

## Additional Portfolio Materials for Mark Sherriff

Per Appendix A, Section 7.c of the *SEAS Reappointment and Promotion Policy for Academic General Faculty*, a candidate may include “additional materials that help to document the candidate’s accomplishments in teaching, advising, and mentoring students.” Those materials are included or linked from this document.

My personal homepage can be found at <http://marksherriff.com>. Substantial information about me, including teaching, research, and service accomplishments can be found there.

## Promotion Materials

My personal promotion material website can be found at <http://marksherriff.com/portfolio>. Here, you can find my personal statements of teaching, research, and service, a summary of my student evaluations since my last appointment, and key career highlights.

My teaching portfolio, including my personal statement of teaching, teaching responsibilities, curriculum design contributions, and reflections on my student evaluations, can be found linked at the top of my personal website or on my portfolio page listed above.

## Course Materials and Websites

All of my course materials, including slides, assignments, and audio recordings of my lectures are available online. In most cases, the course websites can be found at <coursenumber>.cs.virginia.edu, followed by the semester. The latest editions of my courses can be found at:

- CS 1110 - Introduction to Programming - <http://cs1110.cs.virginia.edu/f16/>
- CS 3240 - Advanced Software Development - <http://cs3240.cs.virginia.edu/s18/>
- CS 4720 - Mobile Application Development - <http://cs4720.cs.virginia.edu/s18/>
- CS 4730 - Computer Game Design - <http://cs4730.cs.virginia.edu/f17/>

Some key materials that may be of interest:

### CS 1110

- Examples of lecture notes, that include code examples, along with the audio of the lecture
  - <http://cs1110.cs.virginia.edu/f16/lecture-39-sherriff-image-manipulation-2.html>
  - <http://cs1110.cs.virginia.edu/f16/lecture-26-sherriff-reading-the-web.html>
  - <http://cs1110.cs.virginia.edu/f16/lecture-21-sherriff-functions-and-files-2.html>

### CS 3240

- The major course project, broken into multiple pages of documentation
  - <http://cs3240.cs.virginia.edu/s18/voting-system-project-information.html>

### CS 4720

- The Android and iOS starter projects, used to introduce students to programming for mobile apps
  - <http://cs4720.cs.virginia.edu/s18/category/android>
  - <http://cs4720.cs.virginia.edu/s18/category/ios>

### CS 4730

- Screen shots of GamerCard – an online system developed by me and the students in the Game Design Research Group for administering various gamification elements in a college-level course
  - <http://cs4730.cs.virginia.edu/materials/gamercard1.png>
  - <http://cs4730.cs.virginia.edu/materials/gamercard2.png>