

# CS 4720-001 Mobile Application Development - Fall 2018

ENGR (16454)

INSTRUCTORS: Sherriff, Mark (mss2x)

Respondents: 41 / Enrollment: 75

Summary: CS 4720-001 Mobile Application Development - Fall 2018 (16454)	
<b>Overall Course Rating</b> CS-4720-001 Mean 4.29 CS-4720-001 Std Dev 0.78 CS-4720-001 Response Count 204  SEAS, 4000-level courses Mean 4.11 SEAS, 4000-level courses Std Dev 0.97 SEAS, 4000-level courses Response Count 12151	<b>Overall Instructor Rating</b> INSTRUCTOR: Sherriff, Mark Mean 4.53 Std Dev 0.71 Response Count 285  SEAS, 4000-level courses Mean 4.28 SEAS, 4000-level courses Std Dev 0.89 SEAS, 4000-level courses Response Count 18675

~ QUESTIONS AND DETAILS ~ ~ ANSWER MATRICES ~

<b>1. How accurate is this statement for you: The project was of acceptable length.</b> ~ Question Type: Likert ~ contributed by Sherriff, Mark (mss2x)	<b>Results for CS-4720-001, Sherriff, Mark</b>							
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
	41	4.27	0.81	18 (43.90%)	18 (43.90%)	3 (7.32%)	2 (4.88%)	0 (0.00%)
	<b>Results for SEAS, 4000-level courses</b>							
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
	41	4.27	0.81	18 (43.90%)	18 (43.90%)	3 (7.32%)	2 (4.88%)	0 (0.00%)

<b>2. How accurate is this statement for you: The project was of acceptable difficulty.</b> ~ Question Type: Likert ~ contributed by Sherriff, Mark (mss2x)	<b>Results for CS-4720-001, Sherriff, Mark</b>							
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
	41	4.22	0.82	17 (41.46%)	18 (43.90%)	4 (9.76%)	2 (4.88%)	0 (0.00%)
	<b>Results for SEAS, 4000-level courses</b>							
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
	41	4.22	0.82	17 (41.46%)	18 (43.90%)	4 (9.76%)	2 (4.88%)	0 (0.00%)

<b>3. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.</b> ~ Question Type: Likert ~ contributed by Sherriff, Mark (mss2x)	<b>Results for CS-4720-001, Sherriff, Mark</b>							
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
	40	4.18	0.90	16 (40.00%)	18 (45.00%)	4 (10.00%)	1 (2.50%)	1 (2.50%)
	<b>Results for SEAS, 4000-level courses</b>							
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
	40	4.18	0.90	16 (40.00%)	18 (45.00%)	4 (10.00%)	1 (2.50%)	1 (2.50%)

<b>4. Which topic/lecture in this course was your favorite and why?</b> ~ Question Type: Short Answer ~ contributed by Sherriff, Mark (mss2x)	<b>Results for CS-4720-001, Sherriff, Mark</b>							
	Total	Individual Answers						
	35	See below for Individual Results						

iOS - I have only used iPhones so far, so it was interesting to learn in detail about the devices that I've been using

Apart from the obvious learning how to code apps in Android and iOS, it would have to be Monetization. I play some mobile games that involve microtransactions, so learning about it was very interesting.

I enjoyed learning the specifics of iOS and Android architecture, because prior to that I had no idea how an app worked or was developed.

I liked the iOS topic in this course because it was my first time being exposed to iOS development, as I have never owned a Mac before.

Sensor ethics was interesting because of how prevalent sensors are in devices today

I really enjoyed learning about Android and iOS separately and in the order that you taught it

VR, had a lot of fun on demo day experiencing what we talked about during lecture.

I think using Core Data was very interesting. Something about learning to use data persistent modeling was just fascinating, but not really until I actually implemented it myself in my project.

UI design

all the ones where we did fun stuff and interacted :)

VR/AR was interesting - it was nice to have actual examples to pass around in class

I liked UI design because it's very important but there's not always a straight right or wrong answer regarding which designs are best. Interesting class discussions.

Swift, a whole new world

I really liked the lectures on AR/VR, since we got to play around with the technology and learn about how it's developed. I also enjoyed wireframing, since it's something that is done a lot in software dev and is a useful skill to have.

Learning about MVC and REST. Because they are so widely applicable

VR/AR and due to VR day being so much fun! That being said, I liked learning about Android's architecture the next most best.

I really enjoyed the AR/VR classes, just because I find virtual reality really cool

Learning iOS development, because I have always wanted to learn how to code in Swift and Xcode, and I really enjoyed doing the mini projects as way to explore and self-teach.

I really liked the two lectures that discussed wearables and asked us to design a wireframe for an Apple Watch. It is interesting to see how mobile apps need to be adjusted for smaller, less robust devices and I feel like we will continue to see this trend. I just think it is cool to hear how requirements change and how developers must adapt to this.

I liked the monetization lecture. It was just generally interesting and its nice knowing our options if we actually want to pursue something like this.

I enjoyed the conversation on Accessibility because I find it to often be overlooked in development.

UI Design, because I'm personally always bad at design and the lecture on design really provided some points that I should take in consideration when it comes to design.

Learning about iOS/Android archs in general.

I really liked the ethics lecture and the discussion we had regarding the different scenarios. That was fun to do and it was insightful, and made me really understand what the ethics of mobile app development involved.

Nothing in particular stood out. The material is decent and you're a really good lecturer so I enjoyed attending class.

I really loved learning about iOS development and how it differed from Android development b/c I really didn't know the difference between them, and I think it will be really helpful in the future.

Android development, as I've always wanted to learn more in the android area, but didn't get a chance to do so.

ios development

Introduction to Android, because it showed off some great capabilities of Mobile App Dev for the first time.

I liked the sensor ethics the most since it is usually an area of engineering and software development that most do not talk about. People are considered with learning the material but sometimes it is important to understand the implications of the things we learn when we apply them to our jobs and lives.

I liked learning about third party services and using Firebase on the final project.

AR/VR cause it was a lot of fun

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

iOS  
 VR, it was a unique experience to be exposed to VR in a college course  
 The Android and iOS crash courses. Super helpful.

**5. Which topic/lecture in this class do you think you will find the most useful in the future?**

~  
 Question Type: Short Answer  
 ~

contributed by Sherriff, Mark (mss2x)

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

Personally, I think the REST topic will be the most applicable for me in the future. I'll be working at a cloud computing service company, so it will be the most applicable concept.

I will find the security lecture the most useful I think. The security things we talked about I actually used in my internship this summer, so I know it will be applicable.

Most of the topics will be useful in the future as a software developer; I would say Android and iOS lectures will be the most useful ones

I think the lectures on user design were super helpful. They teach you how to make the most out of a smaller screen and other constraints associated with mobile development that I never considered.

Drill down on iOS

Building a REST-ful API for my final project will probably be something I have to do again

Design principles

Our UI conversations will always be important for good software development.

Android architecture, I will be doing Android development next summer

How to code in Android Studio and Swift will likely benefit me the most in case I go into a software engineering career

The swift and android crash courses will be the most helpful. I also think things like the accessibility lecture, the wireframing lecture, and general software development lecture will also be very useful.

I think learning both android and ios development stacks will prove quite useful in the future for me in my day to day job.

The Android and iOS crash courses.

I think the many lectures on UI taught me widely applicable HCI skills.

The lecture on ethics.

iOS dev

Any on Android architecture

As mentioned above, I think wireframing will be very useful in the future. Learning about MVC and REST will also be useful for my job, since those are two concepts we use a lot.

Probably the stuff about Android, now that I know how much easier it is to work with...

Wireframing, very useful for planning. It's important to remind people to be realistic though.

The Core skill app was quite significant in learning.

General app architecture.

Generally the app development as a whole (how to write apps), but also the user interface topics.

Android's architecture and having Willow Tree come in and talk to us.

wearables

Swift, data storage

Principles of REST and MVC.

Cross platform

I really enjoyed the material and human interface lectures. I think that the design of an app is extremely important and that is something that expands past mobile app dev

The mini projects were definitely the most valuable parts of this lecture. Having a skeleton to look at and build upon for the assignments was really useful for self-teaching.

Probably Android development, as my new job often requires knowledge of Android.

Android architecture/the whole crash course in Android

user privacy, guest lecture, VR and AR, and iOS

The lectures on Android and swift programming

General app construction. I now feel I can build apps that have reasonable functionality and use it as a fun platform to try different things in CS>

**6. What lecture/topic(s) in this class "did not work" or were not seen as useful in the long run?**

~  
Question Type: Short Answer

~  
contributed by Sherriff, Mark (mss2x)

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

Most of the course was not spent on Mobile App Development...instead Sherriff just rehashed concepts from Advanced Software that were pretty much common sense the first time I learned them.

Towards the end of the class where the focus was shifted away to actual development.

AR/VR were neat but probably not what people expect from mobile development.

Learning about a couple things like wearable technology seemed a little random. Wearable tech is obviously mobile, but it was otherwise disconnected from the rest of the material.

Can't think of anything!

If I were to cut anything it would be ethics. I feel like it is covered a lot in other courses and doesn't deserve an entire class period.

I don't think that there was any lecture that was not useful or didn't work, I just think that we didn't need to spend 2 class periods focusing on AR and VR. Similarly, wireframing didn't need 3 or 4 days of lecture.

I think that the sensor ethics could have been combined with another lecture. Some of the repeated wireframing activities were not super helpful, but I do think that they explained things well

Not many, but if I had to say, maybe the AR/VR one. This is mainly because society is just starting to breach into this realm, and the things you can currently do in it are rather limited. For example, most of the current AR/VR software is just seeing things, rather than interacting with things.

Going over code in class never really helps me. So lectures where we were in the IDE the whole time were not useful, as my eyes glaze over and I zone out.

none

I personally did not think that that the WillowTree lecture was that engaging or useful. It was cool that they were all "real" mobile developers and to know that they were all in this class at some point, however I didn't find their lecture that interesting. Listening to them answer questions at the end was the most interesting part in my eyes.

None

None

The time we spent on actually writing code for apps is too short. Especially, we ran through Anroid in the first two weeks of the semester and I don't feel like I understand it very well...

We could have spent a lot less time on each platform's specific design principles, and instead just had a quick overview and been linked to the resources.

The Final Project itself was nice, but I think it discouraged us from making an actual good app, as we had to implement a number of features that don't necessarily work well together, or are not necessary in developing many applications. Because we had to implement a certain number of features, it felt like we were limited to the types of apps we could develop.

All were important but some were touched on so briefly that I still feel I don't understand much about them, for example, wearables and accessibility.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

Pretty much all lectures were "useful" (?) I don't plan on doing any more mobile development but this class was a good intro and showed me that I would really rather do non mobile work.

Everything seemed to fit well.

None really

N/A

N/A

N/A

I liked it all.

n/a

n/a

the last few lectures (wearables etc.) we never really got tested on but I still found them useful information going forward

None. I think all of them worked.

I thought Analytics and Login procedures could have been taught better.

I didn't really understand wearables, but that may be because I've never used one before. It just seems to be more complicated to use an app on a wearable than a mobile device that I have with me all the time anyways

All of the lectures were well thought out and helpful.

I thought it was really tough to keep up with security/OAUTH and it didn't really affect our apps.

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

Question Type: Likert

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
40	4.33	0.92	14 (35.00%)	10 (25.00%)	2 (5.00%)	0 (0.00%)	1 (2.50%)	13 (32.50%)

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)
40	4.33	0.92	14 (35.00%)	10 (25.00%)	2 (5.00%)	0 (0.00%)	1 (2.50%)	13 (32.50%)

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

Question Type: Likert

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
40	4.19	0.83	11 (27.50%)	11 (27.50%)	4 (10.00%)	1 (2.50%)	0 (0.00%)	13 (32.50%)

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)
40	4.19	0.83	11 (27.50%)	11 (27.50%)	4 (10.00%)	1 (2.50%)	0 (0.00%)	13 (32.50%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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

Question Type: Multiple Choice

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark						
Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
40	1 (2.50%)	0 (0.00%)	12 (30.00%)	8 (20.00%)	4 (10.00%)	15 (37.50%)

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)
40	1 (2.50%)	0 (0.00%)	12 (30.00%)	8 (20.00%)	4 (10.00%)	15 (37.50%)

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

Question Type: Short Answer

contributed by Sherriff, Mark (mss2x)

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

Perhaps have an easier way for people to find partners.

Nope.

Instead of just doing a major project at the end of the semester, it would be cool if the project was a semester-long project with deliverables every two weeks or so as we learned about features in class. I think people would be able to more with their apps, and I realized toward the end of our project that there were more features I wanted to implement but much less time to do so.

For final project, it would be nice for TA to give us more feedback on wireframe and how doable is the overall scope of the idea that a team have.

It would be nice to take account into the time/effort put in rather than simply the functionality of the application.

N/A

n/a

Start early and prioritize the project.

Go into common problems that people run into while using android/swift. Many hours of trouble shooting could have been avoided.

Constructive feedback on the proposals would've been really helpful. Even if the proposal was feasible, suggestions towards implementation would've gone a long way.

The project is a joke, the class stops focusing on the skills you'll actually need for this project less than half way through the semester.

I think it would be cool if the iOS and Android mini-apps were not the same project, just for the sake of learning how to build different things, however I do not have a better alternative to suggest.

None, I believe they were all given adequate time to complete

Wish there were more resources or sample code given to start with; core skills app and final project was a lot of googling and self teaching

I think we need better feedback for out projects up front - my partner and I felt really lost and uncertain about where to take our project in the beginning of the process and that was not fun. The other mini projects were fine and should be kept as is.

None

The Monday to Friday turnaround between the Wireframe due date and the Project Milestone was a little quick considering it didn't give us time to get feedback on our ideas. Doing the wireframe sooner would allow more time to work on the project.

Students should be more strongly advised to work with partners, or solo teams should have a lower bar for their final project.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

I think it wasn't good to split the points over different features for the final project. It might work for some projects, where multiple features work well together, but for projects that solely focus on using a few features to work well together, it will just force people to "stuff" in unnecessary features when they wouldn't be used in the real-world.

I think that the code that you made us write was perfect. It was very useful later in the course and on the final project

Provide a stricter timeline and encourage starting ahead

No.

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

Question Type: Multiple Choice

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark						
Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
40	2 (5.00%)	12 (30.00%)	11 (27.50%)	10 (25.00%)	3 (7.50%)	2 (5.00%)

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)
40	2 (5.00%)	12 (30.00%)	11 (27.50%)	10 (25.00%)	3 (7.50%)	2 (5.00%)

**12. 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)
41	2.37	1.04	5 (12.20%)	16 (39.02%)	10 (24.39%)	9 (21.95%)	1 (2.44%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
41	2.37	1.04	5 (12.20%)	16 (39.02%)	10 (24.39%)	9 (21.95%)	1 (2.44%)

**13. 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)
40	2.45	0.93	5 (12.50%)	14 (35.00%)	16 (40.00%)	4 (10.00%)	1 (2.50%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
40	2.45	0.93	5 (12.50%)	14 (35.00%)	16 (40.00%)	4 (10.00%)	1 (2.50%)

**14. 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)
40	2 (5.00%)	2 (5.00%)	10 (25.00%)	18 (45.00%)	8 (20.00%)

Results for SEAS, 4000-level courses					
Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
40	2 (5.00%)	2 (5.00%)	10 (25.00%)	18 (45.00%)	8 (20.00%)

**15. 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
22	See below for Individual Results

It is not a good idea to have all TA office hours on Monday to Wednesday, because it is very inconvenient for students. Some people have may more classes and assignments due at the beginning of each week and so it was hard to find time to ask help from the TA even if they want to. In addition, some TAs have no idea of the things we learned this semester like firebase, and other web services...

The TAs were the only good part about this course.

There really needed to be more office hours outside of M/T/W since those are usually busy days. Also I feel like every time I went to OH the TA's didn't know what to do (for any assignment) and just ended up googling the issue. Of course I googled the issue already before coming to OH!

No, I never used a TA for help.

N/A

N/A

I think they did the best they could to help us and they were very knowledgeable about the material for the earlier mini projects which was the most helpful

Some of the TAs were not as helpful as other TAs during office hours. This always happens, but please make sure TAs can help with projects without looking at source code or their past code all the time. For some projects if you didn't do exactly what the TA did, then they couldn't help you at all. I also wish there were office hours past Wednesday.

n/a

n/a

I never had to get help from the TAs

The TAs did a great job, but their hours were so limited that it made them difficult to access.

Some TA - Sherry and Karan - have better understanding/problem approaching skill than other TAs. In general TAs are not very helpful when the material in question are not what they have done in the past/for final project.

I never went to OH so I can't really comment on their helpfulness. Grading was super slow though :(

TAs were very friendly and helpful

They weren't the most precise in grading our stuff - we got a few points off for multiple projects where nothing is wrong

None, I never went to OH.

~

It would have been nice to have some office hours during the second half of each week.

Docking points for using a different version of XCode is super dumb and not made clear beforehand especially considering how fast the platform moves.

Never used office hours

No.

**16. 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
25	See below for Individual Results

Go further into the development of complex features. EX) cross device communication

More information about getting your application on the Play Store/Apple Store, and more best practices when working with asynchronous services.

Literally, anything actually involving mobile app development.

Cross-Platform Development Security / OAUTH

None

None

Tablets! I know Android tablets aren't doing so hot, but iPads are still popping and it would've been helpful to think more about design considerations for a touch interface of that size.

How to programmatically create objects in swift, rather than just relying on storyboard. I found that I had to learn a lot of it via Youtube and other resources in order to more advanced, creative things.

The new upcoming fuchsia OS

Would've been very cool to actually do AR/VR

Some more functionalities in Swift and Android Studio, just to really see what you can do in them

Firebase and more third party backend content.

I feel like sensors and general ethics was something that we could have covered more, however we did a good job of incorporating this discussion into the other topics.

developing for wearables

None. I was really happy with what we covered.

topics we went over were fine.

I wish we had time to cover how to create your own web server to incorporate in your mobile app. I think that would have been cool to learn how to do.

React Native and Flutter are supposedly really good cross platform tools. Cordova is garbage but I think that cross platform has gotten way better in the past few years

Teach me Kotlin! :)

We should cover more swift syntax.

Unit testing and UI Testing in mobile applications

I wish we covered more on VR and AR because it's becoming and more applicable to advancement in modern technology.

I wish we could have gone more in-depth about accessibility.

NA

I wish that we could have covered a little more with how to implement biometric security into our applications

**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
28	See below for Individual Results

They were great. None that I can think of.

I thought they were dope. I do know people who thought they were a little too negative when talking about the difficulties of working with non-technical customers though.

I thought that having Willow Tree come in was pretty cool! Didn't learn anything new, but it was nice to have

good

Loved the guest lecture with WillowTree!!

Guest lecture was really cool

The guest lecture from Willowtree was really nice in that I could learn more of how the industry uses these skills

I was able to see what it's like to do app development for a job. It was an interesting experience and definitely helps people gain insights on app dev area

While I appreciated WillowTree coming, I didn't really gain anything of value from that lecture... other than a point on my class participation. "shrug"

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

It was fun having the devs from Willow Tree come in to present. Like Prof. Sherriff mentioned, they could have talked more specifically about the development process, but it was still nice to hear their perspectives about what it's like to work for a mobile app development company.

They were really interesting

The lecture from Willow Tree wasn't life changing but it was still interesting enough to be worthwhile.

Good to hear from industry developers

Willowtree did a great job of describing what it truly looks like to do mobile development full time.

I thought they were good looks at what people do in the real world for jobs. I think they should be kept up in the future. I suggest there be more discussion about specific techniques as to how things are achieved though.

great willow tree was awesome.

Great. Bring them in again.

I think they were great! No suggestions.

They were interesting and worth having

It's very effective since I was able to get a sense of mobile application development cycle in reality.

Kinda interesting, but not that helpful unless you're trying to get a job at WillowTree

Great.

They were nice, but not extremely useful for class/lecture.

Very effective!

Not that useful, it would be cooler if we could see the applications they have built in a live demo and more hands on time with them to see how they do things.

I loved the guest lecture!

Already discussed above -- not very effective in my opinion.

Gave insight into the industry

**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)
40	4.42	0.75	20 (50.00%)	19 (47.50%)	0 (0.00%)	0 (0.00%)	1 (2.50%)	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)
2431	4.34	0.82	1179 (48.50%)	967 (39.78%)	151 (6.21%)	53 (2.18%)	39 (1.60%)	42 (1.73%)

**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)
41	4.44	0.78	22 (53.66%)	17 (41.46%)	1 (2.44%)	0 (0.00%)	1 (2.44%)	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)
2670	4.17	0.98	1168 (43.75%)	910 (34.08%)	291 (10.90%)	136 (5.09%)	57 (2.13%)	108 (4.04%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

**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)
41	4.27	0.84	18 (43.90%)	19 (46.34%)	1 (2.44%)	3 (7.32%)	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)
2434	4.20	0.94	1061 (43.59%)	1011 (41.54%)	181 (7.44%)	112 (4.60%)	60 (2.47%)	9 (0.37%)

**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)
41	4.44	0.67	21 (51.22%)	18 (43.90%)	1 (2.44%)	1 (2.44%)	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)
2431	4.10	0.96	876 (36.03%)	876 (36.03%)	272 (11.19%)	108 (4.44%)	53 (2.18%)	246 (10.12%)

**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)
41	3.85	0.69	2 (4.88%)	7 (17.07%)	4 (9.76%)	0 (0.00%)	0 (0.00%)	28 (68.29%)

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)
2427	3.75	1.08	309 (12.73%)	354 (14.59%)	284 (11.70%)	75 (3.09%)	47 (1.94%)	1358 (55.95%)

**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)
40	4.45	0.78	22 (55.00%)	16 (40.00%)	1 (2.50%)	0 (0.00%)	1 (2.50%)	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)
2668	4.03	1.01	983 (36.84%)	1005 (37.67%)	362 (13.57%)	165 (6.18%)	71 (2.66%)	82 (3.07%)

**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)
41	4.66	0.73	30 (73.17%)	10 (24.39%)	0 (0.00%)	0 (0.00%)	1 (2.44%)	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)
2675	4.56	0.71	1737 (64.93%)	738 (27.59%)	122 (4.56%)	32 (1.20%)	20 (0.75%)	26 (0.97%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

**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)
41	4.54	0.74	25 (60.98%)	15 (36.59%)	0 (0.00%)	0 (0.00%)	1 (2.44%)	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)
2673	4.36	0.84	1374 (51.40%)	948 (35.47%)	183 (6.85%)	77 (2.88%)	33 (1.23%)	58 (2.17%)

**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)
41	4.15	0.84	15 (36.59%)	17 (41.46%)	5 (12.20%)	2 (4.88%)	0 (0.00%)	2 (4.88%)

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)
2428	3.98	1.02	826 (34.02%)	900 (37.07%)	365 (15.03%)	163 (6.71%)	64 (2.64%)	110 (4.53%)

**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)
41	4.46	0.64	21 (51.22%)	19 (46.34%)	0 (0.00%)	1 (2.44%)	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)
2662	4.18	0.94	1163 (43.69%)	956 (35.91%)	297 (11.16%)	122 (4.58%)	48 (1.80%)	76 (2.85%)

**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)
41	4.54	0.67	25 (60.98%)	14 (34.15%)	1 (2.44%)	1 (2.44%)	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)
2664	4.41	0.76	1399 (52.52%)	992 (37.24%)	139 (5.22%)	61 (2.29%)	20 (0.75%)	53 (1.99%)

**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)
40	4.62	0.63	27 (67.50%)	12 (30.00%)	0 (0.00%)	1 (2.50%)	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)
2663	4.26	0.87	1197 (44.95%)	972 (36.50%)	268 (10.06%)	76 (2.85%)	38 (1.43%)	112 (4.21%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~																
<p><b>30. The average number of hours per week I spent outside of class preparing for this course was:</b></p> <p>Question Type: Multiple Choice</p> <p>contributed by Office of the Provost</p>	<p><b>Results for CS-4720-001</b></p> <table border="1"> <thead> <tr> <th>Total</th> <th>Less than 1 (NA)</th> <th>1 - 3 (NA)</th> <th>4 - 6 (NA)</th> <th>7 - 9 (NA)</th> <th>10 or more (NA)</th> </tr> </thead> <tbody> <tr> <td>41</td> <td>4 (9.76%)</td> <td>15 (36.59%)</td> <td>14 (34.15%)</td> <td>6 (14.63%)</td> <td>2 (4.88%)</td> </tr> </tbody> </table>	Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)	41	4 (9.76%)	15 (36.59%)	14 (34.15%)	6 (14.63%)	2 (4.88%)				
	Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)											
	41	4 (9.76%)	15 (36.59%)	14 (34.15%)	6 (14.63%)	2 (4.88%)											
<p><b>Results for SEAS, 4000-level courses</b></p> <table border="1"> <thead> <tr> <th>Total</th> <th>Less than 1 (NA)</th> <th>1 - 3 (NA)</th> <th>4 - 6 (NA)</th> <th>7 - 9 (NA)</th> <th>10 or more (NA)</th> </tr> </thead> <tbody> <tr> <td>2436</td> <td>146 (5.99%)</td> <td>730 (29.97%)</td> <td>982 (40.31%)</td> <td>363 (14.90%)</td> <td>215 (8.83%)</td> </tr> </tbody> </table>	Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)	2436	146 (5.99%)	730 (29.97%)	982 (40.31%)	363 (14.90%)	215 (8.83%)					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)												
2436	146 (5.99%)	730 (29.97%)	982 (40.31%)	363 (14.90%)	215 (8.83%)												
<p><b>31. I learned a great deal in this course.</b></p> <p>Question Type: Likert</p> <p>contributed by Office of the Provost</p>	<p><b>Results for CS-4720-001</b></p> <table border="1"> <thead> <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>41</td> <td>4.51</td> <td>0.68</td> <td>24 (58.54%)</td> <td>15 (36.59%)</td> <td>1 (2.44%)</td> <td>1 (2.44%)</td> <td>0 (0.00%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	41	4.51	0.68	24 (58.54%)	15 (36.59%)	1 (2.44%)	1 (2.44%)	0 (0.00%)
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)									
	41	4.51	0.68	24 (58.54%)	15 (36.59%)	1 (2.44%)	1 (2.44%)	0 (0.00%)									
<p><b>Results for SEAS, 4000-level courses</b></p> <table border="1"> <thead> <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>2431</td> <td>4.10</td> <td>1.00</td> <td>995 (40.93%)</td> <td>950 (39.08%)</td> <td>296 (12.18%)</td> <td>113 (4.65%)</td> <td>77 (3.17%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	2431	4.10	1.00	995 (40.93%)	950 (39.08%)	296 (12.18%)	113 (4.65%)	77 (3.17%)	
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)										
2431	4.10	1.00	995 (40.93%)	950 (39.08%)	296 (12.18%)	113 (4.65%)	77 (3.17%)										
<p><b>32. Overall, this was a worthwhile course.</b></p> <p>Question Type: Likert</p> <p>contributed by Office of the Provost</p>	<p><b>Results for CS-4720-001</b></p> <table border="1"> <thead> <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>41</td> <td>4.49</td> <td>0.81</td> <td>25 (60.98%)</td> <td>13 (31.71%)</td> <td>2 (4.88%)</td> <td>0 (0.00%)</td> <td>1 (2.44%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	41	4.49	0.81	25 (60.98%)	13 (31.71%)	2 (4.88%)	0 (0.00%)	1 (2.44%)
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)									
	41	4.49	0.81	25 (60.98%)	13 (31.71%)	2 (4.88%)	0 (0.00%)	1 (2.44%)									
<p><b>Results for SEAS, 4000-level courses</b></p> <table border="1"> <thead> <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>2437</td> <td>4.04</td> <td>1.09</td> <td>1019 (41.81%)</td> <td>858 (35.21%)</td> <td>309 (12.68%)</td> <td>141 (5.79%)</td> <td>110 (4.51%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	2437	4.04	1.09	1019 (41.81%)	858 (35.21%)	309 (12.68%)	141 (5.79%)	110 (4.51%)	
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)										
2437	4.04	1.09	1019 (41.81%)	858 (35.21%)	309 (12.68%)	141 (5.79%)	110 (4.51%)										
<p><b>33. The course's goals and requirements were defined and adhered to by the instructor.</b></p> <p>Question Type: Likert</p> <p>contributed by Office of the Provost</p>	<p><b>Results for CS-4720-001, Sherriff, Mark</b></p> <table border="1"> <thead> <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>41</td> <td>4.49</td> <td>0.68</td> <td>23 (56.10%)</td> <td>16 (39.02%)</td> <td>1 (2.44%)</td> <td>1 (2.44%)</td> <td>0 (0.00%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	41	4.49	0.68	23 (56.10%)	16 (39.02%)	1 (2.44%)	1 (2.44%)	0 (0.00%)
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)									
	41	4.49	0.68	23 (56.10%)	16 (39.02%)	1 (2.44%)	1 (2.44%)	0 (0.00%)									
<p><b>Results for SEAS, 4000-level courses</b></p> <table border="1"> <thead> <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>2664</td> <td>4.32</td> <td>0.79</td> <td>1243 (46.66%)</td> <td>1140 (42.79%)</td> <td>198 (7.43%)</td> <td>50 (1.88%)</td> <td>33 (1.24%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	2664	4.32	0.79	1243 (46.66%)	1140 (42.79%)	198 (7.43%)	50 (1.88%)	33 (1.24%)	
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)										
2664	4.32	0.79	1243 (46.66%)	1140 (42.79%)	198 (7.43%)	50 (1.88%)	33 (1.24%)										
<p><b>34. The instructor was approachable and made himself/herself available to students outside the classroom.</b></p> <p>Question Type: Likert</p> <p>contributed by Office of the Provost</p>	<p><b>Results for CS-4720-001, Sherriff, Mark</b></p> <table border="1"> <thead> <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>41</td> <td>4.24</td> <td>0.89</td> <td>19 (46.34%)</td> <td>16 (39.02%)</td> <td>3 (7.32%)</td> <td>3 (7.32%)</td> <td>0 (0.00%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	41	4.24	0.89	19 (46.34%)	16 (39.02%)	3 (7.32%)	3 (7.32%)	0 (0.00%)
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)									
	41	4.24	0.89	19 (46.34%)	16 (39.02%)	3 (7.32%)	3 (7.32%)	0 (0.00%)									
<p><b>Results for SEAS, 4000-level courses</b></p> <table border="1"> <thead> <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>2674</td> <td>4.36</td> <td>0.83</td> <td>1425 (53.29%)</td> <td>906 (33.88%)</td> <td>254 (9.50%)</td> <td>58 (2.17%)</td> <td>31 (1.16%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	2674	4.36	0.83	1425 (53.29%)	906 (33.88%)	254 (9.50%)	58 (2.17%)	31 (1.16%)	
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)										
2674	4.36	0.83	1425 (53.29%)	906 (33.88%)	254 (9.50%)	58 (2.17%)	31 (1.16%)										

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

**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)
41	4.49	0.75	23 (56.10%)	17 (41.46%)	0 (0.00%)	0 (0.00%)	1 (2.44%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2674	4.23	0.93	1272 (47.57%)	980 (36.65%)	254 (9.50%)	112 (4.19%)	56 (2.09%)

**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
18	See below for Individual Results

Nice job, Mr. Sherriff.

Love the project-based course; given the material, doing it this way teaches me more than lecturing and exams ever could

great class, learned a lot

Prof. Sherriff is a good lecturer. This made lectures interesting and worth going to. However, he is very intimidating and unapproachable one-on-one or in office hours. It is very obvious that he has favorites in that class (for example, he knows their names, but does not make an effort to learn anyone else's names in the class), and if you are not one of those favorites he does not treat you well. He can be very condescending in these cases and it is super discouraging and sad. There have been a few times where I have felt he does not like me, or does not value my presence in the classroom. And as I've said, he is not very helpful or nice in office hours - he makes you feel like the questions you are asking are dumb, which is a horrible quality to have in a teacher. I went to his office hours once and after that experience I promised myself I would never go again. Again, this class was worthwhile and I learned a lot, and he is a good lecturer in the classroom, but I do not think he is a good and approachable person.

Lecture was too general and not helpful for actually writing app code. As a result, too much of the homeworks/projects forces you to find the answer to everything on google. This is painful and time consuming. It took me way too long to understand android studio and xcode since we didn't have any good tutorials. Most of the earlier projects just end up being as follows: copy and paste from the in-class code examples (which were never explained well enough to understand) and try to work it out from there using google. It didn't feel like I was learning, it felt like I was just doing random things google told me to do until my code worked.

What a great course!

Loved the class! I thought that what we did earlier in the semester played perfectly into what we did later on. Overall, loved the class and glad that I took it

I was very disappointed with this course. I taught myself all the material necessary for the big assignments and Sherriff spent most of the semester poorly teaching topics that are better explained in other classes such as HCI, Advanced SW, etc.

This is generally seen as a pretty easy A course...which I would say as pretty accurate, as long as you are somewhat paying attention. Mark is basically a dad when he's lecturing, so it's always entertaining to see him try and keep our attention.

Thanks for a great semester!

Great course!

For our final project, it ended up being way to hard to be achieved in the time that was set aside. I think the TAs/instructor needs to be more firm in warning students about the difficulty of their project ideas. Other than that I personally like the lecture recordings and I think the class was worthwhile to take.

I think Professor Sherriff is one of the most worthwhile professors to have in the CS department. He is extremely knowledgeable, yet makes the lectures very interesting to keep our attention.

Great course. Really good first step into mobile development.

None

Keep doin you Sherriff. You've seemed kinda down lately so I hope you feel better :)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

I think the way the homeworks were structured with several mini projects really helped me learn. They were a reasonable amount of work as well which was appreciated. Loved this class.

The course was fine, mostly had to just learn from tutorials online for the more technical portions of assignments (which was fine with me since we covered more general and big picture items in lecture). However, I do wish Professor Sherriff was a bit more approachable outside of class; there were a few times I had to interact with him and he was quite rude to me.