

CS 4720-001 Mobile Application Development - Spring 2018

ENGR (21376)

INSTRUCTORS: Sherriff, Mark (mss2x)

Respondents: 39 / Enrollment: 83

Summary: CS 4720-001 Mobile Application Development - Spring 2018 (21376)	
Overall Course Rating CS-4720-001 Mean 4.33 CS-4720-001 Std Dev 0.75 CS-4720-001 Response Count 188 SEAS, 4000-level courses Mean 4.21 SEAS, 4000-level courses Std Dev 0.94 SEAS, 4000-level courses Response Count 12855	Overall Instructor Rating INSTRUCTOR: Sherriff, Mark Mean 4.53 Std Dev 0.66 Response Count 259 SEAS, 4000-level courses Mean 4.38 SEAS, 4000-level courses Std Dev 0.84 SEAS, 4000-level courses Response Count 18948

~ 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>39</td> <td>4.36</td> <td>0.71</td> <td>18 (46.15%)</td> <td>18 (46.15%)</td> <td>2 (5.13%)</td> <td>1 (2.56%)</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>39</td> <td>4.36</td> <td>0.71</td> <td>18 (46.15%)</td> <td>18 (46.15%)</td> <td>2 (5.13%)</td> <td>1 (2.56%)</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)	39	4.36	0.71	18 (46.15%)	18 (46.15%)	2 (5.13%)	1 (2.56%)	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)	39	4.36	0.71	18 (46.15%)	18 (46.15%)	2 (5.13%)	1 (2.56%)	0 (0.00%)
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<p>4. 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>30</td> <td>See below for Individual Results</td> </tr> </tbody> </table>	Results for CS-4720-001, Sherriff, Mark		Total	Individual Answers	30	See below for Individual Results																																										
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	<p>I found them all very interesting, but if I had to pick, it would be AR/VR.</p> <p>Monetization of a Mobile App. I really enjoyed the practicality of the lecture and found it to be very interesting</p>																																																

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

My favorite topic was toward the end when we started working on considerations for your app in terms of monetization, add-ons (immersion or virtual reality, wearables, etc.), and privacy.

I liked the topic of Android App Architecture.

iOS Development

UX/UI and accessibility. They're super important topics that don't get enough attention in the department.

UI design, easy and useful

iOS mobile application development; learning new language/tool-set and implementing iOS app functionality was fun and enjoyable.

AR/VR

AR/VR

VR/AR. It's just my favorite area of technology.

I liked the UI design one because we could compare which designs we liked the most. It was interesting why people would like one over the other.

I liked learning about security/signing applications. That is the one thing that has come up in all of my classes, so it tied together so many other topics I had previously learned and applied them to mobile.

The one on wireframing where we can actually "create" apps without coding.

Architecture lectures helped me understand iOS/Android more.

REST: because I think it's an important and interesting topic which I had studied before but this time it was explained more thoroughly and clearly.

Wireframing- it helped me learn how to design screens of an app, how to connect screens, and was helpful in the final project.

I liked learning about the differences between iOS and Android because they are well known among non-technical audiences as well

I liked the wearables lecture because I recently got an apple watch and it was interesting to see how wearables are growing but still aren't a major part of society. It was nice to finally understand why watch apps are so much simpler than phone apps.

Guest lecture from WillowTree. It is always really cool to hear from real software developers, since that is what I plan to do after college. It was cool to hear the guest lecturer talk about topics that we had talked about in class.

The development life cycle - most people don't know how organized SE works. It was good to have a formal intro to it.

I liked the lecture on AR/VR because it was really applicable and touched on modern technology and uses of mobile apps.

I liked the ones where Sherriff did demos / walked us through code. The ones on platform specific UI guidelines were cool too.

Thinking about interface design (i.e. Human Interface Guidelines + Android Material Guidelines), because I've loved HCI this semester and think it was neat to see it in the context of mobile dev.

I liked the lecture about sensors.

I really liked learning about the basics of both Android and iOS.

I really enjoyed learning about REST and usability, REST because it's applied so often in the real world, and usability because it was interesting to think about all of the functionalities that we take for granted as able-bodied people.

Didn't really have one, they all just seem... useful. If I had to pick, maybe the VR ones because I'm a fan.

I really liked making my own app with all the choices being something that I want to do. Also, the skeleton of the project still gave a good amount of required work.

User experience

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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

Monetization

I think the REST and API stuff is the most useful.

I thought the monetization lecture was really interesting. I always had the idea that you could easily build a mobile app and just let the money roll in, but that lecture showed me that that's not really the case.

Actually learning how to develop in Android and iOS, and the intricacies of that development

REST

REST

REST

Android Development, REST, and Usability Design

RESTful

The dev life cycle

The parts on iOS and Android development that I can use later in life.

The ones relevant to programming for Android or iOS

How to design Mobile Apps. My brother wants to get into coding so what better way that mobile apps, they can easily be shown to others to feel a sense of accomplishment more so than command line programs.

The Monetization lecture was pretty useful.

Privacy

Probably the Design Principles, since it goes for any sort of product development

UX/UI

Intros to Android Studio and Xcode

Everything we covered was important and interesting.

Designing a layout

I think I will find the firebase information very helpful in the future.

I think wearables will be important. They are (in my opinion) going to explode soon, and even be integrated into our bodies.

Data management

Android Development

Monetization of a Mobile App

AR/VR.

I think the lectures on how to use Android Studio and XCode and actually create the apps will be most useful because while the other topics like security are important they are not very applicable if you're not actually going to build apps.

Sensor ethics

Probably wireframing and the ones where we looked at code.

Probably just talking about iOS vs Android.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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
25	See below for Individual Results

I thought monetization, wearables, VR, and AR seemed a bit peripheral, and I would have liked to trade them for some more practical "this is how you should build mobile apps" type lectures

SOA, but simply because I didn't understand as much.

VR/Wearables unless it is integrated with homework.

None of them! It was all relevant/helpful.

I wouldn't say that any lecture/ topic we covered was *expendable*. However, I did feel some subjects, while important, were covered for a bit too long: wireframing and AR/VR.

REST

A lot of the historical information regarding Apple or other apps was fun, but seemed unnecessary. I would have rathered taken this time to learn coding techniques

Anything that you added for fun, tbh... like the history of phones section.

History of mobile devices

They were all interesting and I thought they all worked

Having to code for iOS was annoying because of having to do the mac-in-cloud thing, and I have no interest in coding for iOS, but I understand that other people do so it is a important thing to teach in the class, but it was the least useful thing for me.

I think the information on AR/VR and wearables was rushed, I would recommend removing one and spending more time on the other

None

None

None.

The topics at the end that were just an aside.

The SOA lecture seemed out of place. While it was necessary to talk about it in tandem with REST, it seemed unimportant and unconnected to the grand scheme of things in mobile.

Wireframing was the most boring but I guess it's necessary.

I thought all the lectures were important in their own way.

n/a

Sensor ethics

Looking back the lectures focused entirely on lifecycles doesn't seem like it will have a lasting impact because a lot of that is learned implicitly when actually building an app.

The dev patterns were a little hard to understand, should be taught, but in a different way.

I don't think wearables were necessary.

Not sure

~ 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)
39	4.24	0.88	12 (30.77%)	8 (20.51%)	4 (10.26%)	1 (2.56%)	0 (0.00%)	14 (35.90%)

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)
39	4.24	0.88	12 (30.77%)	8 (20.51%)	4 (10.26%)	1 (2.56%)	0 (0.00%)	14 (35.90%)

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)
39	4.15	0.78	10 (25.64%)	10 (25.64%)	6 (15.38%)	0 (0.00%)	0 (0.00%)	13 (33.33%)

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)
39	4.15	0.78	10 (25.64%)	10 (25.64%)	6 (15.38%)	0 (0.00%)	0 (0.00%)	13 (33.33%)

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)
39	1 (2.56%)	1 (2.56%)	13 (33.33%)	7 (17.95%)	2 (5.13%)	15 (38.46%)

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)
39	1 (2.56%)	1 (2.56%)	13 (33.33%)	7 (17.95%)	2 (5.13%)	15 (38.46%)

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
24	See below for Individual Results

Clearer grading guidelines for the milestone for the final project, to us it seemed like the TA (or whoever graded it) didn't seem to follow the milestone rubric even though it seemed like we did.

If you have a final project, you really don't need a final exam.

The structure is fine. The time given were generous as well.

nope!

Give more of your expectations/rubric, ahead of time. It was frustrating doing things with few formalized goals

Give more guidelines as to how complex the final project needs to be because it was somewhat unclear if we needed to add a ton of functionality that would've made the app better but didn't add anything to our grade.

Add more deadlines

Nope

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

Follow the current flow for projects in future projects; it worked well, was well paced, and fair.

More feedback given on the final milestone project would be very helpful.

Try to have the Android lab be due before the milestone, and provide directions for the lab like we had for the iOS lab.

Nope!

N/A

n/a

Maybe you could spend some time talking about cross-platform development like Xamarin?

Maybe show some example projects? Although that might affect how people implement their own apps so maybe not? Mostly I thought the project was well thought out and timed.

I think the projects went well. The iOS and Final projects were better than the Android one. I feel like for Android if we had a demonstration on how to pass variables between activities other than with onActivityForResult, that would have been more helpful. I just felt more prepared with the iOS one than with the Android one.

Focus on final project earlier in the semester

I think that the way the projects were organized was just perfect.

Spend more time teaching coding techniques in class, so that students are less reliant on TA's and Office Hours to fix their code

Start earlier, or at least do the proposal earlier (big gap with no work in the middle of the semester, which was nice, but could have spread out the project more.)

There was a lot of having us figure stuff out on our own. I don't know how I felt about that.

More variety of features/scopes.

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)
39	1 (2.56%)	15 (38.46%)	15 (38.46%)	5 (12.82%)	2 (5.13%)	1 (2.56%)

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)
39	1 (2.56%)	15 (38.46%)	15 (38.46%)	5 (12.82%)	2 (5.13%)	1 (2.56%)

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)
38	2.66	0.85	6 (15.79%)	16 (42.11%)	13 (34.21%)	3 (7.89%)	0 (0.00%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
38	2.66	0.85	6 (15.79%)	16 (42.11%)	13 (34.21%)	3 (7.89%)	0 (0.00%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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)
36	2.72	0.88	8 (22.22%)	12 (33.33%)	14 (38.89%)	2 (5.56%)	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	2.72	0.88	8 (22.22%)	12 (33.33%)	14 (38.89%)	2 (5.56%)	0 (0.00%)

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)
39	3 (7.69%)	2 (5.13%)	16 (41.03%)	10 (25.64%)	8 (20.51%)

Results for SEAS, 4000-level courses					
Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
39	3 (7.69%)	2 (5.13%)	16 (41.03%)	10 (25.64%)	8 (20.51%)

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
18	See below for Individual Results

Nope, just wish there were more hours and that some TAs would spread out their hours instead of being at the same time.

Zach was clearly very educated on iOS development and really helped when it came to fixing weird bugs in our code.

no

Sometimes I feel like they did not want to answer my questions. They would just tell me "that is not what Sherriff did." They only had the solution in front of them and they did not want to give me that solution. I wish they would have helped me try to figure it out my way or guide me toward a better way

Helpful, available, approachable.

It would help if office hours were not all at the same times.

N/A

N/A

N/A

N/A

Very Helpful!

n/a

Nope

Nope

I only went for a regrade

None

They were committed to being helpful! A TA once spent ~45 minutes with me, trying to help me work out a bug.

~ QUESTIONS AND DETAILS ~ ~ ANSWER MATRICES ~

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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
22	<i>See below for Individual Results</i>

More lectures on best practice for making mobile apps. Maybe some more that are platform specific. It would have been cool to learn more concrete / practical / applicable things about building mobile apps.

I wish we had spent more time on things like Firebase, things that can be added to an application that dramatically increase it's usability.

None.

I think you covered most mobile computing topics.

Nope!

Core skills

N/A

No preference

I wish we had done some Kotlin or cross-platform development. I understand why (especially cross-platform) isn't as important, but it is just interesting.

n/a

More Object oriented specific things. The cool stuff you can do with it!

Cross-platform development

I wish more had been addressed to how to set up each part of the app, so it ran on a more professional level. When setting up the camera, no one seemed to address how to set up a camera as it works in Snapchat or Messenger.

Gaming on mobile devices!

None that I can think of.

Not that I can think of

JVM

Different kinds of architectures (other than SOA and MVC). I was asked about this in an interview!

Wearables, VR. Would've been cool to talk about self-driving cars.

Using Unity/UE4 on mobile devices

Mobile Apps from a business perspective

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
25	<i>See below for Individual Results</i>

It was very helpful. I find it enlightening whenever there is a chance to get some information about real world experience.

Great!

They were very helpful to see a practical example of coding an app for profit.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

There was one, WillowTree, that was basically just "how we work in our company." Not very useful but an interesting insight.

Their lectures were interesting but I didn't feel like they added much to the class or material itself.

Kinda interesting, I didn't feel like I really learned that much though.

Didn't attend them (oops), so can't really say.

Very effective; nice segue from traditional lectures, informative. Follow the current flow for future guest lectures.

I enjoyed it

Good to hear about real world development

It was interesting!

Great! So insightful

I don't remember them

I didn't find the willowtree lecture very informative, but I would have appreciated hearing from more people in the industry

It was okie-dokie.

I thought they were interesting

Useful to see how this stuff works in the real world.

They were interesting.

Great

I thoroughly enjoyed the lecture from Willow Tree. Any opportunity to better understand how development is done in the real world is a win for me.

Very nice to hear about mobile apps from a real-world company!

It was good, real life examples are always welcome.

Very interesting

good. he swore a lot?

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)
38	4.45	0.65	20 (52.63%)	15 (39.47%)	3 (7.89%)	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)
2576	4.39	0.79	1369 (53.14%)	926 (35.95%)	179 (6.95%)	59 (2.29%)	24 (0.93%)	19 (0.74%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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)
38	4.53	0.56	21 (55.26%)	16 (42.11%)	1 (2.63%)	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)
2714	4.31	0.92	1392 (51.29%)	829 (30.55%)	235 (8.66%)	106 (3.91%)	46 (1.69%)	106 (3.91%)

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)
38	4.47	0.60	20 (52.63%)	16 (42.11%)	2 (5.26%)	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)
2568	4.29	0.90	1263 (49.18%)	966 (37.62%)	205 (7.98%)	79 (3.08%)	54 (2.10%)	1 (0.04%)

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)
38	4.55	0.55	22 (57.89%)	15 (39.47%)	1 (2.63%)	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)
2571	4.24	0.92	1093 (42.51%)	842 (32.75%)	250 (9.72%)	78 (3.03%)	46 (1.79%)	262 (10.19%)

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)
38	3.50	1.00	3 (7.89%)	1 (2.63%)	7 (18.42%)	1 (2.63%)	0 (0.00%)	26 (68.42%)

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)
2572	3.89	1.08	452 (17.57%)	354 (13.76%)	313 (12.17%)	78 (3.03%)	41 (1.59%)	1334 (51.87%)

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)
38	4.47	0.60	20 (52.63%)	16 (42.11%)	2 (5.26%)	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)
2703	4.14	0.99	1159 (42.88%)	940 (34.78%)	283 (10.47%)	173 (6.40%)	54 (2.00%)	94 (3.48%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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	4.73	0.45	27 (72.97%)	10 (27.03%)	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)
2704	4.62	0.64	1847 (68.31%)	690 (25.52%)	96 (3.55%)	30 (1.11%)	8 (0.30%)	33 (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	4.59	0.69	25 (67.57%)	10 (27.03%)	1 (2.70%)	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)
2708	4.46	0.76	1533 (56.61%)	846 (31.24%)	178 (6.57%)	52 (1.92%)	16 (0.59%)	83 (3.06%)

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)
36	4.08	0.87	13 (36.11%)	15 (41.67%)	6 (16.67%)	2 (5.56%)	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)
2568	4.08	1.02	1013 (39.45%)	922 (35.90%)	302 (11.76%)	149 (5.80%)	76 (2.96%)	106 (4.13%)

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	4.17	1.00	16 (44.44%)	14 (38.89%)	3 (8.33%)	2 (5.56%)	1 (2.78%)	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)
2714	4.34	0.84	1376 (50.70%)	964 (35.52%)	212 (7.81%)	75 (2.76%)	33 (1.22%)	54 (1.99%)

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)
36	4.64	0.54	24 (66.67%)	11 (30.56%)	1 (2.78%)	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)
2704	4.47	0.76	1542 (57.03%)	874 (32.32%)	137 (5.07%)	58 (2.14%)	21 (0.78%)	72 (2.66%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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)
37	4.59	0.55	23 (62.16%)	13 (35.14%)	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)
2701	4.34	0.83	1339 (49.57%)	911 (33.73%)	242 (8.96%)	69 (2.55%)	24 (0.89%)	116 (4.29%)

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)
36	2 (5.56%)	13 (36.11%)	13 (36.11%)	5 (13.89%)	3 (8.33%)

Results for SEAS, 4000-level courses					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2571	109 (4.24%)	931 (36.21%)	961 (37.38%)	367 (14.27%)	203 (7.90%)

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)
35	4.60	0.50	21 (60.00%)	14 (40.00%)	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)
2562	4.23	0.95	1237 (48.28%)	911 (35.56%)	242 (9.45%)	117 (4.57%)	55 (2.15%)

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	4.57	0.60	23 (62.16%)	12 (32.43%)	2 (5.41%)	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)
2563	4.23	0.99	1291 (50.37%)	833 (32.50%)	253 (9.87%)	111 (4.33%)	75 (2.93%)

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)	Not Applicable (NA)
37	4.59	0.55	23 (62.16%)	13 (35.14%)	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)
2705	4.37	0.80	1409 (52.09%)	1020 (37.71%)	176 (6.51%)	72 (2.66%)	28 (1.04%)	0 (0.00%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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	0.87	15 (40.54%)	15 (40.54%)	5 (13.51%)	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)
2709	4.43	0.80	1571 (57.99%)	837 (30.90%)	218 (8.05%)	64 (2.36%)	19 (0.70%)

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	4.43	0.77	20 (54.05%)	15 (40.54%)	0 (0.00%)	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)
2715	4.35	0.87	1471 (54.18%)	897 (33.04%)	223 (8.21%)	85 (3.13%)	39 (1.44%)

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
14	See below for Individual Results

We made the final project too complicated for ourselves and thus cannot get it to meet wireframe expectations.

In office hours with the professor or in lecture with the professor, he did not make himself easily understood. In office hours, the professor did not seem to appreciate getting people asking him questions, so I never went back. In lecture, he rushed through lecture. Perhaps he should have assumed us to be dumber because with the tough vocabulary that I had not a lot of experience with in CS 1010, 2110, or 2150, I had to look up a lot outside of class. This is fine, but in understanding the overall concept, it would be better to have the vocabulary explained at the time of introduction to the concept. For example, only towards the end did I start to piece together the difference between HTML and HTTP.

Sherriff can be pretty mean to students if they make a mistake. This has a larger impact on some students than others, particularly those who are dealing with issues like depression and anxiety. I think it is usually unnecessary to actively make a student feel bad, especially if they are trying their best. Otherwise, the class was very organized and the homeworks were fun/well designed. I liked Sherriff's lectures. I would have liked to exchange some of the conceptual lectures for some more applied/practical ones. Maybe a lecture where you demo how to make a good layout / how to make layouts that fit every device, or something like that. The homeworks taught us how to make apps, but I was never sure I was doing it in the best/"right" way.

Good course, the most useful I've taken by far, personal opinion of course.

N/a

As I said in my CS 3240 review, Sherriff is one of the best teachers who actually understands his students. He is a good teacher and he is not there to screw us over in any way. If you do your work and your not an idiot, you will do fine in his class. I also like that he has a rubric and he sticks to it. Overall, he's a good teacher and it's been nice having 3 classes with him so far.

Mark is gr8

Nice course but very much a "go teach yourself" course.

It was a fun class, sorry this is not an interesting evaluation

Very great introductory course to mobile apps. We touched on everything I would expect to learn about mobile apps, and had assignments that were well timed and helped us learn the info we needed to know. Only issue was with finding partners, maybe in the future try to implement some system of assigning partners for those that don't have friends in the class.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

The podcasts were helpful for some lectures like REST and ones that didn't require coding or diagrams but not the ones teaching Android Studio and XCode. It would've been nice to have video that went along with the podcasts so that we could see what you were writing on the board or showing on your computer because there was a lot of "and then you do this and that" and it was hard to know what you were referring to with just audio.

Overall great and fun course.

This class was definitely worth the time & effort.

Great course! Good job Sherriff