

CS 4720-001 Web and Mobile Systems - Spring 2016

ENGR (20235)

INSTRUCTORS: Sherriff, Mark (mss2x)

Respondents: 37 / Enrollment: 83

Summary: CS 4720-001 Web and Mobile Systems - Spring 2016 (20235)	
Overall Course Rating CS-4720-001 Mean 4.27 CS-4720-001 Std Dev 0.66 CS-4720-001 Response Count 185	Overall Instructor Rating INSTRUCTOR: Sherriff, Mark Mean 4.34 Std Dev 0.66 Response Count 256
Difference from Category Mean, Expressed in Category Standard Deviations 	Difference from Category Mean, Expressed in Category Standard Deviations
SEAS, 4000-level courses Mean 4.16 SEAS, 4000-level courses Std Dev 0.92 SEAS, 4000-level courses Response Count 9801	SEAS, 4000-level courses Mean 4.34 SEAS, 4000-level courses Std Dev 0.83 SEAS, 4000-level courses Response Count 14353

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~																																																
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<p>4. Which topic/lecture in this course was your favorite and why?</p> <p>Question Type: Short Answer</p> <p>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>31</td> <td>See below for Individual Results</td> </tr> </tbody> </table>	Results for CS-4720-001, Sherriff, Mark		Total	Individual Answers	31	See below for Individual Results																																										
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Monetization																																																	

Topics involving sensors, ethics, and privacy.

Virtual Reality, I am fascinated by where the technology is headed. It's advancing more and more each year.

Early lectures on architecture. Incredibly boring, but that knowledge is what separates the software engineers from the simple programmers.

Everything on Android - most relevant to being an app developer as a majority of the smart phone market are android phones

Virtual reality as that has been my topic of interest for a while

I really liked the Apple Watch/Google Cardboard lectures. Both are new and upcoming pieces of technology, so it was cool to examine them up-close and discuss possible uses for them in the future.

core data & web service! They make everything connected and empowers everything.

iOS overall since I had never worked with it before

UI, since aesthetics is important to me but hard to quantify, mysterious and thus interesting

Virtual Reality because it brought to light the fact that we have no idea what to do with such technology on mobile devices haha.

Web services because that's hard to understand and figure out. It was nice hearing about different ways to do it and about restful web apps.

Monetizing applications. It inspires me to build apps to make money.

Development with Swift, it is something I can actually use.

I liked learning about app signing and security. I would've liked to go deeper into these topics and talked about key obfuscation and other similar techniques that appear in industry.

Designing the user interface and ways to maximize user experience since working with mobile devices requires you to consider different designing approaches.

I enjoyed learning about mobile UI/UX design because I have an interest in the topic.

Virtual Reality, because of how relevant and up-and-coming it is.

iOS development

I actually liked the lectures on monetization and making apps accessible for less able users. Because I feel like school is really good at teaching us how to code, but these sorts of things are really important when you have an actual job in the field and we never actually talk about them. Other stuff like privacy policies and talking about sensor ethics etc. also fall into this category of useful life things I'm glad I learned in this class.

Web services consumption. To be frank, most useful mobile apps aren't some stand alone thing--- There has to be some level connectivity with other devices to have a successful app, and this topic showed us how/why/what to do.

Talking about design decisions for mobile programming versus other platforms. I didn't realize how much actually goes into mobile programming and how many different details you need to think about.

Web services. I think it is a very broad topic that applies to mobile development and other things as well.

I really enjoyed the lecture on UI design because it helped to clarify why certain design principles are in place.

UI design, material I enjoy and want to pursue

I don't think I have a favorite; everything we talked about was interesting and relevant. The discussion about the history of mobile was pretty funny.

Testing - I really had no idea / hadn't considered how one was supposed to go about testing mobile apps prior to that topic. Definitely appreciated it.

How to make money from app development

The Android architecture lecture because I have been interested in Android development for a while.

iOS, in general.

Learning about UI design and considerations was interesting.

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
30	See below for Individual Results

There are two lectures that particularly stuck with me. One was the talk on how to monetize applications (flat rate vs in-app purchases, etc). The other was the discussion on differences between coding for web apps vs mobile, and things to consider when designing applications for mobile devices.

Designing for mobile platforms like talking about screen size and also how to fit what amount. Also, the lecture about app signing and getting things in app stores.

Storage options

General mobile dev rules/guidelines

I think the basic Android/Swift programming lectures will be most helpful.

android - see above

See my answer to the above question.

protocol/delegation pattern for iOS development

Oh gosh, there's so much. Web services consumption, definitely. I also think the general stuff about how Android and iOS sort of work behind the scenes will be useful.

using xcode and swift

Early lectures on architecture, wire framing, and core data.

Since I don't really see myself developing mobile apps in the future, I guess the discussion of privacy/security was the most useful for a mobile user.

The basic things to consider when programming for mobile devices.

Testing methods & REST

Monetization of apps, since that's the only way you can make a profit from your apps.

iOS dev.

The lectures have all been fairly conceptual, so it's safe to say that everything will be used in some way down the line.

Web services, because it is applicable to not only mobile, but web development.

User interface or web service connections

iOS design and usability

MVC structure!

All the base/general stuff about Android, its architecture and infrastructure

Android/iOS architecture

The ethics lecture showed all the different implications that could come from releasing a app under different conditions, something I didn't really consider as I only care about what my program INTEND to do, not what they'll ACTUALLY do. Lecture was super fun and interactive too!

Accessibility lecture

Web services

see last

iOS

iOS

iOS.

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
24	See below for Individual Results

None really. Pretty strong applied focus.

Wearables--it was interesting to at least hear about them, but I would rather the time have been spent expanding upon other course topics.

This isn't really the fault of the material, but I tended to pay less attention to the iOS lectures. This is because I don't own a mac personally, so any chances of me getting to write apps for apple products in my spare time are pretty slim. However, I know that many students are interested in coding for both iOS and Android, so it's important to cover both.

building web service part...? I think we did not go deep enough into each of the subject so that although we built project, we did not really understand fully the coding part.

The topics at the end of the course, cardboard and wearables, which just feel like novelties to me

The MVC lecture was a little confusing as I'm not a fan of high-level concepts without concrete examples explaining them (a Catch-22).

N/A

N/A

N/A

The cardboard lecture was cool but didn't feel particularly relevant to the course or future work. I feel like I could just google it if I need to use it.

n/a

Can't think of any specific ones I felt didn't work.

VR and Google Cardboard

Lectures that weren't directly relevant to the creation of our app were good extraneous knowledge but not, in my opinion, useful for success in the class.

Nothing I can think of off the top of my head, maybe monetary but we didn't spend more than one class on that

The REST lectures

Welcome back was kind of a waste. Let's get after it on day 1.

The virtual reality and wearables lectures at the end felt very thrown together and unimportant.

Eh, I mean, everything was interesting. The only stuff I don't see as super useful is the stuff at the end about virtual reality and wearables, but that's more because there will be a smallish market for those kinds of thing in the real world.

Wearables - cool material, but probably not as useful considering how small of a market it is

Wearables, did not think there was enough information for this section to be viable

They all have some purpose.

Wearables and VR

I don't think there were lectures that did not work. I just wish that there were less additional topics and more about the actual programming.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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)
37	4.17	0.92	10 (27.03%)	10 (27.03%)	2 (5.41%)	2 (5.41%)	0 (0.00%)	13 (35.14%)

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)
37	4.17	0.92	10 (27.03%)	10 (27.03%)	2 (5.41%)	2 (5.41%)	0 (0.00%)	13 (35.14%)

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)
36	4.23	0.69	8 (22.22%)	11 (30.56%)	3 (8.33%)	0 (0.00%)	0 (0.00%)	14 (38.89%)

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)
36	4.23	0.69	8 (22.22%)	11 (30.56%)	3 (8.33%)	0 (0.00%)	0 (0.00%)	14 (38.89%)

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)
35	0 (0.00%)	1 (2.86%)	13 (37.14%)	9 (25.71%)	0 (0.00%)	12 (34.29%)

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)
35	0 (0.00%)	1 (2.86%)	13 (37.14%)	9 (25.71%)	0 (0.00%)	12 (34.29%)

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
19	See below for Individual Results

I know a lot of people using Android struggled with getting GPS working, it might be worth doing an example in class.

Not really, I think the project was straightforward and totally appropriate to the goals of the course.

Randomly assign groups. Better simulation of the outside world.

The pacing between milestone 2 and the final project was too steep

.

n/a

n/a

Provide more guidance on what type of apps to build

Nope, not really. Prof. Sherriff and the TA team were fantastic.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

A more in-depth checklist of requirement and a more detailed project description.

It would have been useful to me if there was more lecture time on web services. I came into this semester with no knowledge of databases, web servers, or basically anything web based so setting up my own web service was a serious learning curve.

I quite liked the structure of the course for this semester. I think it flowed pretty well, and it never felt stale. If the class ever seemed to be on low energy, it's probably because most of us are fourth-years or are just low on sleep. The course itself is pretty interesting and fun.

Really liked the set up of doing two small projects followed by a bigger project.

I feel like requiring certain features to be shoehorned in, e.g. location, REST APIs, sensors, is silly and undermines the focus on a better overall app. As long as we can demonstrate that we know how to use these features, there is no need to require them in the final project.

nope

No, it was very structured and good.

Please teach more coding and maybe add lab to help project in this class!

- Examples of apps that meet all the requirements in an interesting way would be helpful - Examples for Android location services / GPS would have been helpful; I spent a lot of time wrestling with this

Rather than have three projects, have one Android and one iOS and require more for each of those.

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)
37	1 (2.70%)	14 (37.84%)	17 (45.95%)	4 (10.81%)	0 (0.00%)	1 (2.70%)

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)
37	1 (2.70%)	14 (37.84%)	17 (45.95%)	4 (10.81%)	0 (0.00%)	1 (2.70%)

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)
36	2.94	0.71	7 (19.44%)	21 (58.33%)	7 (19.44%)	1 (2.78%)	0 (0.00%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
36	2.94	0.71	7 (19.44%)	21 (58.33%)	7 (19.44%)	1 (2.78%)	0 (0.00%)

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)
35	2.86	0.88	8 (22.86%)	17 (48.57%)	7 (20.00%)	3 (8.57%)	0 (0.00%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
35	2.86	0.88	8 (22.86%)	17 (48.57%)	7 (20.00%)	3 (8.57%)	0 (0.00%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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)
37	2 (5.41%)	5 (13.51%)	5 (13.51%)	13 (35.14%)	12 (32.43%)

Results for SEAS, 4000-level courses					
Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
37	2 (5.41%)	5 (13.51%)	5 (13.51%)	13 (35.14%)	12 (32.43%)

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
16	See below for Individual Results

Generally helpful

Good people.

None.

My partner and I only used TA office hours once but she was really helpful. I don't remember her name, (short, brown skinned girl), but she was great!

N/A

very helpful and knew their information well

.

n/a

The TAs were good, building apps is just very much a personal thing that they can't help with much.

Didn't go to TA office hours. Not because I don't believe in their ability, but I just prefer working my way through problems myself.

Our TA, personally would always return my team's grades later than everyone else.

Nope

Never really used them, didn't really know they were available but that might've been on me.

NA

I didn't ever go to get help from them, but I thought the grade book comments were a nice-to-have. These TAs seemed to be friendlier and more invested than most TAs and gave clear explanations of point deductions.

I never interacted with the TAs, so take the above with a grain of salt.

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
21	See below for Individual Results

iOS development. Too many new concepts thrown at once.

None.

More web development - Node & Javascript in general

I wish we had spent more time on REST and how that applied to mobile development. I also would have liked to have learned more about setting up a web service and consuming data from a web service (Although Professor Sherriff did do a makeup lecture on setting up a web service which was helpful)

More design. Also, how to learn new stuff for app development, not just the actual topics. The material updates so fast we'd be better off learning what sources to teach ourselves with rather than version specific stuff.

Addressed in class, thanks!

n/a

A more in-depth discussion of device sensors would be great, I wasn't quite sure how to use anything other than the camera

ios application development

I would've liked to see more "case studies" where we would examine a particular popular app and used that example throughout each topic in the semester.

wearables development

How to do animation, small game, dynamic web application...

I wish that the lectures were more focused on practical things than conceptual. For example, we discussed UI design, but we never looked at how to actually make a good UI using the interface building tools.

GPS and managing the resources with that. Because depending on how you implement GPS in your app, it can really wear down battery life. So how do you manage that?

Hmm... I mean, I feel like a little bit more time spent on proper programming practices and organization would've actually helped in the long run. My partner and I had some unstructured code, and that's fine and dandy, but some encouragement or push by the Prof. definitely could've helped in that regard, so that we're more prepared for real life coding standards.

More technical topics and programming.

Maybe a little more on the business side of mobile apps? Coding is pretty straight forward and just requires some effort in figuring out syntax and logic. It'd be nice to maybe discuss what kind of applications exist, which are popular, which are used for entertainment vs real-life, etc. I thought it was really interesting when we went over the list of 3rd party APIs. It opened my eyes as to what can be accomplished and inspired me to maybe play around with different APIs to see what would be fun to achieve.

NA

More industry level security discussion. Perhaps a single advanced topic lecture for iOS and Android, class could vote on topic. For iOS, I'm thinking it would've been interesting to go in-depth with grand central dispatch. Also, we could've done more with non-native development topics. I think native is the way to go but non-native is an important part of this field now.

UI design implementation

Not sure

17. 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)
37	4.24	0.80	15 (40.54%)	18 (48.65%)	2 (5.41%)	2 (5.41%)	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)
37	4.24	0.80	15 (40.54%)	18 (48.65%)	2 (5.41%)	2 (5.41%)	0 (0.00%)

~ 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)
37	4.16	0.73	12 (32.43%)	20 (54.05%)	4 (10.81%)	1 (2.70%)	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)
1961	4.39	0.73	968 (49.36%)	811 (41.36%)	124 (6.32%)	26 (1.33%)	14 (0.71%)	18 (0.92%)

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)
37	4.16	0.73	12 (32.43%)	20 (54.05%)	4 (10.81%)	1 (2.70%)	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)
2056	4.25	0.91	922 (44.84%)	734 (35.70%)	179 (8.71%)	85 (4.13%)	31 (1.51%)	105 (5.11%)

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)
37	4.38	0.55	15 (40.54%)	21 (56.76%)	1 (2.70%)	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)
1962	4.23	0.88	854 (43.53%)	862 (43.93%)	124 (6.32%)	83 (4.23%)	36 (1.83%)	3 (0.15%)

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)
37	4.37	0.60	15 (40.54%)	18 (48.65%)	2 (5.41%)	0 (0.00%)	0 (0.00%)	2 (5.41%)

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)
1958	4.18	0.92	744 (38.00%)	678 (34.63%)	195 (9.96%)	74 (3.78%)	31 (1.58%)	236 (12.05%)

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)
37	4.12	0.83	3 (8.11%)	3 (8.11%)	2 (5.41%)	0 (0.00%)	0 (0.00%)	29 (78.38%)

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)
1960	3.87	1.02	325 (16.58%)	386 (19.69%)	232 (11.84%)	72 (3.67%)	30 (1.53%)	915 (46.68%)

~ 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)
36	4.28	0.66	14 (38.89%)	18 (50.00%)	4 (11.11%)	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)
2047	4.13	0.92	776 (37.91%)	831 (40.60%)	217 (10.60%)	94 (4.59%)	37 (1.81%)	92 (4.49%)

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)
37	4.32	0.67	16 (43.24%)	17 (45.95%)	4 (10.81%)	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)
2053	4.61	0.64	1364 (66.44%)	576 (28.06%)	65 (3.17%)	11 (0.54%)	12 (0.58%)	25 (1.22%)

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)
37	4.27	0.77	16 (43.24%)	16 (43.24%)	4 (10.81%)	1 (2.70%)	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)
2048	4.41	0.78	1071 (52.29%)	735 (35.89%)	117 (5.71%)	42 (2.05%)	19 (0.93%)	64 (3.12%)

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)
37	4.19	0.71	12 (32.43%)	20 (54.05%)	3 (8.11%)	1 (2.70%)	0 (0.00%)	1 (2.70%)

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)
1960	4.01	0.99	657 (33.52%)	829 (42.30%)	229 (11.68%)	130 (6.63%)	51 (2.60%)	64 (3.27%)

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)
36	4.50	0.61	20 (55.56%)	14 (38.89%)	2 (5.56%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2051	4.26	0.85	889 (43.34%)	852 (41.54%)	169 (8.24%)	60 (2.93%)	29 (1.41%)	52 (2.54%)

~ 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)
37	4.43	0.60	18 (48.65%)	17 (45.95%)	2 (5.41%)	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)
2047	4.43	0.76	1094 (53.44%)	731 (35.71%)	107 (5.23%)	37 (1.81%)	19 (0.93%)	59 (2.88%)

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)
36	4.42	0.50	15 (41.67%)	21 (58.33%)	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)
2051	4.28	0.84	890 (43.39%)	795 (38.76%)	169 (8.24%)	52 (2.54%)	26 (1.27%)	119 (5.80%)

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)
37	3 (8.11%)	16 (43.24%)	15 (40.54%)	3 (8.11%)	0 (0.00%)

Results for SEAS, 4000-level courses					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1964	79 (4.02%)	637 (32.43%)	822 (41.85%)	287 (14.61%)	139 (7.08%)

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)
37	4.22	0.63	12 (32.43%)	21 (56.76%)	4 (10.81%)	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)
1957	4.26	0.87	897 (45.84%)	798 (40.78%)	163 (8.33%)	67 (3.42%)	32 (1.64%)

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)
37	4.27	0.65	14 (37.84%)	19 (51.35%)	4 (10.81%)	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)
1957	4.25	0.96	956 (48.85%)	708 (36.18%)	163 (8.33%)	77 (3.93%)	53 (2.71%)

~ 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)
37	4.38	0.55	15 (40.54%)	21 (56.76%)	1 (2.70%)	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)
2052	4.36	0.76	992 (48.34%)	877 (42.74%)	121 (5.90%)	44 (2.14%)	18 (0.88%)

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)
37	4.16	0.76	13 (35.14%)	18 (48.65%)	5 (13.51%)	1 (2.70%)	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)
2053	4.39	0.80	1112 (54.16%)	716 (34.88%)	161 (7.84%)	45 (2.19%)	19 (0.93%)

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)
37	4.35	0.72	17 (45.95%)	17 (45.95%)	2 (5.41%)	1 (2.70%)	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)
2059	4.36	0.84	1079 (52.40%)	748 (36.33%)	150 (7.29%)	50 (2.43%)	32 (1.55%)

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
17	See below for Individual Results

Well designed and well taught!

Great course! I learned a lot.

Please incorporate video into your lecture recordings in the future! It is harder to follow along when there is no slides/visuals going on in tandem

Fun course for figuring out whether or not you'd like to pursue mobile development as a career choice in the future.

I really learned a great deal in this course. I had a hatred from mobile development after the disastrous Android project in CS 2110. But this course completely turned that around. The only criticism I have is that while Professor Sherriff is an excellent instructor, he is not always as approachable as he believes himself to be. Overall, this has been a very worthwhile course and I am very happy that I had the opportunity to take it.

Professor Sherriff is a really great teacher. The course was well put together. His lectures are really good. They have interesting topics and he lectures well. He's also really good at getting the class involved in them.

This was not the case for every class, however often it felt like the professor was just reading of the slides which made it quite boring and caused me to skip class once in a while. When the professor had in class activities / tried to engage the students more class was a lot better. During the professor's office hours he seemed like he didn't want me to be there which made it seem like he was unapproachable. I came several times and each time it happened. Hopefully in the future you can be nicer and less arrogant during office hours. Besides that most of the class was fine.

n/a

n/a

Really enjoyed the course, Sherriff was an awesome professor, and I learned a lot.

My biggest criticism with this class is the vacuous nature of the lectures. Prof. Sherriff struggles every lecture to fill the 50 minutes, and is usually unable to. I believe this is because the lectures deal with topics at a too-conceptual level. There simply isn't a whole lot to say about the topics covered at this level. All of the information presented in class throughout the semester could be distilled into maybe two weeks worth of lectures, because most of it is common sense at the level presented. What is more important, and very much lacking, is the actual practical application of these concepts. Now, to his credit, Prof. Sherriff mentions this up front on the syllabus: "You will be expected to learn programming languages and platforms on your own in this class." But I really feel that this is a terrible method for teaching. I do not think I got anything out of this class that I could not have gotten easily on my own. This is not what I pay my tuition for. I feel that a much more effective structure for the class would be something more similar to other classes that I have taken. Spend a few lectures explaining a topic, and then have a small assignment in which you apply those concepts. Prof. Soffa's CS 4501 and Prof. Bloomfield's CS 2150 are both prime examples of this highly-effective style of teaching. Once the class has been taught what they need to work on the final project, introduce the project and then spend the rest of the semester covering the conceptual level concepts that the course covers now. I didn't get anything out of this course that wasn't common sense or available at developer.android.com/guide/

Professor Sherriff is very deserving of the many teaching awards he has received. This course was well organized, straightforward, and effectively taught. I'm confident that if I wanted to go write a mobile app, I could. Which is good because the app project is due tomorrow at 9am and I haven't finished yet.

I've had Sherriff before, and he doesn't disappoint. The topics covered are very good for giving us an understanding of web/mobile development, and he's clear, straightforward, and entertaining. Gives great slides, great assignments, and is clearly engaged and cares about teaching. I know that the department wishes to move this course more in the direction of mobile development, but please don't do that. Many students would probably tell you that it's easy enough to learn mobile dev on your own by looking stuff up, but some web services stuff and how to realistically use it is harder to learn on your own. Having Sherriff teach a lot of that web dev stuff made it easier to pick up, and it's incredibly useful for real world programming and app development, so please, always include that web dev stuff in future iterations of the course.

Sherriff rules

I wish we spent more time on architecture issues. iOS in particular is really hard to learn without a firm understanding of each component, so it would have been nice to really dig deep and learn both Android and iOS development right. I understand that there are more topics than there is really time for, but I feel that the course would be better if we only focused on actual development instead of peripheral topics like security, monetization, and VR. Also, Prof. Sherriff is not nearly as approachable outside of lecture as he is in lecture.

Coding for this class is very enjoyable and fun. It made me want to code in my spare time, which is something I hardly (if ever!) do. Professor Sherriff is also very enthusiastic about the subject, which is nice. I know a lot of people may skip because they think the class is easy or whatever, but I always made it a point to attend class just because the professor is really passionate about the subject.

Good class.