

CS 4720-001 Mobile Application Development - Fall 2016

ENGR (17481)

INSTRUCTORS: Sherriff, Mark (mss2x)

Respondents: 47 / Enrollment: 76

Summary: CS 4720-001 Mobile Application Development - Fall 2016 (17481)	
Overall Course Rating CS-4720-001 Mean 4.27 CS-4720-001 Std Dev 0.75 CS-4720-001 Response Count 234 SEAS, 4000-level courses Mean 4.15 SEAS, 4000-level courses Std Dev 0.91 SEAS, 4000-level courses Response Count 10631	Overall Instructor Rating INSTRUCTOR: Sherriff, Mark Mean 4.36 Std Dev 0.66 Response Count 328 SEAS, 4000-level courses Mean 4.30 SEAS, 4000-level courses Std Dev 0.84 SEAS, 4000-level courses Response Count 15765

~ QUESTIONS AND DETAILS ~ ~ ANSWER MATRICES ~

<p>1. How accurate is this statement for you: The project was of acceptable length.</p> <p style="text-align: center;">~ Question Type: Likert ~ contributed by Sherriff, Mark (mss2x)</p>	<table border="1"> <thead> <tr> <th colspan="8">Results for CS-4720-001, Sherriff, Mark</th> </tr> <tr> <th>Total</th> <th>Mean</th> <th>Std Dev</th> <th>Strongly Agree (5)</th> <th>Agree (4)</th> <th>Neutral (3)</th> <th>Disagree (2)</th> <th>Strongly Disagree (1)</th> </tr> </thead> <tbody> <tr> <td>47</td> <td>4.34</td> <td>0.67</td> <td>21 (44.68%)</td> <td>21 (44.68%)</td> <td>5 (10.64%)</td> <td>0 (0.00%)</td> <td>0 (0.00%)</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="8">Results for SEAS, 4000-level courses</th> </tr> <tr> <th>Total</th> <th>Mean</th> <th>Std Dev</th> <th>Strongly Agree (5)</th> <th>Agree (4)</th> <th>Neutral (3)</th> <th>Disagree (2)</th> <th>Strongly Disagree (1)</th> </tr> </thead> <tbody> <tr> <td>47</td> <td>4.34</td> <td>0.67</td> <td>21 (44.68%)</td> <td>21 (44.68%)</td> <td>5 (10.64%)</td> <td>0 (0.00%)</td> <td>0 (0.00%)</td> </tr> </tbody> </table>	Results for CS-4720-001, Sherriff, Mark								Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	47	4.34	0.67	21 (44.68%)	21 (44.68%)	5 (10.64%)	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)	47	4.34	0.67	21 (44.68%)	21 (44.68%)	5 (10.64%)	0 (0.00%)	0 (0.00%)
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<p>3. Which topic/lecture in this course was your favorite and why?</p> <p style="text-align: center;">~ Question Type: Short Answer ~ contributed by Sherriff, Mark (mss2x)</p>	<table border="1"> <thead> <tr> <th colspan="2">Results for CS-4720-001, Sherriff, Mark</th> </tr> <tr> <th>Total</th> <th>Individual Answers</th> </tr> </thead> <tbody> <tr> <td>43</td> <td>See below for Individual Results</td> </tr> </tbody> </table> <p>Ethics and privacy, and it is a large concern in general, but especially for developers.</p> <p>The lecture on VR was cool</p> <p>VR</p> <p>I liked monetization a lot, because it explained a lot about how the monetization techniques worked in terms of actual implementation in the app.</p> <p>I liked the lecture on wearables because I thought it was a cool look at the benefits and limitations of them.</p> <p>VR and augmented reality. This is still a relatively new area of technology, and learning about it was interesting.</p> <p>Introduction to different mobile development framework. Solid stuff</p> <p>Monetization: It introduces some of the business side of mobile app design</p>	Results for CS-4720-001, Sherriff, Mark		Total	Individual Answers	43	See below for Individual Results																																										
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The lectures on UI was my favorite because its interesting to hear everyone's perspective on what's the best UI design. Everyone believes they know how to make a usable design but the subject is more difficult than it appears because everyone is so different. Thus, it was interesting to learn how UI design relates to mobile design, where the screen size is smaller and you have more constraints.

The WillowTree day was awesome because we saw some of the industry applications of what we were learning. I also liked the accessibility and UI design lectures because those topics are always important when creating software

app industry information

I liked going through Android and iOS because those were the skills that I wanted to develop in taking the class and set the foundation for being able to do everything else. I also thought that all of the design standards were interesting and good to know for the purposes of adhering to standards.

Sensor ethics because it interested me.

I liked the lectures on the Android / iOS architecture because it was interesting to learn more about the history of these subjects.

I haven't studied as much yet so I haven't gone through all the lectures but the lecture on accessibility/operability really jumps out at me! I've talked about that lecture to my friends because it's something that I don't really think about on a daily basis and now i do! I think it's super important to talk about accessibility because people who make tech/mobile apps/cs are basically controlling the world right now so it's important that they cater to all people.

Literally all of iOS because that's definitely the only platform I will ever write apps for.

My favorite topic was about UI design. As a person with a passion for creativity and the arts, I enjoyed learning about how something artistic like the aesthetics and appearance of a mobile app are designed.

I really enjoyed the discussion on Virtual Reality because I find it to be fascinating. I just wish we had gone into more of the technical nitty-gritty of VR.

I loved it when we got to try the HTC Vive in class. I was having a really rough week at the time so it made my week to fly around with Google maps.:)

I liked the one where Professor Sherriff showed us different application views and had us compare them and determine which one we liked better and why. I like this lecture because it made me understand that a lot goes into designing a simple view than you would think.

I really liked learning about REST because it applies to almost any type of project someone would want to do inside or outside of this course. I also liked learning about accessibility and analytics because it's something that you aren't too concerned about as a student but are essential real world aspects to development.

User interface design because I enjoy learning about how different people use their phones.

Wireframing. It seemed dumb at the time, but as I was working on the project the wireframe became essential for reminding me what the overall project was supposed to look like.

VR - playing with the Vive. It is one thing to talk about VR, it is another to experience it and be able to contextualize the challenges and opportunities for developing with such a platform.

I really enjoyed the lessons on advanced UX, specifically learning about the cutting edge kind of out there ways in which UX is being designed now, such as the Bits Out interaction. I hope that becomes a thing in the future

Final project because we got to work on it for a longer period of time and had some creative license as to what application we could develop.

I enjoyed topics about UX. Led me to really think about how to build for users and not myself

RESTFul API, so useful and relevant!

Designing interfaces for mobile devices. It's completely different than designing for desktop

I really enjoyed talking about design principles when restricted to a certain screen size/ accessibility features. This was something I never really took into account with mobile apps and is now something I either notice in apps or notice a lack of.

User Experience design. fun activities

The in-class demonstration of the Vive was very cool, having never used anything like it before.

UI Design and how that differs with platform because it has always been interesting to me how technology can be developed to serve the most diverse demographic.

Everything pertaining to Android development, specifically connected to web services like AWS. To me, that stuff is extremely practical and it's difficult to absorb relevant information on the topic on my own. AWS is growing quickly, so I'd like to learn as much as I can about it and how mobile apps can work with it.

Virtual Reality, before that probably REST

UX lectures were very helpful.

Virtual Reality

I really liked the virtual reality discussion, plus it was really fun to play with the Vive. My other favorite lectures were involving what disabilities or use cases should be considered when developing an app. It made me think outside the box.

All of the future of mobile lectures were really cool! I also liked the group exercises for sensor ethics, comparing usability, and designing mock-ups!

I enjoyed the user interface design topics because that's more what I am interested in when it comes to mobile development - the front end of things. I also thought we did a lot of class activities in that section that had us think critically (like designing wire frames) rather than just absorbing information.

Architecture of different platforms. They are the core of the class and a good understanding of them is very essential to easier and better development.

Favorite was UI/UX design. Very hands on exploration of an often overlooked aspect of mobile design.

Virtual Reality, getting to actual use a vive and the google cardboard made the topic much more interesting. I also already have a large interest in VR technology.

4. 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	Individual Answers
42	See below for Individual Results

MVC Architecture, client/server, etc.

RESTFul API

anything with live code examples

Storing persistent data on the mobile device

Android development. Lots of fun to play with and the projects gave me plenty of experience to try out other app ideas.

REST, Android and iOS architectures

UI/UX development, just in terms of pretty much anything I make, I have to make sure people will actually want to use it. I also think ethics is a really good topic that not enough people learn that deserve a whole class to debate about the topics instead of just one lecture

REST

Deign principles

The general notes about android and developing in Android Studio were very helpful. I definitely think I could make an app on my own after this class.

I'll probably find monetization pretty useful if I become a developer.

Learning the fundamentals of Android/iOS will be useful if I do mobile development later in life.

I think that the "Knowing Your Users" section with privacy, security, and monetization will be extremely useful if I go into app development or software development in general. I often think these topics are overlooked by the idea and design of the app, and many people don't take into consideration the ethics behind it all. I was definitely one of those people before taking CS 2501 and this course. It's surprising that I never thought about it much before considering it's such an important aspect to me as a user, but as a computer scientist I am definitely more concerned with the physical app/software.

Familiarity with Android and iOS.

Connecting to web services for the reasons listed in the previous question

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

web services & data storage

VR stuff as my job pertains to that

Probably the lectures introducing web services and how they interact with mobile apps because I have found looking into APIs to be a way to save time.

Wireframing will be useful because its a great way to design good software. I feel that good software design is overlooked; yet it is the most important part of the development process.

Development ideologies/general guidelines to follow

I really enjoyed the Advanced UI/UX lectures. I'm taking HCI right now and it complemented it pretty well. I'm also pursuing human-centered computing in grad school so take this comment with a grain of salt. I already have a lot of interest in this topic and it was interesting to dig deeper into it in class.

I liked going through Android and iOS because those were the skills that I wanted to develop in taking the class and set the foundation for being able to do everything else.

SOAP / REST APIs, memory storage, basically everything that was more hands-on

iOS development.

REST architecture

The Android/iOS development lectures were the most useful. REST lectures were also really helpful too.

iOS development

REST - I've worked in web development without knowing principles of REST, actually knowing this will help

Learning how to write a basic android application and understanding the basics such as what activities are.

I think it will probably be the lectures on design and Google's Material Design. It was a good introduction to those core design principles and will be useful to keep in mind if I ever decide to pursue building my own app for the Google Play store, which is a possibility after this class

The lecture on monetization, if I would ever develop an app for either store it is nice to have some background on what common practices are for app monetization.

The UI design and sensor ethics are most likely to be helpful in the future

Probably overall Android development.

I think learning about the MVC design pattern was very useful because it is such a fundamental concept for mobile app development and is important to have a solid understanding of. It helps me understand why Android Studio and Xcode are set up the way they are. For example, now I understand why the UI component (storyboard) in Xcode has to be linked to the code, which is separate from the UI.

Same as above

Android Development

same as previous

Android and iOS.

Android/iOS architecture

I think the lecture where Professor Sherriff listed out the different components of making a good UI was useful because I now know a good guideline on how to make the interface aesthetically pleasing and efficient.

The WillowTree presentation was very informative and gave me good insight on what mobile app development might look like in the industry.

I think the Android / iOS architecture topics will be useful in the future.

5. 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	Individual Answers
39	See below for Individual Results

monetization

VR

can't single out one

Some non-technical issues were explored a bit more than they should have.

UI part. The UI design mention in class is in between of "may-be-useful" and "useless". I did not have too much take away from analyzing different UIs. I would rather learn about one consistent style (like Google's material guide), understand why it works, how to use it and why people like it. Yes, more details and deeper analysis on one single, outstanding style of design.

Discussing monetization seemed less useful.

I think all topics were relevant.

Probably in-class code demonstrations (I will expound more on this at the end)

I think all of the lectures were at least somewhat useful.

I don't think this is a not useful lecture, but I was sort of disappointed in the lecture on VR, because there were actually a lot of cool things that can be done with VR besides games and looking at hearts, and I don't think the lecture covered enough of that really. The lecture also didn't talk at all about what it's like to code for VR, the challenges that come with make a VR space (like the cameras can't be centered on a point and rotated bc your eyes aren't centered in your head).

I still don't have a very good understanding of wearables and the world of wearable app development.

Wireframing. Mostly because I don't see myself doing a lot of this in my career.

Monetization and VR personally weren't useful to me because I don't plan on developing any apps for the app store any time soon and feel that VR can get a little gimmicky. I think they're still useful for students who are genuinely interested in them. Non of the lectures felt pointless and I actually get asked about MVC architecture sometimes in job interviews.

VR/wearables were cool but I didn't feel like I learned anything new about them.

VR just didn't seem relevant to mobile development

Wire-framing/UI because I don't think we really learned enough to be useful and just spent multiple classes going over the same examples over an over.

mostly everything towards in the last month of the semester

I was not a fan of how little swift was talked about. Though I really should have just spent more time learning it myself.

The information on privacy policies didnt seem useful in the long run as most likely this would be handled by not me

My least favorite part was learning Swift in class but that's probably a personal thing. You obviously have to cover that in lecture, but I just didn't care for that language.

I didn't really think the VR lectures were that useful even though they were fun. I think it would have been nice to use this time to work on our apps with the TAs or something like that. All things considered, not that many people came to class throughout the semester (from my observations in class), and I think that the time we spent on VR and other optional lectures could have been helpful as time to work on our projects with TAs and Sheriff and other students readily available.

I really enjoyed all of the lectures. The only suggestion I would make is potentially have more with Security on how you actually encrypt data and protect info in an app, but that might be out of the scope of the class or even be necessary. It might be cool though

I'm not a huge fan of wearables but that doesn't mean they're not here to stay

It's not that the lectures were not useful or didn't work, but I was expecting a lot of the class to be more of a practical, hands-on, staring-at-code class. If I wanted to implement a certain feature in an app, I was hoping that the class would be able to direct me. It felt like a lot of the lectures were information about the mobile world, where I would have rather had more classes that were tutorials for different application building blocks and then have us be able to make something a bit more technically rigorous at the end for our final project.

Privacy policy. Really more of a lesson in legalese than something a developer deals with. Ethics of data and sensors, which was important from this unit, was better covered in the "Sensor/Sensor Ethics" section.

N/A

N/A

It was all pretty good honestly

Learning about other mobile devices such as the apple watch and doing wireframes for that did not seem useful

The lectures towards the end didn't appear to be too useful and seemed more like filler classes (after sensors).

None of them stick out to me! I think some are less applicable to our careers but are still interesting to talk about. And those topics mix it up and keep the class interesting.

I think the in class activity is the best way to make us work. Like when it was the crash course for android and iOS maybe a practice screen to submit would be a good assignment.

Some of the last lectures (VR, Wearables), interesting but probably not as directly useful, but that's probably why they were topics we voted on and put at the end

Maybe the wearables discussion, since the technology is so new, and underutilized both by developers and consumers.

can't think of one

I liked the sensor ethics lecture but I felt like we only scratched the surface of a much deeper topic. It would have been more interesting to use real-life case studies or research papers in this lecture so that we can integrate not just ethics, but tech policy as well into the lecture.

Lectures that were purely showing how the code works in the IDEs, they didn't particularly help me. Also some early lectures going over languages (particularly simply syntax) weren't helpful either.

I didn't enjoy the days where we did group work on hypothetical problems or situations as much, but I recognize that my feelings about this might just be due to it being such a departure from what I'm used to in the classroom. I didn't feel like I learned much concrete while doing these assignments, but it's entirely possible that that is what develops our skills in ways that are not so obvious.

6. 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)
47	3.82	1.00	9 (19.15%)	14 (29.79%)	8 (17.02%)	2 (4.26%)	1 (2.13%)	13 (27.66%)

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7. 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								
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~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

8. 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)
47	2 (4.26%)	1 (2.13%)	9 (19.15%)	13 (27.66%)	6 (12.77%)	16 (34.04%)

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)
47	2 (4.26%)	1 (2.13%)	9 (19.15%)	13 (27.66%)	6 (12.77%)	16 (34.04%)

9. 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
28	See below for Individual Results

for the final project milestones, maybe have a certain number of new requirements that need to be met instead of specific ones, sometimes the specific requirement due for a milestone didn't really fit well with the flow of development for our specific app and we wished we could have flipped some of them (e.g. local storage & GPS)

(btw I might listen to the podcasts but I haven't studied for the exam yet woops) I think you should make the milestones for the final project more front loaded. The fact there is not a consistent amount of work that I have to do for this class is very hard to plan around - we basically had 2 weeks to think up a wireframe and then 2-3 to go from "barely functioning" to "fully fleshed app" and the workload between the beginning and the end of the final project was not evenly distributed at all. students generally work to meet deadlines/milestones, so maybe make the wireframe due earlier? not sure how to fix this really

I liked how the final project was segmented into several milestones. It definitely helped space out the work for the project. I would definitely suggest to keep these milestones for future projects for this course.

When I missed classes, I only used the slides.

More sample code and hand's on experience helps. Perhaps a required lab section.

Increasing group sizes would be the best thing. 2 people can't do much.

I liked the mini-projects, they were a good introduction. For the final project, I think the requirements could be a little more flexible. It was sometimes hard to integrate sensors, location, web-service etc in a way that would organically go with the app. You could just say you need to have 4 things from this list, but it does not matter what quantity of each item you do. You could then structure it in a way to allow someone to use two sensors, instead of using location for example. I think you would have more cohesive apps with that structure

Nope

None

Maybe not make some of the requirements mandatory and make them more of suggestions. For example, some apps couldn't really find a relevant use of a hardware sensor, and so they just picked an arbitrary one and implemented it without having it add anything to the overall app.

Sometimes the requirements for milestones were a little unclear.

The ones I talked about in the previous short answer question

Not really, I think that the mini apps were great introductions to making the final app (even though the final had a lot more requirements). It would be nice, though, if in lecture you could go over things that we need to implement (GPS, hardware sensor) more explicitly rather than forcing us to look it up with a sort of trial and error (especially considering iOS and Swift had just updated recently so all the tutorials were out of date).

I felt that the specifications for this project were too prescriptive. I know you wanted to test certain skills we were taught in class but for some apps, some of the specifications did not make as much as sense. My partner & I just tacked on a camera to fulfill requirement but it didn't feel as natural for the app. Perhaps there could be categories of specs and we could pick one or two specs from each category to fit into our app so we can have more free rein with the app.

One of the issues with using GPS, in particular google maps, was that it caused lots of issues with grading thanks to the annoying thing about the API key being tied to a signed apk

Nope!

Give more details if releasing a rubric. The Google Maps and Google Places counting/not counting was confusing and wasted time/caused point deduction solely because there was miscommunication.

More thorough statements of project requirement and have all TAs agree on them.

Talk a bit more about swift. Most of us, if not all, taking the course are familiar with Java. Trying to get a grasp of swift for the projects was very difficult for me.

I think it would be nicer to know the project details a little more ahead of time so we can take them into consideration when doing the mini projects or learning about topics in class.

Nope.

I felt a little unprepared for the iOS mini project, perhaps some more time dealing with Xcode in lecture would have helped.

I think it would be cool to open up the final days of projects to all students, especially as CS students. It would be a cool way to advertise the class and also to help motivate students in the class to do good work. I think the final project should be in lieu of a final exam with maybe a short quiz on stuff since the midterm. I also think that the use of GPS or anything requiring "moving" moderate distances when we are showing off our apps in a single space is a little short-sighted, and it felt to me like the requirement of a hardware sensor being equal to all 3 endpoints in points does not really make sense.

Rice 130 blocked the GPS signal for our app, so the demo was ok. It worked everywhere else, though.

The project specs were downright awful. I regret taking this class. Had I known I would've had to spend an entire semester doing group work to a bullshit spec trying make an app with a bunch of useless and arbitrary features I would have jumped ship immediately. There was no creativity allowed. NOT ALL APPS USE LOCATION. NOT ALL APPS USE HARDWARE SENSORS. NOT ALL APPS USE WEB SERVICES. NOT ALL APPS USE MULTIPLE SCREENS... Wonder why so many of your final apps are shitty? Look at your spec.

Maybe remove the location requirement. It is a good skill to demonstrate but limits the type of apps people can make (or forces them to use location in an app where it doesn't make sense) and the API key was difficult to manage between developers and devices

I actually liked it more when you worked in the IDE because topics from powerpoint presentations are easier to learn by yourself vs. having some technical example.

Be clearer about what counts for meeting the requirements. Two days before the project was due, a TA was unsure about whether our implementation of one feature was considered sufficient because standards were not clear. I also felt limited by the requirements of the app in terms of coming up with a compelling app idea (like having to force GPS into it reduced options), though luckily partner had a good idea himself. I also understand if these requirements have to be made to keep the effort people are expected to make on the apps more uniform though.

10. 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)
47	5 (10.64%)	11 (23.40%)	20 (42.55%)	5 (10.64%)	4 (8.51%)	2 (4.26%)

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)
47	5 (10.64%)	11 (23.40%)	20 (42.55%)	5 (10.64%)	4 (8.51%)	2 (4.26%)

11. 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)
47	3.06	0.64	11 (23.40%)	28 (59.57%)	8 (17.02%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
47	3.06	0.64	11 (23.40%)	28 (59.57%)	8 (17.02%)	0 (0.00%)	0 (0.00%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

12. 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)
47	3.28	0.65	18 (38.30%)	24 (51.06%)	5 (10.64%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
47	3.28	0.65	18 (38.30%)	24 (51.06%)	5 (10.64%)	0 (0.00%)	0 (0.00%)

13. 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)
47	7 (14.89%)	11 (23.40%)	13 (27.66%)	10 (21.28%)	6 (12.77%)

Results for SEAS, 4000-level courses					
Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
47	7 (14.89%)	11 (23.40%)	13 (27.66%)	10 (21.28%)	6 (12.77%)

14. 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
30	See below for Individual Results

I didn't really use them much so N/A

I get that there aren't that many expert mobile app developers at UVA, but often the advice that Khahn (and sometimes acacia) would give me would just be "yeah look it up online i'm not sure, you'll find something", and like. less of that would be good but I know a lot of the time the problems are very specific and TA's can't know everything.

Alex once stayed a few hours extra after his office hours in lab before a project was due in lab. That was much appreciated.

They were great.

They know a lot and it's impressive.

The TAs dedicated a lot of time to helping students during their office hours, often having to extend them longer.

They're really awesome and know a lot!

The TAs put in extra time to ensure everyone was helped. Great group!

More TAs and more times would be amazing. The TAs all had office hours around the same time every day, and I don't think there were enough for how project-heavy and large the class is.

Nope

none

They were great and super helpful! Shoutout to Spencer.

They were all wonderful.

It would be nice to know which TAs were fluent in what platforms. I went to some office hours asking about XCode, and the TA there said that she was not knowledgeable about iOS development and was not helpful. Knowing which TAs to go to to ask questions would save time.

TAs were good help. Should not have been in charge of grading, too subjective.

The TAs for this class were all superstars

N/A

No

Alex Ramey is the best out there

The ones who stay for as long as they're needed are the real MVPs, though it makes me feel bad that they stay for so long. They're all really helpful, though

Good job

I think they were knowledgeable and did their best.

Spencer is the man

Spencer rocks!

Khanh and Acacia made a very good pair at office hours since they had two different sets of skills. Khanh was good at diagnosing bugs and errors while Acacia was good at explaining the bigger picture. Spencer was also really helpful.

I really appreciated the fact that Spencer would stay past his office hour end time to help us out!

TAs were hit or miss, and sometimes they still needed to look up what we were doing or couldn't figure out the problem/how to fix it. other times they were very helpful and knowledgeable. (hi spencer)

Nothing specific

No.

Spencer was super generous with his time during crunch days. I really appreciated it!

15. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply?

~
Question Type: Short Answer

~
contributed by Sherriff, Mark (mss2x)

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

multi-threading/asynchronous operations

I would have preferred that we spent more time learning about development. I felt this could replace some of the topics that were less necessary for the class.

I wish we could have more deeply covered security

auxiliary frameworks, how to use pods, etc...

Maybe more on how to make a profitable app - not just how to set it up, but actual strategies for making a profitable app

how does android studio work?? also this might be a dumb question (i'm a 3rd year so I don't have a lot of the same experience as other ppl) but what really IS an SDK? how does gradle work? also more going over version control because git was a pain sometimes, learning how to stash and rebase and etc.

I would have liked to talk more about IOS and Android lifecycle. I had a basic understanding but I felt like I was winging it when I was sticking different methods into different parts of the lifecycle during the project to see if it "worked" or not. I suppose optimizations are beyond the scope of the course, but I felt I was writing bad code that just "worked" for the projects.

interactive media and creative applications of mobile dev

It would have been beneficial to go over the different web services (AWS, Flight, etc) over more lectures, instead of all in one lecture and I felt like we didn't get a chance to cover each of them as deeply. My group ended up doing Flight for the project just because it was the easiest but we had no other real reason for choosing Flight.

Covering some of the later topics in more depth would be cool. Like looking more into wearables design or the way that the technology is progressing.

More useful things about mobile development- how to make your mobile apps use resources more efficiently, how to actually sign/publish/make money off of apps

None that I can think of.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

Monetization, I think if you covered that more extensively, you could draw a lot more students from other disciplines to the class.

I liked how we talked about wearables. It would be nice if we had even more time to talk about it.

I think it was done fine.

I think it would have been cool if we went over how mobile games are made or had some suggested tutorials to do on our own time when class starts if we want to learn ahead a little bit.

Wish we could have done more in the IDE. Code examples were not sufficient for some of the more advanced project requirements.

Why you would choose one platform over another and different testing tools.

N/A

Given the time available I think all the topics covered were adequate

the future of mobile (VR, wearables, etc.) and where it's headed next, maybe integration of mobile tech with IOT

I think an adequate amount of topics were covered.

It would have been interesting to try out cross-platform development

Maybe databases with SQLite...

More in-depth exploration of gaming, UI, and graphics.

All of the topics I wanted to cover were fit in at the end, definitely bring back the voting system

More work with Fragments

maybe stuff on mobile IDEs like Xamarin, etc

Like mentioned above, if we are going to do UI, choose one excellent style and dive deeper.

VR and wearables would have been cool to go into more depth on.

swift

16. 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)
47	4.11	0.89	18 (38.30%)	19 (40.43%)	7 (14.89%)	3 (6.38%)	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)
47	4.11	0.89	18 (38.30%)	19 (40.43%)	7 (14.89%)	3 (6.38%)	0 (0.00%)

17. How effective were the guest lectures? Comments or suggestions for the future?

Question Type: Short Answer

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
34	See below for Individual Results

Very effective, definitely made me appreciate the work of WillowTree. If you could fit more of these in, definitely do so

WillowTree was great!

Willowtree's lecture while interesting, was basically them trying to promote their own company. It felt like attending a company info session.

Since we only had WillowTree come in, I thought it was definitely relevant and cool to see how a company entirely revolves around app development. Plus, it's a pretty well known company in the area and was great to hear from former students how they enjoyed life in Charlottesville after college, etc.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

The willowtree one was nice, no real suggestions for it

I really appreciated being able to have the guest lectures, especially because it took what we were learning out of the classroom in ways that are rare.

The lecture from WillowTree was great.

Really liked the Willowtree guests, interesting to hear about that company and work environment

Yes. VR one was really cool

They were effective and definitely interesting, a great change in pace.

I enjoyed Willow Tree a lot.

Loved Willow Tree, i think guest lectures are very refreshing and engaging

They were really good for letting students know that there was a huge market for mobile development and tons of career options.

The one from Willowtree was so-so. They had some useful info on mobile development in practice, but it felt more like an recruiting session than anything else.

Interesting to hear from a local company, wish they could have gone more in-depth into just one project, what they did for it, etc.

I'm a terrible student and didn't go but having companies like Willow Tree is great for student networking.

It was interesting to hear what WillowTree did and the process they followed. It was not necessary though.

Interesting to see how companies view mobile development

I think a similar guest would be fine.

Really good! Potentially invite more companies from the area to come and talk to the class?

They were cool, not much to say. Interesting

N/A

N/A

Informative, especially given that the class was mostly 4th years already searching for jobs

i think the only guest lecture was willowtree? they were fine, they were not really lectures to learn things, it was more like an advertisement to go work for them. maybe a willotree person could have put some actual code up on the screen and showed us how to implement some cool thing in addition to talking about how great their work environment was? I'm sure they could teach us about some cool coding shortcuts.

They were fine

They were enjoyable and provided a glimpse of mobile app development in a real world setting, which I found interesting to learn about.

WillowTree was great.

WillowTree was interesting to listen to and to see how what we were learning applied in the real world.

They were definitely interesting, and spiced the class up

willowtree turned me off to app dev and most cs workplaces. the homogeny and

Willowtree was well timed, but they talked more about themselves as a business/gave a "work for us" pitch instead of showing us the prototype/wire framing examples and stuff

WillowTree was cool.

Willowtree: Fun!

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

18. 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)
47	4.36	0.61	20 (42.55%)	24 (51.06%)	3 (6.38%)	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)
2125	4.36	0.75	1012 (47.62%)	903 (42.49%)	129 (6.07%)	38 (1.79%)	17 (0.80%)	26 (1.22%)

19. 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)
46	4.39	0.65	21 (45.65%)	23 (50.00%)	1 (2.17%)	1 (2.17%)	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)
2252	4.22	0.93	1004 (44.58%)	788 (34.99%)	228 (10.12%)	103 (4.57%)	35 (1.55%)	94 (4.17%)

20. 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)
47	4.43	0.62	22 (46.81%)	24 (51.06%)	0 (0.00%)	1 (2.13%)	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)
2124	4.26	0.84	922 (43.41%)	956 (45.01%)	136 (6.40%)	63 (2.97%)	35 (1.65%)	12 (0.56%)

21. 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)
47	4.47	0.76	25 (53.19%)	18 (38.30%)	1 (2.13%)	0 (0.00%)	1 (2.13%)	2 (4.26%)

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)
2129	4.18	0.90	831 (39.03%)	789 (37.06%)	222 (10.43%)	85 (3.99%)	28 (1.32%)	174 (8.17%)

22. 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)
47	3.36	0.74	2 (4.26%)	1 (2.13%)	11 (23.40%)	0 (0.00%)	0 (0.00%)	33 (70.21%)

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)
2125	3.68	1.08	258 (12.14%)	356 (16.75%)	287 (13.51%)	74 (3.48%)	52 (2.45%)	1098 (51.67%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

23. 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)
47	4.19	0.77	17 (36.17%)	24 (51.06%)	4 (8.51%)	2 (4.26%)	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)
2250	4.08	0.93	790 (35.11%)	957 (42.53%)	267 (11.87%)	121 (5.38%)	37 (1.64%)	78 (3.47%)

24. 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)
47	4.45	0.62	24 (51.06%)	20 (42.55%)	3 (6.38%)	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)
2257	4.59	0.64	1481 (65.62%)	647 (28.67%)	93 (4.12%)	13 (0.58%)	10 (0.44%)	13 (0.58%)

25. 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)
47	4.34	0.70	20 (42.55%)	25 (53.19%)	0 (0.00%)	2 (4.26%)	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)
2256	4.38	0.76	1124 (49.82%)	872 (38.65%)	155 (6.87%)	48 (2.13%)	12 (0.53%)	45 (1.99%)

26. 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)
46	4.11	0.80	14 (30.43%)	26 (56.52%)	3 (6.52%)	3 (6.52%)	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)
2128	4.04	0.93	704 (33.08%)	922 (43.33%)	288 (13.53%)	111 (5.22%)	38 (1.79%)	65 (3.05%)

27. 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)
47	4.19	0.74	15 (31.91%)	28 (59.57%)	3 (6.38%)	0 (0.00%)	1 (2.13%)	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)
2254	4.16	0.89	876 (38.86%)	966 (42.86%)	215 (9.54%)	94 (4.17%)	38 (1.69%)	65 (2.88%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

28. 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)
47	4.45	0.54	22 (46.81%)	24 (51.06%)	1 (2.13%)	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)
2250	4.38	0.78	1134 (50.40%)	868 (38.58%)	142 (6.31%)	38 (1.69%)	25 (1.11%)	43 (1.91%)

29. 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)
47	4.51	0.51	24 (51.06%)	23 (48.94%)	0 (0.00%)	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)
2246	4.28	0.81	962 (42.83%)	931 (41.45%)	183 (8.15%)	55 (2.45%)	24 (1.07%)	91 (4.05%)

30. 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)
47	2 (4.26%)	22 (46.81%)	15 (31.91%)	6 (12.77%)	2 (4.26%)

Results for SEAS, 4000-level courses					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2131	85 (3.99%)	746 (35.01%)	904 (42.42%)	263 (12.34%)	133 (6.24%)

31. 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)
47	4.36	0.74	23 (48.94%)	19 (40.43%)	4 (8.51%)	1 (2.13%)	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)
2121	4.14	0.90	839 (39.56%)	895 (42.20%)	262 (12.35%)	92 (4.34%)	33 (1.56%)

32. 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)
47	4.40	0.74	24 (51.06%)	20 (42.55%)	1 (2.13%)	2 (4.26%)	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)
2124	4.18	0.95	940 (44.26%)	818 (38.51%)	223 (10.50%)	90 (4.24%)	53 (2.50%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

33. 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)
47	4.38	0.61	21 (44.68%)	23 (48.94%)	3 (6.38%)	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)
2244	4.32	0.74	1001 (44.61%)	1021 (45.50%)	168 (7.49%)	38 (1.69%)	16 (0.71%)

34. 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)
47	3.68	1.18	13 (27.66%)	18 (38.30%)	6 (12.77%)	8 (17.02%)	2 (4.26%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2251	4.32	0.85	1141 (50.69%)	794 (35.27%)	224 (9.95%)	70 (3.11%)	22 (0.98%)

35. 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)
47	4.34	0.64	20 (42.55%)	23 (48.94%)	4 (8.51%)	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)
2261	4.29	0.87	1097 (48.52%)	857 (37.90%)	205 (9.07%)	66 (2.92%)	36 (1.59%)

36. 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
20	See below for Individual Results

I don't think I really got anything out of the lectures. Often they ended way early or we spent too much time on an irrelevant in-class activity and there just didn't seem to be a point in going. The professor would also get really upset that people weren't showing up and took it out on the people who actually came. I learned a bit about app development from working on the projects, but it just didn't seem like the professor was prepared for lectures and had actual things to teach us.

I disagree with previous year's suggestions to limit IDE time. Myself and many of my peers took this class to get a solid introduction to mobile development, and that requires more coding examples. We would ideally follow along on our own laptops to create a stripped down version of what the milestones required. The history lessons and design paradigms seem irrelevant without a solid understanding of the codebase.

Thanks for a great semester! Your lectures are engaging and I had a pleasant time. Your podcasts are also the best.

More teammates could make you get better apps. But it also makes us risk having work split so you're good at only one thing in an app. Please add in class activities for small things just to keep us focused because we have the attention spans of goldfish. That's about it...

elaboration on team size: i think the size of the project plus the size of the team made the project harder, though not unmanageable. I definitely don't recommend increasing team sizes because the more people there are the more problems. so i guess keep project size knowing that it's a lot of work and makes for a janky app with a bunch of useless features, or reduce project size to make it easier for the group size and also make a more streamlined app. for the "I received adequate preparation from the prior courses in the curriculum to be successful in this course," i think sherriff assumed the class was full of 4th years because it was definitely majority 4th years, but there were times when he made that assumption and the other 3rd years and I were pretty confused. Like this is my first elective after 2150, so there is a great deal of stuff I haven't learned yet. ALSO it might be too much to grade but like. a lot of the times you would show us code in class and be like "this is this method, this is another method, okay got it great whoo" and then I would immediately forget everything. maybe if you show us recyclerview one day, then have us implement a recyclerview for homework? or i think the reason why there is conflicting opinion as to whether you should show code in class is, at least imo 1. i do think you should do more code in class because the lectures are almost completely disconnected from the assignments but 2. show code EFFECTIVELY and clearly in class, so that I actually figure it out and learn it instead of just watching you scroll through a file and open programs. I definitely think if this class were more hands on, like I had to submit a small assignment every day, and I was learning more incrementally, then the final project would have been easier to do.

Overall, I really enjoyed this course because I've learned a lot more about mobile app development and now have my own app under my belt. I also have a bigger appreciation for well-made apps because I now understand how difficult mobile app development can potentially be.

It's hard to speak generally about the amount of time spent on this course since it required almost no work aside from studying for the exams unless we were in a project phase. Because both my partner and myself are quite busy fourth years (especially with regards to interviews), I found that we were spending almost every available time slot that we both had free on our project, and this time really added up.

I really enjoyed the class, keep up the good work

You were a great professor! And your lectures were the best structured out of all of my CS classes ever. I liked the group activities especially! I wish the groups were three people. I had a bad partner and some particular circumstances that made navigating that less straightforward than normal. But in general, I feel like with pairs, one person is likely to take up more of the slack. I guess group projects kind of inherently will always have issues no matter how you structure them, but I just have never had as poor of an experience working on group project as in this course, and it made this semester awful. That has a lot to do with my partner, but at least having three people means that one person won't ruin everything for the other people. I wish grading took into account how close you got to achieving a functionality rather than just if you achieved the functionality.

mark sherriff = good teacher, great entertainer, smart man, not very approachable, sometimes takes things too personally, would learn from again if my grade didnt depend on it (*im doing fine gradewise in your class*) assignments given by mark sherriff = unimaginative, boring, subjective grading, crippling to student creativity

The attendance policy was pretty unclear as it was this blanket statement about losing up to 100% of final grade due to "excessive" missed classes. Would have been nice to have that clarified (whether that be to enforce attendance, which is clearly what Sherriff wanted to do but didn't for some unfathomable reason, or to not enforce it). Considering how important that requirement to the course is and how unclear it was, thats why I gave a low rating for the course goals. I also prefer individual projects to partner/team projects, though I'm fairly certain that decision was made on the basis of limited devices.

In response to team size: For me personally, I wish that I was able to work by myself rather than in a group of two. I wish that was an option because my partner really didn't do much work and I felt like I definitely carried him in the mini android app and had to push him a lot to do work early on the iOS and final app. While he did the work, it was frustrating to have to wait to implement something that I was supposed to until he finished implementing what he was supposed to. A lot of work was done last minute because that's how he does things, and he didn't listen when I tried to tell him how we did poorly on the android project because he didn't keep up with the work I assigned him (which was implementing just one thing - moving the quiz to the done tab when it's done). I don't think groups should have any more than two because it's hard to work on it at the same time as it is without messing up implementation or pushing really different things onto Github. On Professor Sherriff: Professor Sherriff is one of the most knowledgeable professors I have had in the CS department. He was always up to date with technology and any changes to syntax that have happened. He always gave great in class code examples with little to no confusion as to what he was doing. He is great at explaining as he codes. Similarly, Professor Sherriff is a very approachable guy, he makes a lot of jokes and is open to answering personal questions (he does this on the first day of class). He always made it aware when he would be in his office and when good times to meet with him would be, and he was definitely flexible about it.

It was hard to directly relate the SOA/REST lectures to the apps we were developing. This was probably because I didn't fully understand what they meant/didn't have to in order to create a functional app.

I think the hardest part of the course is learning how to balance the work with your partner. I'm a nice person and did most of the work because I knew my partner was extremely busy, but so was I at times. You can't really wait to do the milestones or mini projects until the last minute, especially when the TAs that are specialized in your platform have office hours earlier in the week that the assignment is due. It would be nice if there were systems or suggestions on how to make your group more accountable (again, I'm too much of a pushover!). It would also would have helped if there was one more TA/office hours per platform during the week. Overall I really enjoyed the class though.

While I enjoyed getting to choose the material to get covered for the last few lectures, I felt that we did not have to spend as much time on them as we did this semester. Since we had extra time, I think it would have been useful to have two lectures and then turn the third lecture into a "lab" session. The lab would reinforce whatever topic we were learning that week. The first week could be getting github help session for people who have never used git extensively before. The week where we learning about web services, the lab could be where we would start to implement the web service for our final projects. I felt that there was a little bit of a mismatch where the topics we were learning about in lecture didn't align well with the work we were doing for the class so a lab like this could help reduce the misalignment.

So I think that this course could really benefit from a dedicated lab section where students go to learn tricks, tips, APIs for iOS and Android. Maybe for the first 6 weeks of class it could be used for this and then after that it could be used simply as dedicated office hours for TAs. I think that this is really really the best middle ground between wasting time with this kind of thing in class and the tremendous difficulty of learning it by ourselves - especially with Swift.

You did an excellent job. I liked the different case studies we did, they were a nice change of pace. However, we dealt with the movie theater example like three times, switching it up would have been nice. The iOS mini app was what I regret the most. My partner was much more advanced than I was and I feel like I just wasn't prepared to work in Xcode with Swift 3. My partner ended up doing more than I did and I feel like I didn't learn enough. I liked being able to choose which platform to use for the final project. The final project was where I learned the most. The milestones were really well set up to help us get through the project on a schedule. I went to almost every class; you're an excellent lecturer. You have asked us in the past why there is poor attendance and I think the answer is this: there's no real negative consequence for not going if you are a CS major and are capable of learning the development techniques necessary to get an A on your own. I think the subject matter that you put together was really interesting and that's why I wanted to go to lecture every day. But I think for a lot of people, they don't care about what they learn, they just want to earn the points they need. Putting a small percentage of the class grade on attendance might help with this problem. Otherwise, way to go, this was a fun elective.

The course was good but Mark Sherriff seemed either in a perpetually bad mood or was just very scary...

Whenever I went to Professor Sherriff's office, it always seemed like he didn't really want us in there. It was a stark contrast to the Professor Sherriff during lecture who really engages the students and seems to really care about our understanding. It kind of discouraged me from going to his office hours.

It was pretty fun, thanks! Stressful, but looking at the final app made makes it pretty worthwhile