.
	Nope - it might be cool to use other technologies in conjunction with a mobile device
	More instruction perhaps better hours for TAs
	The raspberry pi project became an amalgamation of gimmicks that didn't teach us anything about real mobile development. The fact that we had to use a raspberry pi to light up an LED strip while making use of a built-in sensor on an android phone meant that anything we produced would just be a showcase, rather than a real, useful project. I also feel like the lectures should relate more to the project.
	They aren't that difficult. You should "force" more requirements so students learn more. There was a huge discprency between some of the quality of projects in terms of quality and functionality. Mine was definitely on the lower end, just because I had no idea I could stretch myself further -- but had there been more requirements to implement more I would have done so. Yes, you want to give people flexibility for creativity but they can do that with their own side projects. This course is to learn and opening that realm is the instructor's job and it can be achieved by more requirements.
	More office hours from TA's (some were very good).
	N/A
	Remove Google App Engine. Even using their sample code was a pain in the ass.
	No
	The only thing we deal with Rpi is receiving some POST and do a lighting thing. There could be more
	Mention that the application's only purpose shouldn't be the light functionality; including that helped me and my group come up with a more clear idea on how to design our app. Also provide examples on some apps that may be too difficult for the course. My group tried to do something related to real-time lighting with HTTP, which ran into numerous issues with development and grading for the TAs. Having an idea of the project limitation would've helped us focus on designing a better user experience for the app than trying to make it functional in real-time.
	RPi is a great project idea, but it can be a huge hassle for people to develop with simply because of faulty internet connection. First, tell people to buy the correct adapter for use in labs. Second, tell them to get a better Wifi adapter because the USB one that we had sucks.
	RPi + lights is cool but pricy for a toy thats not that useful afterwards.
	RPi project seemed somewhat poorly planned, make sure to have a better idea of how things should go in the future.
	For the Android project, I found some problems cropped up when building the requisite release version of the app. Many 3rd party services work well under a debug build, but not so much under a release build.
	Give us tutorials on android. There was so much struggle on that because you whizzed through the details of android but we never really learned how to do this. It didn't feel like we got the support we needed for that project.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

The LED lights were novel, but constraining to a degree. Perhaps give a selection of interactives to work with. (Although that will complicate grading a ton)

I did not see why we used the raspberry pi, we could do mobile development without having to spend the money. This is the major part of the course that I strongly disagree with. I am still not sure what a raspberry pi does or what it is useful for (in this class).

RPi was awesome!

12. 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)
56	5 (8.93%)	17 (30.36%)	21 (37.50%)	8 (14.29%)	3 (5.36%)	2 (3.57%)

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)
56	5 (8.93%)	17 (30.36%)	21 (37.50%)	8 (14.29%)	3 (5.36%)	2 (3.57%)

13. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
56	2.95	0.98	17 (30.36%)	25 (44.64%)	10 (17.86%)	2 (3.57%)	2 (3.57%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
56	2.95	0.98	17 (30.36%)	25 (44.64%)	10 (17.86%)	2 (3.57%)	2 (3.57%)

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
55	2.73	1.01	11 (20.00%)	26 (47.27%)	13 (23.64%)	2 (3.64%)	3 (5.45%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
55	2.73	1.01	11 (20.00%)	26 (47.27%)	13 (23.64%)	2 (3.64%)	3 (5.45%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
55	2 (3.64%)	7 (12.73%)	7 (12.73%)	21 (38.18%)	18 (32.73%)

Results for SEAS, 4000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
55	2 (3.64%)	7 (12.73%)	7 (12.73%)	21 (38.18%)	18 (32.73%)

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
29	*See below for Individual Results*

It seemed difficult for TAs to help with the project when the course had changed and they were just as unfamiliar with the content/project as the students

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The first time I went to office hours, I met with Kevin. He was really helpful because he sat down with me and we walked through the setting up the LAMP server together. It was his first time doing it too. It was nice having a buddy to do it with in case we ran one of us ran into a problem. The TA's were pretty unhelpful. They didn't really know anything about the raspberry pi's or android and it was quite frustrating not having that support from the teaching staff. The TA"s for this course were more of a "grading" staff. Tung Dao was an incredible TA!! He went out of his way to help people for as long as he could and really knew his stuff. He was very technically competent quickly figured out a bug in my code that was very obscure. They were great. I think some didn't know android. I also don't think TAs are very useful for the problems that I had. Hi! You're awesome people. Best wishes on your future endeavors! nope They were great what little I interacted with them, Sherriff always pulls the best TA's None Kevin was very friendly when approached about a regrade I asked for help in OH once, and the short asian dude was like "I can't help, I am only here to correct grades." If that isn't the most lazy TA in UVA, then I'd be very sad... The TAs were not always helpful. Some of them didn't really know how to answer our questions, but after they researched stuff and thought about it, they got back to us, which was nice. I honestly didn't think we had TAs in this class... None. Only ever saw Kevin but he was helpful N/A N/A N/A They're all great. n/a n/a I didn't really use them too much because my time was so consumed just getting my partners to meet with me They were aight I didn't know who our TAs were, but I'm sure they were lovely people. nope. great job! No. No.
17. 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: 38 — Individual Answers: *See below for Individual Results*
	I wish we would have covered how to take an Android application and make it into an iOS app.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	extremely practical tips on good android programming practices (instead of big-picture stuff, or history stuff, or "differences between iOS and android play store)
	I'm not sure about the feasibility, but perhaps splitting the course into a Web/Database (or perhaps integrating it with DB's - I don't know if that's already a thing having not taken DB's) and Mobile class, where you can go in depth specifically on Mobile Devices only.
	Android dev
	security
	A short overview of some of the newer technologies being developed. Some HTML5.1, JavaScript APIs, and HTTP2 would've been nice, but nothing too in depth.
	MVC frameworks
	Andriod development
	More time with PHP, databases, etc.
	More Android, I had zero android experience going into the course and it appeared that it was assumed that everyone had some android experience.
	Mobile Software Development
	I wish we covered more server side applications. Like what I can do on AWS or LAMP servers.
	Teaching some design practices for the web or mobile projects would have been helpful. However, this may best be left to HCI.
	I believe adding AngularJS to the curriculum would be worthwhile, and it would be a great way to teach MVC concepts. It's an emerging technology that lots of companies are specifically looking for on a resume.
	Javascript and detailed web development
	I wish we covered more on iOS development
	Web system.
	I understand the time constraint but i wish we dealt with IOS apps instead mainly focusing on android.
	More time: Databases
	Web language frameworks (as opposed to straight PHP, or node.js)
	None.
	more ios? idk
	iOS development. It would have been a near impossible challenge to do, but some exposure would have been good.
	Android. Cover it more deeply. It really felt like it got shafted relative to the coverage of web design.
	N/A
	More about architecture and network solutions like BitTorrent, Napster. Open source would be a really good topic that could replace HCI.
	We covered authentication, but not how a site should respond differently to an authenticated user. I wish we had learned how to handle sessions and authenticated users.
	I would have loved to learn more about the various applications of the web and Internet technologies that we have never heard/thought of. Learn more about how integrated the Web and the Internet are in our lives.
	Android development. The only thing we were really shown was how to make a button, which I think most of us already knew how to do. It would have been great to see some more advanced topics. It's easy to follow tutorials and examples of concepts on the web, but it's not as easy to make an app with really good functionality and UI.
	I would've like a bit more of a lecture in actually implementing an Android application.
	iOS development (Swift and Objective C) would have been good to learn and is something that I think a lot of people would find useful. As mentioned earlier, it would also be good to cover more modern forms of server-side processing such as Ruby on Rails, Django, Node.js, etc. We touched on these a bit but mostly focused on PHP.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I'd like to see an iOS course. There is good interest and yes, having a mac is a barrier for entry but not having a course at all is an even bigger deterrence.

Everything seems to have been covered sufficiently

Web instead of Android

Maybe setting up basic security on our websites.

NA

spend more time on setting up android studio

More on databases in relation to web applications

18. To what degree do you agree with this statement: the team size from the project was appropriate (please elaborate in your class comments).

~

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)
56	4.36	0.80	27 (48.21%)	25 (44.64%)	2 (3.57%)	1 (1.79%)	1 (1.79%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
56	4.36	0.80	27 (48.21%)	25 (44.64%)	2 (3.57%)	1 (1.79%)	1 (1.79%)

19. 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)
55	4.31	0.77	24 (43.64%)	26 (47.27%)	4 (7.27%)	0 (0.00%)	1 (1.82%)	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)
1887	4.33	0.77	869 (46.05%)	829 (43.93%)	113 (5.99%)	38 (2.01%)	19 (1.01%)	19 (1.01%)

20. 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)
56	4.23	0.85	24 (42.86%)	24 (42.86%)	6 (10.71%)	1 (1.79%)	1 (1.79%)	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)
2105	4.22	0.94	954 (45.32%)	744 (35.34%)	205 (9.74%)	90 (4.28%)	41 (1.95%)	71 (3.37%)

21. 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)
56	4.32	0.83	27 (48.21%)	23 (41.07%)	4 (7.14%)	1 (1.79%)	1 (1.79%)	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)
1889	4.28	0.82	841 (44.52%)	837 (44.31%)	119 (6.30%)	62 (3.28%)	24 (1.27%)	6 (0.32%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

22. 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)
56	4.29	0.99	28 (50.00%)	22 (39.29%)	3 (5.36%)	0 (0.00%)	3 (5.36%)	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)
1886	4.13	0.93	680 (36.06%)	706 (37.43%)	202 (10.71%)	77 (4.08%)	35 (1.86%)	186 (9.86%)

23. 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)
55	3.64	0.85	5 (9.09%)	4 (7.27%)	13 (23.64%)	0 (0.00%)	0 (0.00%)	33 (60.00%)

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)
1892	3.66	1.10	249 (13.16%)	311 (16.44%)	269 (14.22%)	78 (4.12%)	48 (2.54%)	937 (49.52%)

24. 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)
56	4.21	0.87	25 (44.64%)	21 (37.50%)	7 (12.50%)	3 (5.36%)	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)
2092	4.08	0.98	787 (37.62%)	840 (40.15%)	241 (11.52%)	106 (5.07%)	56 (2.68%)	62 (2.96%)

25. 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)
56	4.48	0.81	34 (60.71%)	18 (32.14%)	2 (3.57%)	1 (1.79%)	1 (1.79%)	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)
2098	4.58	0.67	1350 (64.35%)	617 (29.41%)	69 (3.29%)	17 (0.81%)	16 (0.76%)	29 (1.38%)

26. 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)
56	4.48	0.66	32 (57.14%)	19 (33.93%)	5 (8.93%)	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)
2104	4.36	0.82	1061 (50.43%)	774 (36.79%)	143 (6.80%)	44 (2.09%)	30 (1.43%)	52 (2.47%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

27. 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)
55	4.08	1.06	22 (40.00%)	18 (32.73%)	5 (9.09%)	5 (9.09%)	1 (1.82%)	4 (7.27%)

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)
1884	4.07	0.92	677 (35.93%)	776 (41.19%)	261 (13.85%)	99 (5.25%)	27 (1.43%)	44 (2.34%)

28. 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)
56	4.21	0.91	26 (46.43%)	19 (33.93%)	9 (16.07%)	1 (1.79%)	1 (1.79%)	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)
2098	4.16	0.90	840 (40.04%)	797 (37.99%)	276 (13.16%)	76 (3.62%)	29 (1.38%)	80 (3.81%)

29. 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)
52	4.44	0.73	27 (51.92%)	23 (44.23%)	1 (1.92%)	0 (0.00%)	1 (1.92%)	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)
2097	4.39	0.77	1067 (50.88%)	801 (38.20%)	138 (6.58%)	36 (1.72%)	20 (0.95%)	35 (1.67%)

30. 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)
55	4.45	0.72	30 (54.55%)	22 (40.00%)	1 (1.82%)	2 (3.64%)	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)
2099	4.22	0.87	869 (41.40%)	832 (39.64%)	204 (9.72%)	60 (2.86%)	32 (1.52%)	102 (4.86%)

31. 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)
55	2 (3.64%)	15 (27.27%)	30 (54.55%)	6 (10.91%)	2 (3.64%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1892	77 (4.07%)	616 (32.56%)	855 (45.19%)	247 (13.05%)	97 (5.13%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

32. 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)
55	4.42	0.90	34 (61.82%)	14 (25.45%)	3 (5.45%)	4 (7.27%)	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)
1880	4.19	0.93	830 (44.15%)	738 (39.26%)	201 (10.69%)	66 (3.51%)	45 (2.39%)

33. 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)
56	4.43	0.81	32 (57.14%)	19 (33.93%)	2 (3.57%)	3 (5.36%)	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)
1885	4.23	0.94	883 (46.84%)	712 (37.77%)	174 (9.23%)	66 (3.50%)	50 (2.65%)

34. 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)
55	4.51	0.72	33 (60.00%)	19 (34.55%)	1 (1.82%)	2 (3.64%)	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)
2086	4.28	0.82	937 (44.92%)	909 (43.58%)	155 (7.43%)	57 (2.73%)	28 (1.34%)

35. 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)
56	3.98	1.17	23 (41.07%)	20 (35.71%)	5 (8.93%)	5 (8.93%)	3 (5.36%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2095	4.33	0.84	1077 (51.41%)	746 (35.61%)	192 (9.16%)	56 (2.67%)	24 (1.15%)

36. 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)
55	4.22	0.98	27 (49.09%)	18 (32.73%)	6 (10.91%)	3 (5.45%)	1 (1.82%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2100	4.28	0.92	1041 (49.57%)	770 (36.67%)	170 (8.10%)	71 (3.38%)	48 (2.29%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

37. 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*

Well, considering that I was auditing the course (big giveaway) I think I learned a fair amount despite the minimal effort put in. This is definitely a course where the projects teach you more than pure lecture ever could. Keep that element in there. I kind of missed out on that aspect, primarily because I didn't have time, resources, or motivation to fully pursue the projects. Best wishes, & yay baby!

I liked the layout of this course. It split time well between different topics. Sherriff was a great instructor and I believe I learned a lot. The groups for projects were appropriately sized and the use of milestones was incredibly helpful to prevent procrastination.

Hands down, my favorite course and professor at UVa.

Although I learned more with the incorporation of the rpi and lights I felt without them I could have come up with a more unique app with less pressure to incorporate the lights.

I wish the course was more about learning useful web and mobile skills that I could take with me. It seemed like many of the lectures were either history or some architectural theory that would never be relevant, and even when we did delve into more useful things, the material was not covered in a way that was conducive to learning real programming skills.

SHERRIFF A BEST

Awesome course! My favorite course at UVa!!

When I took 1110 with Sherriff in Fall 2012, I had a very positive experience with him as a professor and as a person. However, this term the positive experience was only limited to him as a professor, and not as a person. Perhaps it was due to his being a new father, but I did not find that he was "nice" to the majority of the time I interacted with him.

Great course!

Mention OAuth a little earlier in the course. Prior to implementing a web service in our app.

Prof. Sherriff can be quite abrasive, seemed annoyed when I talked to him a lot of the time. Could definitely be more approachable.

None

Great class. Glad I was able to take it, and it sucks for those who can't next semester. But for future reference, it would be nice to spend more time on the technical aspects of topics (like code, specific project examples), then talking about more conceptual things, like SOA, or user authentication/security

Considering how much hype this course gets, I didn't find it as effective/interesting as it was made out to be. It was ok, though.

Sometimes I thought lecture got a bit sidetracked/the lecture time wasn't used very efficiently, but that might have been due to the large class size. I think it was great that we got exposure to such a wide range of technologies, but I think there's value in being extremely proficient at a few of them in addition to having some survey experience in all of them. It might have been more useful for me to have cut out some of the usability/wireframing/security/history lectures and have them substituted for more technical ones.

I asked if we could choose our own team of 4 or 2, but instead I was assigned a partner that did nothing except ruin our previously working code. As far as I can see, the grading policy did not take this into consideration.

I really enjoyed this course and it was one of my favorite. I do have some suggestions for improvement. 1) During mobile, I would appreciate more basic android lectures (as I had zero experience and it was very difficult getting started) 2) Not using the raspberry pi, still not sure why it was used 3) Not to do quiz 1 format 4) I felt that I gained a lot during the web, but not much during mobile. I can't pinpoint exactly why, but I wish more was done for mobile.

This should be 2 classes. Web was enough to take up 75% of the class, and if the web project had been extended a bit it could have been a complete class just with that. Mobile got like 3 lectures, and the project devoured time for relatively little learned. It just seems like it was almost 2 classes worth of work in only one class which was needless. Also the fact you have to wait til 4th year to get to this class is pretty appalling

Thought taking points off for "design/aesthetics" on the tracker project was unfair as long as you didn't have an obviously ugly site. Lost points for something that seemed entirely subjective (barring extreme cases of course).

Group size of 3 was great! I think 4 is a crowd. Having us use the rpi was kind of cool and I'm glad I got the chance to have a little experience with it. We covered concepts/technologies really quickly, so I wish we had the chance to go a little more in depth with each, instead of just skimming so many.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I experienced trouble skipping ahead in podcasts as well as finding the material I was looking for. If there was anyway to label sections of lectures or segment the podcasts I think that would help students' review process tremendously Your lecture notes, recordings, and website are all fantastic. The RPi project was great. Though, it was more of server administration than server application development. But that's ok. I know it's stressful to teach an enormous class, nor do I want to be rude, but, at times, I felt you could have been a bit nicer. Fun CS elective The team size was fine; if it was any larger, no one would've been able to do any work. Excellent class! I had no problem with the size of the class, and I thought both projects were very interesting and educational. Great class. One thing that I noticed about it, however, is that it seems to have a focus on older technologies and ones that are used mainly in large enterprise settings. I think the class would be more engaging and useful if it focused on newer technologies. Professor Sherriff is really funny and kind of scary. I really liked being able to build our own web apps and mobile apps. The TA office hours were limited to just a few days so it was very hard for me to find a time that worked for me. I had to actually skip things to make them. Thank you for teaching this course, it's a industry where things are constantly changing and given that I thought was well taught. I enjoyed the raspberry pi project and am excited to continue working with it after this course.