CS 1110-001 **Introduction to Programming** - Fall 2013

ENGR (17663)

INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 95 / Enrollment: 148

Summary: CS 1110-001 Introduction to Programming - Fall 2013 (17663)

Overall Course Rating

CS-1110-001 Mean 4.07
CS-1110-001 Std Dev 1.12
CS-1110-001 Response Count 472

Difference from Category Mean, Expressed in Category Standard Deviations	-2 -1 0 1 2
	0.16

SEAS, 1000-level courses Mean 3.91
SEAS, 1000-level courses Std Dev 1.03
SEAS, 1000-level courses Response Count 10807

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.66
Std Dev 0.62
Response Count 661

Difference from Category Mean, Expressed in Category Standard Deviations	-2 -1 0 1 2
	0.60

SEAS, 1000-level courses Mean 4.05
SEAS, 1000-level courses Std Dev 1.02
SEAS, 1000-level courses Response Count 18144

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

1. How accurate is this statement for you: After taking this class, I am more likely to major or minor in CS.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	3.45	1.39	29 (30.85%)	20 (21.28%)	22 (23.40%)	10 (10.64%)	13 (13.83%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	3.45	1.39	29 (30.85%)	20 (21.28%)	22 (23.40%)	10 (10.64%)	13 (13.83%)

2. How accurate is this statement for you: After taking this class, I have a better appreciation for Computer Science.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	4.57	0.58	58 (61.70%)	32 (34.04%)	4 (4.26%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	4.57	0.58	58 (61.70%)	32 (34.04%)	4 (4.26%)	0 (0.00%)	0 (0.00%)

3. How accurate is this statement for you: After taking this class, I personally have a better understanding of fundamental concepts in Computer Science.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
95	4.61	0.57	62 (65.26%)	29 (30.53%)	4 (4.21%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
95	4.61	0.57	62 (65.26%)	29 (30.53%)	4 (4.21%)	0 (0.00%)	0 (0.00%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

4. How accurate is this statement for you: Pair Programming helped me learn the material better.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	3.52	1.15	19 (20.21%)	35 (37.23%)	23 (24.47%)	10 (10.64%)	7 (7.45%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	3.52	1.15	19 (20.21%)	35 (37.23%)	23 (24.47%)	10 (10.64%)	7 (7.45%)

5. Which topic/lecture in this course was your favorite and why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
82	*See below for Individual Results*

learning the fundamentals such as decision structures and loops because they are very useful.

File i/o

I liked networking because you can do a lot of stuff with it.

networking, because it was very relevant to sites I use like Facebook conversation and online chatting

I like Networking because it feels very practical and is relatively easy to understand

The lectures about how the internet, while not coding-intensive definitely fascinated me. I never knew exactly how clueless I was about how the internet works.

My favorite was making the game because it was really exciting to see it work

The introductory and more simple programming because I am taking another computing class at the same time.

I liked the cryptography sections, since they were pretty interesting.

All topics were relevant and interesting, but the networking and game design were highlights because they were enjoyable and relate to potentially useful skills outside the course.

I like just the basic loops because I feel like that is the fundamentals of CS

Drawing in Java with Turtle, because it was pretty.

Deciphering. It has always been the thing I like.

recursion

Networking was my favorite because it seemed like something that would be really useful later on.

recursion because i found it interesting how it used itself to narrow down to the simplest point and solved the problem

The Class description, with the ball bouncing around the room, because it was interactive.

I really enjoyed the stuff near the end since I had prior knowledge coming in. We did an activity where we had to extract data from a corrupted SD card which was pretty fun.

I really liked travel navigator and reading files

I enjoyed the course more as the code that we wrote got more complex and more applicable. It was really fun learning how to write the interesting programs in the later homework assignments and labs.

The individual lectures themselves are difficult to pinpoint, but the accumulation of them all as well as how they fit together was pleasing.

Arraylists, very useful

I found recursion and recursive methods to be especially fascinating as it showed a clear link between how computers operate and order that can be seen in nature.

Networking, practical application.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Literally everything because the Prof. Sherriff was so engaging and fun.
	Loops. They encouraged me to think logically.
	Even though I didn't understand all concepts. I thought networking was very interesting. GPS HW was very fun.
	None. Networking was slightly interesting.
	I enjoyed the Networking lessons at the end as I had never done anything like that before. The Data recovery was also very interesting.
	I was most interested in the networking section of the course, I didn't know anything at all about this coming into it and it was something I didn't know I was interested in until we started looking at it!
	Implementing all the skills we learned into one program (Zombie) because it was fun to see how are skills can be put into an application
	Recursion because recursive methods were fun to write after I understood the process.
	I liked loops, as they were some of the easiest concepts for me to grasp and apply to problems
	Networking
	I think like all of them were my favorite and I can't think of anyone that stands out except recursion sucked because ew recursion. Although, if I HAD to choose...I think maybe the lecture about how computer science works talking about "dividing and conquering." It got me really excited about learning how to do all the things. Runner-up is learning about classes even though it took me a bit of time to fully understand it.
	Files because it was most practical.
	Probably loops (after I finally understood them), or the google map homework.
	learning to read files was my favorite because it made the most sense and seems to be the most applicable to the real world
	Recursive methods, because I loved the fibonaci sequence references.
	Networking because it is usable.
	loops, easiest to understand
	network
	Recursion. It was the hardest for me to really understand and when I started understanding it, it was really rewarding.
	networking because we get to interact with others
	For some reason I actually really enjoyed using nested for loops and learning about the different ways to use loops
	loops
	Although it was a grudgingly long assignment, I definitely liked zombies and object-oriented programming in general. It really made me appreciate how complex the virtual worlds in video games are.
	Zombies was obviously the most time consuming, but it was my favorite once it was actually finished.
	I liked doing HWs 5 and 7, the GPS Navigator and Net Pig. It was really cool to play with the finished product of both.
	Turtle drawing
	I liked to learn about the different loops because in programming, it opened up so many different things and loops are used a wide range of things and are fun to us.
	Enjoyed the networking stuff towards the end.
	The file writing and importing was the most interesting in the class
	I enjoyed the material we learned for the second exam, including arrays and array lists, classes, methods, etc.
	Classes. It gives me a sense about how large programming projects actually work.
	classes/methods. seems like the most important part of programming was taught in this section

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Methods/Classes specifically the time period during zombies because it was an interesting and diverse set of problems to look at and solve. Learning about sequence and sorting algorithms My favorite topic was the topic on classes and methods. At first, it was hard to grasp these concepts, especially because they were so abstract. However, after reviewing them a few times, i realized that they were much more applicable to real life scenarios than I first figured. For me, it was really interesting to see how I could break scenarios and objects that occur in the actual world down into code in programs. Recursion was interesting Recursion. It was mind-bending at first, but the example problems proved to be quite fun to solve. Classes and how they work together I really enjoyed the lecture on scanners; I found the metaphor useful and easy to remember. Loops, I understand them the best Recursion and the data analysis / CSV stuff. This will be most useful in the future and allows me to create stuff that is actually USEFUL and actually HELPFUL. My favorite lecture was the lecture about loops because they're easy to understand Loops Loops Loops. They are so commonly used and helpful. Networking and encryption, just seems like the fun stuff you can do with computers. GPS Coordinate Networking Loops! So useful in everything and easy to understand. Game design, fun to do, very helpful in learning I thought the topics related to reading data and parsing it into manageble segments was interesting. Although I found these the most frustrating, I liked recursion problems the most because discovering the solution was incredibly satisfyhing. GPS was really interesting because it was very relevant to our lives The ones with reading files/URL and hex reading. These topics taught me how JAVA could interact with other files which seemed more interesting to me. All of them are awesome! I very much liked designing and programming the programs, such as games, that the user could interact with and have fun. Also, the networking projects were very interesting, and I much preferred them as well. Recursive methods. It was challenging at first but fun once I figured it out. Recursion because it was a cool concept and not too hard to understand. Recursion - most interesting to think about.
6. 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-1110-001, Sherriff, Mark Total: 81 Individual Answers: *See below for Individual Results*
	Networking seems like a useful tool. In the future I would like to build on that knowledge. methods Topics on the fundamentals of Computer Science, for instance the capabilities of a computer and how classes and objects work. Such concepts of fundamentals should help non-CS majors to understand what a computer can do to solve real problems as well as CS majors to develop a stronger understanding of programming.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The homework assignment that involved creating a navigation system by tying in Google Maps capability showed the power of simple code in harnessing features of the World Wide Web.
	I think the topic that I will find most useful is the one regarding classes/methods/zombies particularly because it was the most difficult one and I find that I learn the most with topics that I find most difficult.
	Not really a topic, but I think learning how to break up a problem into smaller pieces to solve it more effectively will be a useful skill in the future.
	methods, helps a lot with efficiency and more complicated code
	everything
	Loops maybe? I guess in general just thinking in terms of algorithms. I think CS definitely developed my way of thinking about problems logically.
	Solving problems in parts, stronger algorithms
	Class construction. Creating your own objects allows you to tailor a solution to just about any problem requiring computation.
	File/ipo lecture seemed very useful
	As a basic level course, I found it overall to be useful as it refreshed and gave me a firmer grounding to build off of.
	Probably the class where we discussed how objects interact. I had struggled a bit with this concept previously, but it was much easier afterward.
	Probably things from Test 1.
	all java
	All of it is pretty useful.
	The Case for CS and why computing is important
	recursion
	The file writing and importing section
	problem solving skills in general
	Object oriented programming.
	Decoding/encryption and simple mathematical formulas and arrays as it will be helpful for data analysis.
	Recursion because it will make future codes for other classes much more efficient.
	Making games, such as Zombie.
	The data analysis / CSV stuff.
	The basic loops were also most useful because everything else was based off of that
	Internet connection
	-
	the last lecture. he gave a nice overview of the wider impacts of your programming
	I thought the section on reading in html and data files was really awesome. HW5 was an excellent example of a useful application of the concept and it was a blast to program.
	I believe all has contributed to be useful for me in the future.
	All topics included in the class.
	As related above, I think the concepts related to reading in data and splitting it up into manageable pieces was both the most interesting and valuable part of the course.
	Loops logic
	Reading csv files could be very useful in the future
	Stealing e-mails...
	learning how to write and use classes

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think having a basic knowledge of programming in general is one of the most useful things to know-- I suppose were I to continue with programming it would be the most useful to have experience with creating classes and knowing how they work-- this seems like the basis
	Networking
	Networking
	Networking
	Networking
	Networking
	Methods
	Methods
	There was not one topic that will be more useful than any other. Just the overall basis in programming will be useful moving forward.
	algorithm
	loops
	All of them, I want to major is CS.
	networking because it involves internet
	The basic fundamentals of the class since I will not be doing CS in the future.
	The for loop seems like something I could apply to the real world most easily.
	designing zombie games
	What Prof. Sherriff said about computing being in everything we do in everyday life and how he would consider a success not if everyone used Java again, but if it helped people think. I thought that was very meaningful and powerful.
	Classes and networking?
	Classes because they teach you to separate a bigger problem into smaller problems to solve the big problem. This is a very useful tactic in life as it is in programming. If someone thinks it isn't the most useful topic taught in this class, they really didn't think about the question enough.
	Im not sure.
	networking
	networking
	networking
	Probably recursion. Programming recursion methods requires a different way of thinking that I find I can use outside of CS.
	All of it, as it provided a fundamental base for my knowledge of computer science, which I hope to continue building upon.
	Maybe the travel navigator
	Looping and analyzing files to find/read data.
	Loops
	Loops
	Loops
	Loops
	Classes, because it helped me learn how to break down problems into simpler parts.
	decision structures and loops.
	I think all the basic stuff like how to write loops and classes will be really useful.
	I feel like learning to write classes will be the most useful in the future

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Knowing how to write a class and methods. I think developing an algorithmic thought process will be most beneficial. All of it because I plan on majoring in CS :) I will find the lecture about attacking the problem at baby steps the most useful, as I got use to approach a big question at smaller levels. I just feel like I know computers better. Everything really GPS Coordinate As per where technology is going and how people love to be connected I find that the most useful aspect that we learned for the future was about networking, though you do need a basic knowledge of programming in general to get there.
7. 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-1110-001, Sherriff, Mark Total: 76 Individual Answers: *See below for Individual Results*
	Didn't enjoy any of the stuff we did with turtles. not sure The whole yoshi's chase project didn't seem to be as useful in the long run to me. Algorithms complexity lecture Recursion I did not like the coding portion of networking. It could have been cool but there was too much "helper" code so I have no idea what I was really doing. The first chase was not that useful for me because at that point I did not really understand how loops work so it was more confusing than helpful. I found the algorithm section pretty tough to understand. I felt like we kind of rushed through it and skipped on to networking too quickly. none I really didn't think the zombie homework helped a whole lot with what we learned in class. It wasn't simply that I thought that particular homework was hard more that because it was hard it made it more difficult to understand how to correctly solve specific problems. Drawing fractals was really cool, but it did not help me learn recursive methods at all. If anything, it probably confused me a little more. advanced I/O, just didn't cover it enough so still don't really understand it It would be nice to have an option to do the partner homeworks by yourself. Fractals. Really cool but I wasn't very good at it and essentially useless for me in the future. recursion recursion Recursion is hard to get. Zombie was excessive and calender was too far. Nope. Honestly not at all. Computing is everywhere! ;) Networking did not seem to fit in with the rest of the curriculum. It confused me as to why we did it. Sundays

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Nothing
	Recursion was a topic I feel was essential to CS theory, but I did not see many practical applications.
	None that i can think of
	There was nothing really that I felt was useless.
	The last chase wasn't helpful to me. I got lost to easily and wasn't able to keep up.
	THE VIDEO GAME BULLSHIT. I took this class to learn practical skills and the basics of CS. I have zero interest in video games. The game assignments had right around zero practical future applications. I would rather have done stuff that would be actually beneficial or useful in the long term, even if it seems more "boring" on paper.
	N/A
	Learning about handling exceptions probably wouldn't be extremely important to know, but I recognize its purpose within java programming.
	Aside from occasional frustration, I was satisfied by the course.
	I think all topics were useful.
	To be honest, it might have to be the one on networking and advanced I/O. I think we just blew by those last two topics and didn't get them the emphasis that they needed.
	None really, except some topics that were just touched on that we won't use until higher level classes.
	The homework assignments that took certain concepts to the extreme, such as "Sundays" or "Zombie Survival." I understood pretty well how to do loops after completing all the other assignments in HW 4, so "Calendars" did not need to be so difficult. I definitely understood how classes communicate after the first week of working on "Zombie Survival," so I felt that assignment too did not need to be such a challenge.
	nothing, all was good.
	NA
	I think we spent a bit too much time on fractals.
	the chases....
	The zombie game was pretty tedious at times. Did help somewhat in seeing how well classes knit together.
	Networking
	Networking
	Networking
	I wasn't a big fan of the fractals b/c they were confusing and didn't see the relevance really, but it was kind of cool, nonetheless.
	I had trouble understanding the last in class assignment related to reading SD cards.
	programming graphics/games.
	Networking, at least for me
	drawing
	Recursion was a difficult concept for me, but I can see myself use it sparsely in the future.
	searching for pictures
	I can't think of any.
	Networking kind of seems pointless as I don't see myself ever having to network something within my major.
	Turtle drawing.
	None
	SUNDAYS. Didn't work, couldn't figure it out. Was probably a useful exercise in logical thinking, but not worth the amount of time and frustration it cost me. I never got it, and that ruined my entire week and my entire grade for that assignment.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

Getting the pictures off the corrupted SD card. I didn't learn how to do it and the lecture didn't go anywhere. It could be useful in the future, but the lecture itself wasn't well taught. The different methods of sorting were confusing. We were just taught many different ways to sort, but never really seemed to learn which was the best way.

none of them

I did not enjoy the various chases

recursive

Yoshi chase and hex adjectival while fun did not seem to serve a future purpose.

I find them all pretty useful

None.

Things were good overall.

The very last section on hexadecimal, Advanced I/O

n/a

n/a

n/a

n/a

binary and hexidecimal

the lecture on algorithms was confusing

Earlier in the semester I did not understand Turtle too well, particularly when we drew a tree/other images.

Sundays.java, Nim.java

The ones that involved turtle drawing.

The homework assignment that involved creating a rudimentary video game covered many basic concepts covered in lecture but, at least for me, failed to demonstrate practical application of them.

Zombie

Drawing in Java, since I most likely will not need to use the Turtle class in my predicted future career. It was a nice way to start of the class, though, and I really enjoyed it.

8. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	3.98	1.05	21 (23.08%)	17 (18.68%)	12 (13.19%)	2 (2.20%)	2 (2.20%)	37 (40.66%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	3.98	1.05	21 (23.08%)	17 (18.68%)	12 (13.19%)	2 (2.20%)	2 (2.20%)	37 (40.66%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

9. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
93	3.96	0.93	16 (17.20%)	22 (23.66%)	11 (11.83%)	2 (2.15%)	1 (1.08%)	41 (44.09%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
93	3.96	0.93	16 (17.20%)	22 (23.66%)	11 (11.83%)	2 (2.15%)	1 (1.08%)	41 (44.09%)

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

~
Question Type: Multiple Choice
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, 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)
94	2 (2.13%)	0 (0.00%)	19 (20.21%)	23 (24.47%)	9 (9.57%)	41 (43.62%)

Results for SEAS, 1000-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)
94	2 (2.13%)	0 (0.00%)	19 (20.21%)	23 (24.47%)	9 (9.57%)	41 (43.62%)

11. How would you rate the availability of TAs?

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
93	3.00	0.85	27 (29.03%)	44 (47.31%)	18 (19.35%)	3 (3.23%)	1 (1.08%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
93	3.00	0.85	27 (29.03%)	44 (47.31%)	18 (19.35%)	3 (3.23%)	1 (1.08%)

12. How would you rate the helpfulness of the TAs?

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
93	3.09	0.84	31 (33.33%)	44 (47.31%)	14 (15.05%)	3 (3.23%)	1 (1.08%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
93	3.09	0.84	31 (33.33%)	44 (47.31%)	14 (15.05%)	3 (3.23%)	1 (1.08%)

13. How often did you make use of the TA office hours?

~
Question Type: Multiple Choice
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
94	15 (15.96%)	13 (13.83%)	13 (13.83%)	33 (35.11%)	20 (21.28%)

Results for SEAS, 1000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
94	15 (15.96%)	13 (13.83%)	13 (13.83%)	33 (35.11%)	20 (21.28%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

14. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
58	*See below for Individual Results*

Overall I liked my TAs, but I did notice that sometimes the topic was so simple for them that they would get impatient with you for not automatically understanding.

no

They are all beautiful wonderful people.

they are awesome

Nick and Monika are awesome.

My lab TAs were great. During office hours, they were pretty helpful too but for the networking assignment, they couldn't do too much because they weren't given the assignment before or something. They were all super excited to help though.

none

none

Nope

Sometimes the calendar said there were office hours but no TAs were at the stacks.

I had a big issue with partnering and they were not extremely helpful.

N/A

N/A

N/A

Every time I went in they were very helpful and friendly.

TA's in lab were nice and helpful

Nick and Paul and Monica were all absolutely incredible! Thoroughly enjoyed being in Monica and Nick's lab and Paul was incredibly helpful and knowledgeable at office hours.

Great job considering the demand for help.

the TAs for my lab section were knowledgeable and helpful

Really nice people

Jim was always very helpful. Casey and Stephanie gave good help also during office hours. Another tall male TA (Joe..?) was good as well as Nick. When I received help from Matt, he seemed anxious to move on to other things , and his advice went against what other TAs suggested.

Very helpful in our lab period

I went to office hours once and never again. There simply were not enough of them to cover for the amount of people seeking help.

NA

Kevin was very helpful during office hours while a few other TAs were not very helpful.

Kevin and Jim were very helpful.

No.

Lab 103 TA's were awesome. Paul and Caitlin were very helpful and patient

Good

Mine were great in the Lab section.

Matt and Casey were very fun and useful. Some at office hours were very unhelpful though.

The ta's were always helpful during lab and the office hours. They were able to explain the topics I had trouble understanding.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Some are more helpful than others in that they are able to ask me key questions that led me to figure out the problem in my code whereas others didn't really give any concrete help. It was sometimes hard working with TAs for homeworks because one would tell you to try one method and the next would come and tell you it's completely wrong. It sometimes led to the homework being more confusing than necessary. TAs were very helpful, but sometimes office hours could be crowded and not enough TAs to go around. Basically every TA is not created equal. Some TA I had during OH were very helpful, but some were not even familiar with the material I was asking about when it was related to the assignment. Some were really general--others were specific. The specific ones were much more helpful. They were definitely on different levels. Jim seemed to be by far the best and most helpful, while some of the others didn't have answers and really only had the internet as the source of help. There also weren't really enough of them to handle all the kids. There would be waiting times of over an hour in the stacks at times just for the TA's not to have office hours anymore and just leave. Great, very helpful but not giving all the answers. nope Nick was wonderful, he was not only encouraging but also very helpful! Kevin was very helpful. All the TAs seemed excellent, however at times it would seem like they would spend too much time with one set of people. When they did get around to helping, they were extremely helpful and knowledgeable. They were fun, but also very helpful. Happy to joke around but serious when you needed them to be. Nothing specific. None. Awesome. Most TAs knew what they were doing and really tried to help you figure out what was wrong, however there were a few TAs that just told you that you were doing something wrong, and then left not really explaining how to fix it. Kevin's review session for the second test was really helpful-he did a great job. Both Kevin and Marina were great TAs in lab. n/a I think it would be helpful if more TA's were available during office hours (Mainly on Tuesday and Wednesday). Often if you didnt get into the queue within two minutes of the system opening you wouldn't receive help for over an hour or just not at all. I guess this is because people wait until then to finish assignments but it makes it impossible to get help with anything on those days. they are fun and friendly :) Too many students, not enough TAs. TAs are fantastic!!! My TAs certainly had a passion for CS that made it all the more exciting to converse with them about the topic and learn from them. Stephan and Kevin are fabulous Most were very helpful. Sometimes different TAs had different approaches and made it hard to get help on the same concept of programming from 2 different TAs Steph and Stef are great! Helpful but more TAs could be beneficial. It takes too long to be seen in OH.
15. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-001, Sherriff, Mark Total: 53 Individual Answers: *See below for Individual Results*

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Basic Java GUI's would have been interesting. android dev. I wished we had covered recursions more deeply. Some more networking practice would have been useful. Maybe building a website? Working with websites. None that I can think of. none Advanced I/O maybe... Would have loved to touch a bit on web developing, but I suppose that may be outside the focus of the class. games I wish we could have spent more time on developing our skills on developing classes and objects. Maybe even an extra credit homework assignment that strictly dealt with this concept. Recursion. N/A i wish went more into complexity more in-depth cryptography would have been nice I wish we could have delved somewhat into graphics or making a basic program interface rather than either using the console or getting helper code. I don't know. I wish we had covered many aspects of the Zombie game more. Figuring that out on the run was extremely difficult for an inexperienced programmer. We had gone over the concepts in class, but the level of difficulty in that assignment that involved putting the concepts together was a gap that was really too hard to bridge. more internet Differences between a PCs and Macs? Everything that was covered was great! NA I did like the last section on networking/I/O but I got a little confused on it. Reading HTML pages and scraping data. While we covered how to import a webpage's source, the source itself is only useful if you can extract the relevant data from it. It would have been nice to learn some parsing techniques or regular expression to get some hands on experience with making scrapers. Classes and class construction. I feel like that's the heart of what applied computer science is. JPEGs Networking and Data Recovery were interesting and I wished that we did more with it. Reading files and how to write files so you can use java to process them effectively. The topics were all covered well; however, the transition to understanding how to implement stuff from class came while doing homeworks or extra practices like codingbat questions for recursion. Out of all the material I wish we could have covered networking in more depth. I would have enjoyed learning how the graphics engines, like the one provided for HW6, worked. Probably classes, since those have such vast applications in the future. File manipulation seemed to pass by briefly, more elaboration could have been interesting. Overall the depth was sufficient for an intro course.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

we could have covered the networking part more

Because this class is my only exposure to anything related to CS, I'm not sure of what other topics there might be. I feel like this was a great introductory course and it has at the very least increased my literacy for how I might go about looking up another topic which might pique my interest in the future.

I think the progression and time from topic to topic was perfect.

The second half of the semester seemed rushed.

None

Network, cloud computing

More about networking.

Calendar

Maybe a little bit more on algorithms.

Recursion was hard to understand so quickly.

Fractals

Covered networking more indepthly

It was all fairly comprehensive.

Not sure.

No idea, maybe further into fractals, that would be interesting.

needed more time to understand recursion and sorting.

I really would have liked to cover web crawling or how to find data within a web page instead of through a web service.

Anything related to data analysis or user interfaces.

I wish we could have gone more in depth on networking and other applications of it.

16. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
94	4.48	0.62	48 (51.06%)	45 (47.87%)	0 (0.00%)	0 (0.00%)	1 (1.06%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2162	4.12	0.88	787 (36.40%)	984 (45.51%)	266 (12.30%)	75 (3.47%)	36 (1.67%)	14 (0.65%)

17. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
94	4.70	0.59	70 (74.47%)	19 (20.21%)	3 (3.19%)	1 (1.06%)	0 (0.00%)	1 (1.06%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2599	3.97	1.10	912 (35.09%)	783 (30.13%)	367 (14.12%)	170 (6.54%)	94 (3.62%)	273 (10.50%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

18. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	4.05	1.32	50 (52.63%)	25 (26.32%)	4 (4.21%)	7 (7.37%)	9 (9.47%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2169	4.10	0.95	812 (37.44%)	968 (44.63%)	215 (9.91%)	112 (5.16%)	55 (2.54%)	7 (0.32%)

19. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
93	4.54	0.75	60 (64.52%)	26 (27.96%)	5 (5.38%)	1 (1.08%)	1 (1.08%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2161	3.99	1.03	747 (34.57%)	829 (38.36%)	314 (14.53%)	126 (5.83%)	70 (3.24%)	75 (3.47%)

20. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	3.51	1.16	23 (24.21%)	24 (25.26%)	27 (28.42%)	15 (15.79%)	4 (4.21%)	2 (2.11%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2160	3.47	1.13	332 (15.37%)	569 (26.34%)	469 (21.71%)	223 (10.32%)	109 (5.05%)	458 (21.20%)

21. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	4.59	0.59	61 (64.21%)	29 (30.53%)	5 (5.26%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2587	3.90	1.02	756 (29.22%)	1012 (39.12%)	420 (16.24%)	178 (6.88%)	77 (2.98%)	144 (5.57%)

22. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	4.86	0.35	82 (86.32%)	13 (13.68%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2593	4.26	0.91	1170 (45.12%)	835 (32.20%)	276 (10.64%)	70 (2.70%)	46 (1.77%)	196 (7.56%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

23. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
94	4.83	0.38	78 (82.98%)	16 (17.02%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2595	4.21	0.90	1028 (39.61%)	871 (33.56%)	277 (10.67%)	69 (2.66%)	43 (1.66%)	307 (11.83%)

24. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	3.58	1.27	17 (17.89%)	10 (10.53%)	15 (15.79%)	6 (6.32%)	4 (4.21%)	43 (45.26%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2155	3.72	1.08	352 (16.33%)	405 (18.79%)	345 (16.01%)	105 (4.87%)	51 (2.37%)	897 (41.62%)

25. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	4.23	0.98	49 (51.58%)	28 (29.47%)	10 (10.53%)	7 (7.37%)	1 (1.05%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2594	3.80	1.13	772 (29.76%)	890 (34.31%)	410 (15.81%)	251 (9.68%)	117 (4.51%)	154 (5.94%)

26. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
94	4.63	0.57	63 (67.02%)	26 (27.66%)	4 (4.26%)	0 (0.00%)	0 (0.00%)	1 (1.06%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2589	4.16	0.94	976 (37.70%)	870 (33.60%)	279 (10.78%)	100 (3.86%)	46 (1.78%)	318 (12.28%)

27. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
94	4.77	0.45	73 (77.66%)	19 (20.21%)	1 (1.06%)	0 (0.00%)	0 (0.00%)	1 (1.06%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2587	4.08	1.00	944 (36.49%)	819 (31.66%)	339 (13.10%)	142 (5.49%)	48 (1.86%)	295 (11.40%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

28. 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-1110-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
94	3 (3.19%)	9 (9.57%)	51 (54.26%)	26 (27.66%)	5 (5.32%)

Results for SEAS, 1000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2164	208 (9.61%)	952 (43.99%)	685 (31.65%)	226 (10.44%)	93 (4.30%)

29. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
95	4.58	0.61	61 (64.21%)	28 (29.47%)	6 (6.32%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2156	3.89	1.07	704 (32.65%)	842 (39.05%)	362 (16.79%)	156 (7.24%)	92 (4.27%)

30. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
95	4.53	0.85	65 (68.42%)	21 (22.11%)	4 (4.21%)	4 (4.21%)	1 (1.05%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2160	3.88	1.15	784 (36.30%)	728 (33.70%)	359 (16.62%)	175 (8.10%)	114 (5.28%)

31. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	4.69	0.49	66 (70.21%)	27 (28.72%)	1 (1.06%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2575	4.03	0.96	906 (35.18%)	1082 (42.02%)	402 (15.61%)	120 (4.66%)	65 (2.52%)

32. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	4.21	0.89	43 (45.74%)	34 (36.17%)	11 (11.70%)	6 (6.38%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2589	4.07	0.97	1008 (38.93%)	987 (38.12%)	424 (16.38%)	107 (4.13%)	63 (2.43%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

33. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	4.69	0.57	70 (74.47%)	19 (20.21%)	5 (5.32%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2592	3.90	1.08	919 (35.46%)	877 (33.83%)	510 (19.68%)	187 (7.21%)	99 (3.82%)

34. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Individual Answers
49	*See below for Individual Results*

The one thing I didn't like was the later homework assignments. A lot of code was given and we had to fill in other parts. However it was confusing to just understand the code given because we hadn't seen most of it before and didn't know how it worked, and sometimes made the homework harder just because we had to spend time trying to understand the given code. Also, we didn't have a way to see why points were taken off of homework or what we did wrong

Very interesting, no major changes to be made. Possibly more leeway in how HW assignments are graded, not only by a bot

Tough class, but Sherriff is a good professor.

This class met 3 times a week and had a lab. Additionally, this is the class that I spent more time on than any other class. Therefore, I believe this should be a 4 credit class. I really did enjoy this class.

His personality made some questions I had seem to be stupid or irrelevant, so I didn't approach him about it.

awesome

Between labs and homework, the time commitment was high for only a 3 credit course

My favorite teacher this semester and the one of the most fun classes I've taken at uva

You did a great job making me stay attentive in class.

N/A

Sheriff was a great teacher that knew the material and knew how to make it fun. This class allowed me to learn a ton about cs and has made me way more interested in and appreciative for cs.

I took this course for fun because I'd been interested in learning programming for a while, but I was worried about how difficult I'd heard it was. On the first day of class, Sherriff basically made all my fears go away, he's such an engaging and knowledgeable lecturer and this has been one of my favorite classes I've ever taken at UVA. He seems to want us to succeed and will do all he can to make sure that we understand the material, and he knows exactly what his students are capable of and challenges them to achieve. I'm so happy I took this course.

I feel as if more programming experience is needed in 1110 than is led on from the course description. It seemed as though many students had some previous experience which pushed the class to move through topics a bit too quickly.

Sherriff was a great teacher that really knew his stuff.

It is a good, fun and Well-arranged class. It gave me a really good first experience with coding and programming, which removed my old impression (scare and stay away from it) about CS. Now I am thinking about majoring in it.

Professor Sherriff was a fun and knowledgeable instructor. I very much enjoyed this course.

This was my favorite course of the year, and as a complete novice in CS has sparked a considerable interest for me

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	After having taken CS 1110, this course is most definitely on my list of "top classes" here at UVA. Professor Sherriff was a very engaging lecturer and it was evident throughout his lectures that he cared about the topic that he was teaching. Overall, this class was reasonably difficult in the fact that it wouldn't take hours upon hours of your time to finish an assignment (and if it did, an ample of amount of time was given to the student to complete the assignment). I believe that this class required a different "type" of thinking than students were familiar with. I would most certainly recommend this class to anyone that is looking for a challenging but exciting course!
	it was good having a partner for assignments, but would have preferred to work individually in labs. I learn a bit slowly and was never able to keep up with my partners during lab, so I didn't learn as much during labs as I wanted to. Also, the podcasts aren't very effective because you can't see what's being done on the board. It would be great to have audio and film of the board.
	I came into the class knowing nothing about computer science. Coming out of the class, I am much more confident that Computer Science is an interesting and worthwhile major.
	Prof. Sherriff is without a doubt one of the best teachers I have ever had. The course is structured and organized very well. Supplemental tools, like lecture notes, CodingBat, and podcasts, were all so helpful in furthering my understanding and preparation. Future students who are willing to learn will gain so much from this course because of Sherriff's character and knowledge.
	Sherriff is fantastic!
	Good.
	Really enjoyable and effective lecturer
	Sherriff sometimes appeared judgemental when students could not understand a topic that he saw as an easy concept. There was an absurd amount of Hw due for an intro class.
	very learning intensive course of pretty difficult subject matter
	Sherriff is a very effective teacher. He provides lots of examples and gets students to think about topics form different perspectives. I like that he always asks for questions and gives thorough responses to them. I felt that some of the homework assignments were rather excessive in order to get students to learn the subject material, specifically homework numbers 4 and 6. I am glad I got to work with a partner on homeworks 5, 6, and 7 but even there I feel as if the work was not evenly divided and that my partner brought down my grade in one case.
	Mark Sherriff was honestly my favorite professor thus far. The only criticism I have of the class was the amount of helper code on assignments.
	It was a good course. Some of the homework took an absurd amount of time to complete though. This class should be worth at least 4 credit hours, or what's required of it needs to be reduced. The intro to engineering class requires much less work but is 4 credit hours. Reevaluate the credits earned/work load required.
	Great professor. Great course.
	I had an amazing time in this class and I think a big part of that was Professor Sherriff and his fun, engaging teaching style! My only complaint is that I wish I had taken this class earlier. If I wasn't a fourth year, I would definitely go on to major or minor in CS.
	Sherriff is a really animated teacher in the classroom which is great, but I felt that he sometimes went too fast especially when he is typing. I also found myself hesitant to ask questions because of a slightly condescending demeanor he has when answering questions. That being said, he was a great teacher overall and I did learn a lot, if not everything I was supposed to. I think it takes a certain type of logistical thinking to excel in CS, one I don't have a natural knack for, and therefore it was a challenging course for me. I'm glad I took it though because now I have a basic understanding of java.
	Way more time and effort than what a 3 credit course should be. It is hard to keep up with the amount of work given. Partnering hindered my learning more than it helped.
	The course was good overall
	Sherriff is a BAMF. interesting class and very rewarding
	For the homework involving methods or classes that were pre-written I wish how they were called/what they did exactly was better explained within the code. For example, during the Navigator HW we spent a long time trying to figure out how to use some of the pre-set methods. I wish the earlier HW's were graded more leniently because I did not realize that our code could satisfy all of the auto-grader examples, but then not work on another example.
	Great intro class.
	Mark Sherriff is an amazing professor, makes the class very interesting. Changed my intended major after this course to double majoring in CS.
	Sherriff was entertaining and a great teacher. He was a little intimidating in his office hours but no one can say he's not fair, and I've never had a more efficient teacher. I would highly recommend him, just as my friends recommended to me to take his classes.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The professor was simply fantastic and brought the whole course together to make it my favorite class I have ever taken (including before transfer). I felt everything fell into place at the perfect timing and would not change a thing. Thank you, Sheriff! The homework was very demanding, and the amount of time spent outside of class and in lab could be appropriate for a 4-credit class. Mark Sherriff is exceptional. I look forward to taking other classes taught by him. Came in with a little Java experience but didn't really like it. Left with a vast understanding and a new-found appreciation. Thank you! Love this class! Seriously considering in majoring CS I feel that the weekly quizzes should either be due on a different day or not be part of our grade. I know I kept forgetting to do them on Sunday nights. The course was fantastic, and I recommend it to everyone. I would, however, reconsider the textbook, as I didn't use it outside of the first week of class, and most of the material is available online. Excellent course. Tough, but enjoyable. I didn't skip a single class and I wouldn't have even if it were a 9 AM. Professor Sherriff's infectious love of computing permeates all his lessons, and he teaches effectively without, and maybe because he doesn't use, boring lectures. I think some of the very best people are scientists, because it is very likely they have a true passion for what they do, and Sherriff is certainly one of those people. As a fourth year, having to do regular homework assignments could've been a real pain, but since they were so interesting, it was more like I used CS homework to procrastinate on things like, oh, I don't know, my thesis (oops). I am very glad and thankful that I have had him as a professor and hope to use computing in the future, as he inspired us to do in his last lecture.

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CS 4720-001 **Web and Mobile Systems** - Fall 2013

ENGR (18598)

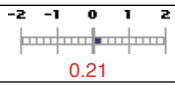
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 65 / Enrollment: 72

Summary: CS 4720-001 Web and Mobile Systems - Fall 2013 (18598)

Overall Course Rating

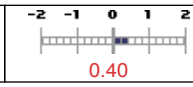
CS-4720-001 Mean 4.30
CS-4720-001 Std Dev 0.77
CS-4720-001 Response Count 324

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 4000-level courses Mean 4.12
SEAS, 4000-level courses Std Dev 0.88
SEAS, 4000-level courses Response Count 8917

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.59
Std Dev 0.58
Response Count 450

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 4000-level courses Mean 4.25
SEAS, 4000-level courses Std Dev 0.85
SEAS, 4000-level courses Response Count 13555

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

1. How accurate is this statement for you: The project was of acceptable length.

~
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)
65	4.48	0.75	38 (58.46%)	23 (35.38%)	1 (1.54%)	3 (4.62%)	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)
65	4.48	0.75	38 (58.46%)	23 (35.38%)	1 (1.54%)	3 (4.62%)	0 (0.00%)

2. How accurate is this statement for you: The project was of acceptable difficulty.

~
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)
65	4.42	0.68	32 (49.23%)	30 (46.15%)	1 (1.54%)	2 (3.08%)	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)
65	4.42	0.68	32 (49.23%)	30 (46.15%)	1 (1.54%)	2 (3.08%)	0 (0.00%)

3. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.

~
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)
65	4.40	0.72	34 (52.31%)	24 (36.92%)	6 (9.23%)	1 (1.54%)	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)
65	4.40	0.72	34 (52.31%)	24 (36.92%)	6 (9.23%)	1 (1.54%)	0 (0.00%)

4. Which topic/lecture in this course was your favorite and why?

~
Question Type: Short Answer
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
59	*See below for Individual Results*

I really liked REST, because it provided a simple yet incredibly powerful for connecting information on the web.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Learning android was my favorite part of the course. REST and coding the web services in PHP and Python was my favorite. HTML - was always curious about the coding of websites but had never gotten into it before this class. The Node.js lecture as well as Michael Prichard's lecture are memorable. Prichard's was awesome because it's pretty cool to hear from someone who is actually working in the industry. The Node.js lecture was awesome because it introduced us to a pretty cool up and coming technology. Hard to choose, a bunch were really interesting. Mobile wireframing-- I like UI History of html AJAX. It seems so simple but whenever I tried to learn it on my own I ended up mystified. The mobile security stuff. Had no idea how that worked. P2P, I thought BBS was cool Web design with REST, MVC, JavaScript and AJAX because I've been web designing since 3rd grade but never utilized these aspects. REST, because the subject matter I found the most interesting The web design because I didn't know almost anything when I started this class and the earlier assignments helped a lot. I thoroughly enjoyed the bitTorrent lecture because it gave me a good history and knowledge behind how torrenting works, especially how torrenting was done in the past. The website example and code were exciting to see. Usability - I like the UX and HCI areas of CS the most, so I found those sections most interesting. Three-tiered architecture and the anatomy of a web application The NodeJS lecture was really cool because I had no real idea of what NodeJS was or why there was so much hype about it. It motivated me to play around with it more on my own. N/A Webservices because it was new and interesting Frameworks by far. Before learning about Bootstrap/JQuery/CakePHP, I had always tried to build things from scratch. I had no idea about using frameworks. Now that I know about them, my web development is easier, faster, and of higher quality. Node.js. It's something I haven't explored much and was very interested in. I wish we had gotten an additional day with, or built something with, or had a homework with, node.js. All things about the web. The one about building a server because it's good knowledge to know. I probably would not have learned it otherwise anytime soon. Service oriented architecture because it was a new concept and showed value in designing programs differently than traditional classes The build your own server lecture because I really like computer hardware and the lecture was very down to earth and hands on. AJAX because it showed me how to improve the dynamism of a webpage based on user interaction. Web service development as a whole including writing PHP services, learning about RESTfulness etc. I most enjoyed the class where we discussed how the architecture of big web sites works. Bootstrap/ajax because they helped me improve my web designing skills. Well, every topic is very interesting to me especially HCI part, where I can show my artistic skills to my teammates. HCI; it's a topic that's interesting to me, and I like working with it I enjoyed the overview on the history of HTML and the politics/arguments behind it. It was definitely interesting. Also the guest speakers were a good change of pace when things were slowing down.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	mobile development android development - we were able to make something tangible Hands on learning of service oriented architecture. Learning about python and the google app engine. I really want to try and learn python and it was a fun topic to learn and a good assignment to have us incorporate a web service using python and the google app engine. Guest speaker: WillowTree Apps because it exposed us to see how the industry develop the product, tools they are using, and the processes involved. It's really tough to choose. I would have liked to have gone more indepth into node.js, but I really enjoyed our discussions of networking, as well as bittorrent and napster, and everything on html, ajax...ok I liked everything. The lecture about the differences between designing for web and designing for mobile. There is a whole different number of aspects for you to consider when your platform isn't the web and it creates the need to make more conscientious decisions about design. Web development because this is what I am most interested in. I enjoyed all the general courses about web development because this is the only place in any of my computer science curriculum that I have learned those things. AJAX, because I think that it is a useful tool when it comes to web development and is something that should be implemented with any reasonably sophisticated website. Web dev Service Oriented Architecture because it was something that I had not heard of before. p2p, since i use the system so much, i really wanted to know how it works Peer to Peer networking, because it explained something I was always curious about. REST and framework discussions -- learned how to do web development the right way My favorite topic in this course was learning about RESTful architecture because I learned you could separated URLs from server file architecture. Client-Server discussions because I never really understood what exactly was happening and it was good to know what to do in making design decisions. Learning about REST, AJAX and how to make a website with both the client-side and server-side interaction since that is knowledge that really tied things together for me. The usability/accessibility of devices since it really made me think about how the really good functionality is one that seems to come naturally to you. I really enjoyed the discussion of node.js and the WillowTree lecture. The WillowTree lecture was interesting to hear companies are stepping away from write once run everywhere mobile frameworks and using native environments more. I also really enjoyed looking at the parts for a server, since that's something I've been interested in building for a couple years now. Building torrent lab. web Everything!! Mr. Sheriff is fun Cloud Computing was my favorite, since it addressed new concepts that are very prominent and growing in the world of Web & Mobile Software. I enjoyed the bittorrent lecture because the content was very tangibile. Having us implement the application helped us learn more about how they work. I like all the topics we covered in class. I actually liked the accessibility/UI stuff (for mobile apps) because they made me think outside the box and helped me realize things that I'd never thought of before.
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: 59 — Individual Answers: *See below for Individual Results*

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Basically learning HTML/CSS/Javascript + Android dev.
	Enterprise Web Services: These were very useful, since they had very important concepts for places we might be working next year.
	I think the lecture on restful frameworks will be most useful in the future.
	I think the lectures on REST will help me in the future because it is basically ubiquitous in all web development. I'd already made a RESTful web service in a past internship.
	Webservices
	Three-tiered architecture
	REST because I believe it is the most broad topic and will help with future possible web development. AJAX was also very useful
	API design and RESTful architectures.
	Ajax and javascript as they are used widely.
	RESTfulness and Web services for sure. They definitely are the most important things that I feel we learned this semester and I will certainly be incorporating those concepts into any web related projects I undertake in the future.
	lecture about emerging technology like node.js
	Android development
	Same as above. The web development and general anatomy of the web is something very relevant to any field of computer science and I hadn't learned the basics until this class.
	I think designing the website will be most useful to me in the future.
	Same as the previous question: Web service development as a whole including writing PHP services, learning about RESTfulness etc.
	I think the web technologies lectures are crucial (what a surprise).
	rest
	AJAX/REST concepts
	Google app engine because it showed me a free way to do web development in Python
	REST because RESTful systems are becoming more popular
	SSH/Rsync/terminal commands. People think the commands are scary. Help!
	Android/app development.
	MVC
	mobile development
	I think the lecture on PHP and AJAX will be the most useful because I will always need to know and apply these languages when developing future web applications.
	Although I already had some familiarity with PHP and HTML5, those lectures will definitely be useful in the future.
	Node.js
	Once again, REST and mobile development.
	RESTFul lectures were very helpful especially because the definitions can be hazy and unclear
	Web dev
	RESTful websites
	Creating restful APIs.
	Web service/mobile app architecture
	service oriented architecture
	Web services. JSON etc.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	AJAX seems really useful. Frameworks - Bootstrap, JQuery, CakePHP, REST. Jquery, php, and MVC. Javascript, JQuery, and Bootstrap were very practical. Either Mobile Security or Cloud Computing, probably. Not a specific one. Cloud computing Willowtree guest speaker RESTful frameworks, MVC, interface usability. database/ android development project Cloud computing seems like something that is becoming more widely used and I think it is good to have some background experience or at least know what it is and what it can do as the future of the enterprise continues to grow. Web development in general, and REST. Android The security issues - security is and likely always will be a hot topic in CS and is applicable to many different aspects of CS RESTfulness because I've been web designing since 3rd grade, which was 13 years ago, and I've not kept up with the times, and I feel now that I'm up-to-date with how web design is implemented! RESTful websites and then 10 rules of Mobile Application Usability. The security lecture though very basic, introduced me to something pretty cool. The lectures on Android and the experience developing web services from scratch really useful for the future. Every company I've looked at is looking for Android experience, and developing web services has really helped me better understand the way HTTP works for web development. SOA as I have now learned how to create my own APIs (and perhaps contribute my own for the benefit of other developers). All of the php/javascript/jquery/etc lectures. The Android lecture was also very useful and could have gone a bit deeper. PHP/MySQL. It seems like these two are an intricate part of any web/mobile application design and I would find myself dumbstruck if I tried to program an application without knowledge of these two. Model View Controller and JSON Service Oriented Architecture REST, since i think most web dev companies require the basic knowledge of RESTfulness
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: 56 Individual Answers: *See below for Individual Results*
	Node.js. I think they were all pretty good. Pretty fluid class and the material all seemed relevant. Having one lecture on node.js was a bit confusing, and the lectures on security could be a bit too high level. Hard to understand such a concept without really seeing it at play but again, still useful to have learned it. None really, it all was pretty good. The lecture on designing mobile apps for users with disabilities did not seem as useful to me.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Learning about Napster and BitTorrent wasn't as applicable or interesting for me; I also didn't really see how it would be useful in the long run.
	everything is useful
	Capital One
	none
	Build a server
	Nothing stands out.
	They all worked pretty well.
	Python and the Google App Engine; I'd rather spend more time on node.js. Web services were useful, but I thought we spent a bit too long on them.
	I thought SOAP was very confusing
	It all seemed useful.
	Usability, seemed a lot like common sense
	N/A
	N/A
	N/A
	All were useful
	node.js
	node.js
	Android coding walk through because it was a bit bland and we could just walk through the tutorials ourselves
	The app development was interesting, but at times things didn't seem to work the way 99% of examples said they should and hacks needed to be made to bypass convention. However, it is interesting since unless you are continually using it, you will miss updates that depreciate your current knowledge or change the context of how things are done.
	None of the lectures were un-useful in the long run.
	The Python lecture, but this was only because I felt that the Google App Engine could have been discussed in broader terms.
	python, i think focusing on php would have been better...or just use python for the whole semester. so it would be less confusing if we used just one web language (ruby, python, or php)
	All of the one-off lectures on assorted web topics. They were interesting, but given the depth, I think they would have been better conveyed through readings only. I would have preferred spending more class time on android development along with more in depth coverage on Bootstrap and RESTful frameworks.
	The history of the internet and HTML wasn't that useful in my opinion. I don't think it's necessary to know that information in the future.
	I didn't find the Enterprise lecture particularly engaging, but that's because I'd already had some experience with it.
	All of the lectures addressed new topics for me, so I cannot choose one to omit.
	I think all of the topics were useful, but I was a little confused about the definitions of REST. The instructor gave a clear definition regarding REST and its uses, but through some online research I found that a lot of people have differing views on what exactly is REST.
	Node.js
	Nothing really stands out as "out of place."
	For me, classes where we went in depth about how to program in a given language or use a given framework were not as useful. The more abstract points about those languages and frameworks were interesting and useful though.
	Can't think of one. They were all great.
	Cake php/mvc, we didn't go very far with them.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I didn't completely understand the usefulness of SOAP.

None

None

I still don't feel like I have a good handle on RESTfullness, what it is and how present it is on the web, even though I can tell it's very important

There didn't seem to be much point in learning Node.js and it seemed kind of irrelevant compared to the other topics

I think if you expect people to actively attend class and pay attention 3x a week at 9 am, then you should prepare lectures with more structure and content. Too many times I feel like I left the class having only heard 50 minutes of anecdotes and bad jokes.

PHP was interesting but I don't know if there was enough depth to it or if the lack of depth is related to it not being as relevant to the course as to a course such as databases.

None.

The capital one guy was a waste of my time. If I wanted to get recruited by capital one for an hour I'd go to their meetings and career fairs

N/A. I found all the lectures engaging and useful.

I was a bit confused during the Python/Google App Engine lecture because I wasn't totally sure what was going on and I'm not sure if it would be relevant to me in the future.

n/a

n/a

They all seem pretty useful and were helpful to learn about. Maybe SOAP will die out in the future and thus we may not need to focus on it as much.

I felt we should have gone into more detail for both CSS and Android UI development. I felt that for the first couple homework assignments it would have helped to better know ways to of developing the styling. I also thought it would help to go a little more in detail about how to develop a good UI in Android, and look at various community conventions. I personally have found PHP to be less useful because I've mostly only heard of companies looking for Java with web development.

It was all useful. If I had to pick what I disliked, it would be that I was forced to use Google App Engine, but in retrospect, I appreciate having to use a different programming language and runtime environment to do web design (Python and GAE), as well as learning about different application hosts and their different features (such as different database interfaces and unique APIs).

nothing

capitol one

P2P -> Interesting topic but difficult to see the exact fit in relation to the rest of the class.

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)
63	4.31	0.73	21 (33.33%)	17 (26.98%)	7 (11.11%)	0 (0.00%)	0 (0.00%)	18 (28.57%)

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)
63	4.31	0.73	21 (33.33%)	17 (26.98%)	7 (11.11%)	0 (0.00%)	0 (0.00%)	18 (28.57%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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)
64	4.09	0.86	16 (25.00%)	20 (31.25%)	9 (14.06%)	0 (0.00%)	1 (1.56%)	18 (28.12%)

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)
64	4.09	0.86	16 (25.00%)	20 (31.25%)	9 (14.06%)	0 (0.00%)	1 (1.56%)	18 (28.12%)

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)
65	1 (1.54%)	3 (4.62%)	22 (33.85%)	18 (27.69%)	4 (6.15%)	17 (26.15%)

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)
65	1 (1.54%)	3 (4.62%)	22 (33.85%)	18 (27.69%)	4 (6.15%)	17 (26.15%)

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
44	*See below for Individual Results*

Make the first few website homeworks tie into the final project. Having them be a "personal website" basically just meant that I would pick a few random HTML5 technologies and copy the tutorial code for them into my website. But if I had been trying to actually build a portion of the final project, I would have had to pick useful technologies and actually work to customize them, rather than using the demo code. I also strongly agree with switching form Google App Engine to Node.js.

Please deduct points earlier. I lost alot on my final project for 3rd part web service when my group got a 100 for that phase. Could have saved my A in this class.

Specify the complexity needed for the projects - the project I worked on was pretty simple, but some others that I heard about were really complex so I wasn't sure how complicated it needed to be.

I feel like the fifth phase involving the website should have actually been a full blown website instead of just a simple thing to showcase our web services.

I really do like the weekly "checkups" for the project because they helped me stay on track and stay focused on the project, but I feel like the web service in google app engine was a bit forced. It'd be nice if the checkups focused more on what was included in the mobile app itself, rather than the services that talked to the mobile app.

Replace the Google App Engine web service with something involving node.js.

Perhaps reduce the number of individual homeworks and start group projects earlier to prevent time squeeze at the end.

No. The project was well executed.

The lectures were removed from the phases-- sometimes I felt unprepared for the phases and wasted time figuring out what exactly I was supposed to do.

Possibly moving up the project phases up a week, so that the last week before finals is not as hectic. Overall, though, the phases themselves were essential in allowing me to make a good project by the end of the semester.

Give a couple lectures that deal with specific android activities. Tabs or asycnchronous task.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I don't really find Android development that fun or useful. We do this in 2110 and I didn't feel like I learned much more than I did then. If it were at all feasible, this ios development would be amazing and incredibly useful
	The project should be spread out even more, giving the harder weeks (such as coding the initial web service and the final submission) at least 2 weeks.
	You mentioned this before but I think something using node.js would be pretty cool. Google App Engine was more troublesome than I think it needed to be.
	Google App Engine is frustrating and I still don't think I know how it works.
	nope
	Perhaps suggest/allow authentication to be one of the web services developed. It's not a simple task even though many projects need it.
	Perhaps use something besides Google App Engine for building web services.
	inter-group collaboration?
	Definitely have the incremental projects
	Breaking the project into phases was nice.
	I felt our group (which happened to be a group of 2) needed a little more than a week for the final polishing.
	None
	None
	Have some way of enforcing accountability for group members.
	First tell us from the beginning that using Google web services (like Maps) doesn't count as a third party web service. Making sure the TAs are prepared to grade the Android apps, we had to show them that installing it from the web worked for every phase that was due.
	Show examples?
	Skip google app engine phase.
	The project ate up all of my time in the second half of the semester. I wish we had started earlier. Also I wish we could have switched groups for part of it. My group was not good, though I didn't know it at the start, and it was rough being stuck with them through it all.
	Definitely keep the phases They really make you stay on track and have you think about how everything will interact together to form the final project.
	I think the course was well-designed and is more hands-on than other computer science courses at UVA, which I loved. Keep it up!
	I enjoy how the project is split into homeworks and a final compilation.
	The requirement of using Google App Engine was perhaps not all that useful. Although I think introducing other languages and frameworks in some fashion is a good idea, with GAE it felt like we were jumping through hoops to use it just for the sake of the requirement.
	Google App Engine doesn't play well with much of anything aside from itself. I get the whole SAAS/PAAS/IAAS trichotomy, but don't force people to use GAE just to get that point across.
	I think the project could have been a little more guided. It would have been nice to have time allocated to discuss potential service ideas and get feedback on certain designs. I would also have enjoyed learning more about more complicated Android development with more class demos.
	Maybe have a higher standard for the projects. Some groups I feel like got away with doing the absolute minimum and still got the same grade as people who took the project further and spent a lot more time on it.
	more choice when it comes to choosing between php, ruby, and python for the projects
	n/a
	It would be interesting to see demos of past projects to see what was implemented for ideas.
	I think the current setup worked perfectly well and I cannot think of any improvements.
	I really liked how there were phases of the project throughout the semester to help us keep on track with the amount of work that needs to get done each week, but each week we ended up spending a lot of time on the project. The project was very time consuming each week, so in the future, maybe the project should be started earlier in the semester so it does not take so much time every week.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I don't think forcing external web services (Google App Engine web service and the third external service) into a system makes a better system. node.js It seemed like a lot to have something due every week. Maybe a better idea to start the project a month earlier and space it out, although I do understand why it was done this way.

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)
65	2 (3.08%)	29 (44.62%)	21 (32.31%)	10 (15.38%)	1 (1.54%)	2 (3.08%)

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)
65	2 (3.08%)	29 (44.62%)	21 (32.31%)	10 (15.38%)	1 (1.54%)	2 (3.08%)

12. 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
49	*See below for Individual Results*

Node.js,

More tricks with CSS

Coding topics, mainly PHP/AJAX

More HCI/usability stuff - but I guess that's covered pretty well in the HCI course.

Php and web programming in general. I feel like we skimmed over this topic too much and hw3 ended up being too simple.

Android development - topics like how to make layouts, how to customize adapters, internal storage, etc. Bootstrap - Customizing/compiling the default Bootstrap, how to actually make really good looking websites Node.js

More about web services and web applications. The mobile part took away from the web development aspect. I think a solid understanding of web development is necessary for mobile. More homeworks and practice would be nice too.

ajax/javascript

Dived deeper into some frameworks, maybe cakePHP. I thought the class did a great job in terms of a wide breadth of topics but did not go into great depth for any

I wish we had time to cover PHP/MySQL more deeply.

Deeper instruction into specific languages would be much more helpful.

Node.js

Nothing off the top of my head.

The Android lecture could have been a bit deeper, especially for those with no prior experience working on the platform.

It would have been cool to try out some other technologies like Ruby on Rails.

Ruby and python

Learning more about technologies like Torrent would be cool.

None

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I don't have a direct answer to this question, but I feel like if I hadn't had prior web & mobile experience, I would have felt this course moved too quickly, i.e., there are too many assignments throughout the course (one per week) asking a lot from students, especially inexperienced ones. To me, all of the topics were useful, the schedule was good, and the grading was fair, so the pace balanced out in the end. Running web servers -- i.e. using apache and other tools. Restful frameworks. I think it would have been nice if we had assignments that required us to setup and use cakePHP or Ruby on Rails and get a good understanding for how we can interact with these frameworks and see just how powerful they are. I wish we had covered Android development practices more. Our app was pretty slow and would crash when switching between tabs quickly. It might have been nice to go over good design and architecture practices. I would've liked more depth with Mobile Security, but I know this class isn't Dark Arts web infrastructure. Cloud. None. I wish we could have covered iOS development. I wish we had covered node.js mroe deeply. Maybe more on complex app development that requires graphics and different IDE's. N/A N/A N/A More in depth on servers I wish we had gone over Google App Engine more because it had a fairly steep learning curve. More cloud computing concepts n/a I'd hoped that we could have gone over enterprise web platforms a bit more. I wish we covered mobile application development more deeply (despite personally experiencing it ourselves) I wish we could have had more time to work on python and google app engine. It was a fun topic and node.js Node.js, bootstrap PHP Node.js more deeply. I think we hit a lot of good things. It might have helped if you demonstrated how to sign an Android app in class because I had to figure that out on my own. I would have really liked to do more with CSS, and HTML. I think we should have gone into more detail about how to create proper HTML, and I would have liked to learn more about how to do fancier things with CSS. IOS development Differences in building apps for the different operating systems. More about building more sophisticated/dynamic programs as technology has gotten more complex. IOS Development, where to host things outside of plato. more user interface More NodeJS, maybe other web languages/frameworks if there were time. Other companies' APIS - OAuth

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

13. 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)
65	4.52	0.53	35 (53.85%)	29 (44.62%)	1 (1.54%)	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)
1783	4.28	0.76	736 (41.28%)	851 (47.73%)	123 (6.90%)	37 (2.08%)	16 (0.90%)	20 (1.12%)

14. 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)
64	4.45	0.59	32 (50.00%)	29 (45.31%)	3 (4.69%)	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)
1941	4.18	0.88	754 (38.85%)	741 (38.18%)	221 (11.39%)	74 (3.81%)	22 (1.13%)	129 (6.65%)

15. 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)
65	4.37	0.70	30 (46.15%)	31 (47.69%)	2 (3.08%)	2 (3.08%)	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)
1789	4.22	0.82	710 (39.69%)	859 (48.02%)	127 (7.10%)	60 (3.35%)	23 (1.29%)	10 (0.56%)

16. 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)
65	4.56	0.59	39 (60.00%)	22 (33.85%)	3 (4.62%)	0 (0.00%)	0 (0.00%)	1 (1.54%)

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)
1780	4.16	0.87	633 (35.56%)	682 (38.31%)	194 (10.90%)	64 (3.60%)	19 (1.07%)	188 (10.56%)

17. 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)
65	3.32	1.04	3 (4.62%)	6 (9.23%)	9 (13.85%)	3 (4.62%)	1 (1.54%)	43 (66.15%)

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)
1783	3.67	1.07	237 (13.29%)	309 (17.33%)	276 (15.48%)	79 (4.43%)	38 (2.13%)	844 (47.34%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

18. 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)
64	4.59	0.53	39 (60.94%)	24 (37.50%)	1 (1.56%)	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)
1935	4.05	0.97	673 (34.78%)	776 (40.10%)	237 (12.25%)	108 (5.58%)	44 (2.27%)	97 (5.01%)

19. 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)
65	4.75	0.47	50 (76.92%)	14 (21.54%)	1 (1.54%)	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)
1937	4.52	0.71	1146 (59.16%)	613 (31.65%)	81 (4.18%)	24 (1.24%)	15 (0.77%)	58 (2.99%)

20. 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)
65	4.75	0.47	50 (76.92%)	14 (21.54%)	1 (1.54%)	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)
1938	4.30	0.84	875 (45.15%)	738 (38.08%)	150 (7.74%)	43 (2.22%)	28 (1.44%)	104 (5.37%)

21. 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)
64	4.10	0.80	22 (34.38%)	26 (40.62%)	14 (21.88%)	1 (1.56%)	0 (0.00%)	1 (1.56%)

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)
1782	4.05	0.87	551 (30.92%)	830 (46.58%)	241 (13.52%)	73 (4.10%)	26 (1.46%)	61 (3.42%)

22. 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)
65	4.38	0.76	34 (52.31%)	24 (36.92%)	5 (7.69%)	2 (3.08%)	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)
1940	4.13	0.88	691 (35.62%)	780 (40.21%)	257 (13.25%)	63 (3.25%)	26 (1.34%)	123 (6.34%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

23. 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)
64	4.59	0.59	40 (62.50%)	20 (31.25%)	3 (4.69%)	0 (0.00%)	0 (0.00%)	1 (1.56%)

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)
1933	4.35	0.78	901 (46.61%)	746 (38.59%)	127 (6.57%)	40 (2.07%)	18 (0.93%)	101 (5.23%)

24. 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)
63	4.63	0.55	42 (66.67%)	19 (30.16%)	2 (3.17%)	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)
1931	4.22	0.80	726 (37.60%)	806 (41.74%)	200 (10.36%)	38 (1.97%)	17 (0.88%)	144 (7.46%)

25. 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)
65	2 (3.08%)	28 (43.08%)	24 (36.92%)	7 (10.77%)	4 (6.15%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1791	118 (6.59%)	592 (33.05%)	726 (40.54%)	254 (14.18%)	101 (5.64%)

26. 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)
65	4.58	0.53	39 (60.00%)	25 (38.46%)	1 (1.54%)	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)
1780	4.15	0.91	714 (40.11%)	760 (42.70%)	195 (10.96%)	81 (4.55%)	30 (1.69%)

27. 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)
64	4.69	0.50	45 (70.31%)	18 (28.12%)	1 (1.56%)	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)
1784	4.18	0.96	785 (44.00%)	707 (39.63%)	171 (9.59%)	67 (3.76%)	54 (3.03%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

28. 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)
65	4.66	0.48	43 (66.15%)	22 (33.85%)	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)
1933	4.23	0.82	774 (40.04%)	924 (47.80%)	167 (8.64%)	34 (1.76%)	34 (1.76%)

29. 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)
65	4.52	0.64	38 (58.46%)	24 (36.92%)	2 (3.08%)	1 (1.54%)	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)
1934	4.30	0.84	942 (48.71%)	728 (37.64%)	194 (10.03%)	43 (2.22%)	27 (1.40%)

30. 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)
65	4.68	0.47	44 (67.69%)	21 (32.31%)	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)
1944	4.22	0.88	853 (43.88%)	786 (40.43%)	221 (11.37%)	45 (2.31%)	39 (2.01%)

31. 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
29	*See below for Individual Results*

This was a very worthwhile course, and I would recommend it to any Computer Science major interested in pursuing a career in web and/or mobile development.

I can't say anything negative about Sherriff. He is the man. I think the project was very very helpful in learning new technologies and I also appreciated how there were many opportunities to raise the grade. Although working on the mobile app could be b%$ch and a half, it was definitely good to get the whole thing working in some comprehensive manner. The course could benefit maybe from a more organized approach to the topics, but there is so much to learn I understand why it can seem sort of random. Great class, so glad I took it!

I'm really glad you gave us phase deadlines. Some were harder than others, but I think we would have procrastinated way more if there were no deadlines to hit.

Great course!

In my four years, this was the class where I learned the most applicable skills. Thank you!

Grading was VERY nitpicky and requirements were not explicitely clear beforehand. I got nickeled and dimed pon many homework assignments even though I believed I understood the material very well and showed it.

Great class and felt it was well taught and designed (enjoyed the progression of the project)

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	This course felt very much like a brief overview of topics, which is nice, but I feel like I was just starting to get comfortable with the idea of web development when we switched gears into mobile. Especially with the final project being much more about mobile than about web, I feel much more comfortable in mobile development than web development and I wish my understanding of web was a bit stronger. No complaints. Awesome course. I feel like the course packs a lot of topics into one semester and I think that it would be beneficial if we had spent more time on the more important topics and vice versa. The course could also maybe split into two semesters or two courses. I've enjoyed this class and learnt a great deal as well. This course should be taught to underclassmen. I love this class. The course topic is very useful and applicable. It was frustrating sometimes when our project team went to Prof. Sherriff's office hours to find out he had canceled them-- it would have been nice if he had sent out an email so we hadn't depended on those office hours. Fantastic course. One of the best I've taken and very useful. I only wish we had gone into more depth on topics covered in the first half of the class and not spent so many lectures shallowly covering one-off topics. I don't feel like I learned much in class lectures. You introduced topics to us, but assumed that we would know how to implement it or what it entailed. Luckily, I had good and experienced group members who I could learn from. But I think you could have given us more direction and instruction. This was a very useful course and I learned a lot from it. n/a Excellent class! Learned a ton! I think the format of the exams aren't as useful. It's actually quite stressful to have an open internet, free response exam. Should be a required course. Great Course Web and mobile was a very fun course. One of the most fun that I have taken at UVA. I thought that the project timeline was very well done. It was incredibly useful to have the phases to make sure that everyone was on track throughout the semester. Mark Sherriff is probably my favorite professor at UVA. He is incredibly personable and approachable and enthusiastic about teaching and he really does want you to learn the material and take something out of the course. Even though a 9am monday wednesday friday class would typically be avoided by students, it really says something about Professor Sherriff that Web and Mobile was completely full very early on in the sign up last semester. It was an interesting class and Professor Sherriff did a good job keeping up with emails and responding to us students about any questions or issues we had. Very enjoyable. Great class. Maybe some more web practice could have been used. I think the CS Dept. overall needs more diverse/specialized classes. Everyone should take this class. Sheriff lectures were interesting. I personally would have liked a little more guidance for skeleton code and how to do stuff. There was a lot of exploration and trial and error. I say this because not every CS Major is great at coding. Great course. My experience with Professor Sherriff in this course only solidified my belief that he is one of the best (if not THE best) professor in the department. I felt a sense of accomplishment and satisfaction with the material I learned and the assignments I had completed. SHERRIFF RULEZ

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CS 4720-001 **Web and Mobile Systems** - Spring 2014

ENGR (21173)

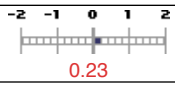
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 41 / Enrollment: 75

Summary: CS 4720-001 Web and Mobile Systems - Spring 2014 (21173)

Overall Course Rating

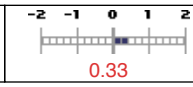
CS-4720-001 Mean 4.40
CS-4720-001 Std Dev 0.71
CS-4720-001 Response Count 205

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 4000-level courses Mean 4.19
SEAS, 4000-level courses Std Dev 0.89
SEAS, 4000-level courses Response Count 9293

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.64
Std Dev 0.60
Response Count 285

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 4000-level courses Mean 4.38
SEAS, 4000-level courses Std Dev 0.80
SEAS, 4000-level courses Response Count 13773

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

1. 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
37	*See below for Individual Results*

I think they were useful. It's nice being able to see a real life application of what we learned.

The guest lectures were interesting and gave some insight into the web and mobile industry.

The guest lecturers were not all that entertaining; however, they were extremely informative.

WillowTree App was the most interesting one. Others were informative and okay.

They were interesting, but in terms of material that was useful to the course, not particularly effective.

I think it's good for networking with those people

I thought the guest lectures were really interesting, because they tied in what we were learning in class with real world applications. I would say keep the same number of guest lectures as you had this semester, because it was enough to be interesting but not so much as to take us off track from class.

I found them very worthwhile

They were great! I found their lectures to be very interesting. It was a really great way to get a glimpse at some of the real world applications of the material that we were learning in class.

it was interesting to learn how mobile apps are applied in the real world. but i was looking for more info on being better mobile app developers, which wasn't covered in any of the lectures.

They were definitely interesting and provided some perspective for the topics we covered. However, they were not technically useful for our understanding of material, excepting as providing examples.

it was great.

The guest lectures were pretty effective and interesting. I think there could be more guest lectures.

They were alright I guess? It was cool to see an actual company use the stuff we learned about.

I think some were better than others, but for the most part they were effective and I enjoyed them. Some seemed to boil down to focusing on companies rather than the technologies they use, which was somewhat interesting but not especially helpful.

I thought they were interesting.

Very helpful. I actually ended up with intern in ENSCO during the summer.

Very effective. Keep it up

I learned a lot! Enjoyed them. Thank you for setting them up. Would love more guest lectures if possible, wouldn't mind attending guest lectures outside of the regular class time if asked.

I really enjoyed the guest lectures (ENSCO, WillowTree, Deloitte). Gave me a sense of the way that mobile development is done in the real world.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

very informative

Guest lectures were good! Engaging and informative.

I enjoyed them. They were very useful and the right amount.

Awesome! Loved hearing from them.

I enjoyed the guest lectures very much.

I really liked them! They were all really engaging and it was nice to see some real-world applications. It also was nice that you asked relevant questions to guide them.

I enjoyed hearing about these topics and especially liked how they related so well to our class. Sadly I missed the one I wanted to see most (Willow Tree) but really enjoyed the others.

Very interesting, I enjoyed hearing about the embedded programming with Ensco and mobile development with Willow Tree.

I thought all of the guest lecturers were great. They provided a lot of insight into professional web and mobile development.

Eh. I didn't really care for them, most of them seemed like employer pitches I wasn't terribly interested in.

They were really helpful and it was nice to see what people do in practice.

Guest lectures were good additions to the course. I don't like Accenture's though.

Great! It was nice to see different ways to apply what we were learning in the course and in the CS major overall. I think it'd be great to do even more in the future! It's a good way to give students an idea of what it would be like to work for company X or in field Y.

Effective, but trying to mix up the industries would be awesome if possible

Overall, they were effective. Deloitte was at times a little basic, saying things like they use github and maven -- ideally we would let them know what we should be expected to know already.

I very much enjoyed the guest lectures, especially the one by ENSCO. I thought the type of data analysis they are doing and the particular security concerns are very interesting. Thank you, Prof. Sherriff, for making sure people put away their laptops during the guest lectures.

guest lectures were good. It was nice to see applications of the course in the work environment

2. 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)
40	4.60	0.55	25 (62.50%)	14 (35.00%)	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)
67	4.43	0.70	35 (52.24%)	28 (41.79%)	2 (2.99%)	2 (2.99%)	0 (0.00%)

3. How accurate is this statement for you: The project was of acceptable length.

~

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)
40	4.52	0.51	21 (52.50%)	19 (47.50%)	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)
67	4.42	0.72	34 (50.75%)	30 (44.78%)	0 (0.00%)	3 (4.48%)	0 (0.00%)

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

4. How accurate is this statement for you: The project was of acceptable difficulty.

~

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)
39	4.51	0.56	21 (53.85%)	17 (43.59%)	1 (2.56%)	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)
66	4.50	0.53	34 (51.52%)	31 (46.97%)	1 (1.52%)	0 (0.00%)	0 (0.00%)

5. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.

~

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)
40	4.40	0.67	20 (50.00%)	16 (40.00%)	4 (10.00%)	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)
67	4.40	0.63	32 (47.76%)	30 (44.78%)	5 (7.46%)	0 (0.00%)	0 (0.00%)

6. Which topic/lecture in this course was your favorite and why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
38	*See below for Individual Results*

I'd say the web development part, because it helped me understand the stuff behind it.

I really enjoyed the peer to peer lecture because I didn't know much about it prior and I always find lectures with history interesting.

IOS vs. Android because the topic really interests me

I actually really enjoyed the lectures that covered some of the history of the topics. Especially P2P systems, the evolution of HTML and CSS, and others. They provided perspective for the design decisions and tools we have today.

Pho because it was

Usability lectures because I never realized how hard it would be to create a good user-friendly app.

MVC. It was interesting to see how each of these components worked.

Torrent/P2P

My favorite topic was whatever had to do with MySQL. I had an internship last summer that was heavy on database management and I enjoyed working on it again.

Heartbleed -- pertinent at the time and well put

Web services. I had experience with many of the other subjects, but I enjoyed learning how to use and integrate services in an architecture.

Web services, because I had no previous knowledge on them and they were actually pretty fun to code.

Usability and Accessibility - because it was really applicable to where we were in the design of our applications and it's a really important aspect of the design that you don't really think about.

Design/architecture principles like REST, MVC, and n-tier architecture, because learning how to structure my services/app was good experience.

HTML5 and CSS3 because I was able to apply what I was learning right away in the homework assignments, and they were things that I hadn't learned in any other course.

MVC, because if there is one thing I am taking away from that course that I will use in my future, that is it.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I really like the UI lectures. I have taken HCI and it was fun to apply the principles learned in that class to Android/iOS layouts. I liked learning about web development, just because it's of my personal interest. Usability and Interface javascript PHP, JSON, Database. Web services. These are most practical and useful topics. I really liked all of the inclass follow along activities that showcased ajax, general html5, css, and basic web development because I had no prior experience. I really enjoyed all the topics dealing with website development such as AJAX, jQuery, Javascript, PHP, etc. I a have always wanted to learn more about these different web topics, and this class was a great way to introduce these topics and allow me to apply them. The more high concept lectures, such as on security. Usability and accessibility was probably my favorite topic. As software designers it's easy to forget about what is most user-friendly to people who aren't as tech-savvy, and we often do not consider people who need modifications to be able to effectively use the technologies we create. I enjoyed the lectures about mobile development and wish we did not miss so many. I also enjoyed learning about the history of HTML because that's probably not something I would have looked up on my own. I really enjoyed the cloud computing lecture. The jQuery because I could make stuff draggable on my website. Web Design node.js. It was interesting to create your own client/server architecture, thus making it a lot easier than using php and wamp server. Architecture discussion (MVC, SOA, Three-Tier Model) because I'd had the least exposure to them before, they were interesting, and were beneficial in job interviews. I found the first security lecture interesting because Professor Sherriff talked about the heartbleed bug and it showed how relevant security concerns are in today's society. Peer to Peer stuff was really, really cool Usability. It taught the subtle but very important things that an app needs to be successful. (Importance of simple and sleek design with recognizable symbols) I really enjoyed the HTML/CSS topics Cloud Computing - very hot topic and relevant to today's computing environment. We don't realize how much we all rely on cloud services daily and it was great to get some perspective on its history. JQuery, Javascript, AJAX, learning what the DOM is, learning about GET and POST These are all pretty essential to building online applications and I hadn't really learned much about them in other classes. Making useful real web applications was FUN! ajax/node.js
7. 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: 36 Individual Answers: *See below for Individual Results*
	MySQL, RESTful Everything really... but for my purposes MySQL will come in the most handy. For general purposes, I'd have to say improving my Android development skills was very worth it. Probably the Android stuff. Again, the architecture lectures prove helpful. Their format can be applied to a number of software development projects.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think I would find web development components - RESTfulness, AJAX, php, HTML5, and CSS - most useful in the future. MVC I think everything had its place. Mobile development and concepts relating to architecture and REST. Although some of the architecture stuff was a little too dense and did not immediately appear web/mobile-related... more examples would be useful. Service oriented architecture Too many to just name one, but I guess REST. Technical lectures about how to build Android applications Actually, the model types, even if I don't fully get them still i think all of the material concerning web development will be most useful. It was difficult to fully grasp the material due to the little time we had between each assignment. It would be good to spend more time on web development or even make it a separate course all together. JQuery, Javascript, AJAX, learning what the DOM is, learning about GET and POST All of the web/php/html stuff Security and Privacy/ Usability/ SOA Enterprise? Maybe NodeJS. pretty much everything. mobile development in android, security, restful apps, web development in various technologies. I think the web development side is a very marketable skill. HTML5, CSS3, and Android. Expertise in these areas can be applied in so many different career fields. Usability and Accessibility, because it can really make the difference between a good and a great app. Usability and Interface Everything related to web service design. REST design specifically. In general, learning more about web services and the architecture of web systems has been extremely helpful. Android development - I'm already planning apps to develop. web security web services The Android project is most useful to me. All of them? Web and mobile are the two fields I am most interested in working in so every lecture helped. The android development stuff most likely. It was cool to create an application. Enterprise The lectures on service-oriented architecture I found useful because I have been asked about it on interview questions before but never really knew what it was. I also found the lecture on MVC interesting because we were using it both in this class and in another class. Either the android development lectures or the usability lectures. Web services ajax/php I think the string of lectures on web technologies, html, php, javascript, and node js will be the most useful All the topics from creating a websites Especially being able to connect and interacting with a database using SQL queries, as well as manipulating JSON strings.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

8. 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
32	*See below for Individual Results*

None... but if I have to pick one it would be iOS but only because we didn't program with Apple. It was still interesting though.

I think everything I needed to know about enterprise architecture could've been done in one lecture.

IOS introduction

They all seemed pretty useful to me. Some more so than others, but I thought it was still good to get gain some knowledge about other web and mobile topics.

I did not find the security and privacy lectures as interesting

There weren't any topics I thought wasn't useful.

I think they are going to be quite useful in some way.

It was good to see a little of iOS but I'm not sure if it was worth it because it has such a steep learning curve.

Not really any in particular.

We really didn't cover Android and the things we did cover were not as helpful as I had hoped - the team (via Internet resources) really taught each other so if that was the goal then awesome.

none

I liked the cloud computing lecture, but feel maybe it could have gone into a bit more depth.

They were all useful.

UI lecture was not that useful. Already took interface design with Horton. Peer to peer and cloud lectures were not that useful. Cloud certainly is useful but the amount of information we covered was not that useful

soap; we hardly use that. also, we did nothing with ios despite having a brief overview on it.

No topic immediately comes to mind. The lectures/topics were well planned out!

Publishing apps on Apple v Play Store. Interesting and entertaining, but it may have sufficed to convey the information directly without demonstrating the process in class.

The history of HTML5.

Because we did not cover each topic in great depth and having no previous knowledge in web development I feel that I have only grazed the surface of web/android development. So in the long run I feel like I haven't mastered any skill taught in this course.

Nothing springs to mind.

N/A

N/A

The mobile oriented lectures seemed less useful - to me, most of the mobile stuff I learned I felt I learned from the hands on 'doing' of the project.

I think all of the lecture topics were valuable.

P2P

na

The days on iOS development/objective C seemed wasted to me, since we never actually did anything with them.

I think most lectures were good but Usability/Accessibility is more of an HCI thing and could be reduced to one lecture instead of two.

Nothing really comes to mind.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

The security lectures seemed less effective than they could have been. I think a broader overview of common security vulnerabilities would have been beneficial.

in class demos were a little hard to follow

A random scatter about security, cloud towards end of semester..I prefer depth over breadth.

9. 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	4.48	0.75	17 (43.59%)	6 (15.38%)	4 (10.26%)	0 (0.00%)	0 (0.00%)	12 (30.77%)

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)
66	4.38	0.82	24 (36.36%)	11 (16.67%)	6 (9.09%)	1 (1.52%)	0 (0.00%)	24 (36.36%)

10. 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	4.64	0.62	20 (50.00%)	6 (15.00%)	2 (5.00%)	0 (0.00%)	0 (0.00%)	12 (30.00%)

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)
67	4.38	0.88	25 (37.31%)	10 (14.93%)	5 (7.46%)	2 (2.99%)	0 (0.00%)	25 (37.31%)

11. 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%)	19 (47.50%)	7 (17.50%)	1 (2.50%)	12 (30.00%)

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)
67	1 (1.49%)	0 (0.00%)	27 (40.30%)	11 (16.42%)	2 (2.99%)	26 (38.81%)

12. 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
26	*See below for Individual Results*

Make it deployable to google play store.

Ideally, the node.js/cloud hosting is stable next year, whether that's with Azure or Heroku or another system

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	My project had lots of difficulties because our plan for the project didn't really match the assigned tasks. We had to incorporate web services that weren't really critical to what we wanted to accomplish just to say we accomplished the task - and this hurt our ability to manage our time, as we would spend a week working on something that wasn't actually important to our core functionality. I think either you should do a better job policing what type of projects you allow (to see if they fit the grading requirements) or allow more flexibility in what is submitted on a week to week basis (i.e: teams just have to demonstrate good progress on their goal, instead of completing specific benchmarks)
	None, the project seemed fine to me. Though next semester's class sounds like it'll be a load of fun.
	Nothing astounding
	Please spend more time on Android development (actual in class demos) and some tips for making better apps (optimization, common and best practices, etc.)
	maybe have some web coding questions on the exam
	No suggestions, it went great!
	Maybe give examples of what you expect from people web service wise
	N/A
	N/A
	Honestly I think there should be a Web class and a Mobile class. The amount of practical knowledge and skill learned in this class could and should DEFINITELY be split into two. Both web applications and mobile development are up and coming fields that should have a stronger focus in college.
	No I thought the project was well structured
	No
	No
	The team sizes were perfect (any more and someone would have been left with nothing to do, any less and it would have been a bit much for two people).
	I think the Android development should start before the web services because I found that we were just making a web service to get credit for the phase, when we didn't really know exactly what we would need from the service.
	Honestly this was the best group project I've ever worked on. Because the project involved developing discrete services in addition to an add, it was easy for us to divide the work. I wish we had reviewed or gone over using version control though (or maybe we did and I didn't pay attention?).
	It was awesome that my team got bonus points for acting as a team of two because our third member contributed nothing.
	More guidance of overall android development. Due to snow days, the android lecture was skipped because it was assumed that everyone had previous knowledge from CS2110. However, I was not selected to do the android project when I took the course. More guidance on the structure of android would have been nice. I feel that our project implemented a lot of the functionality in hacky ways. I want to know how to do it the right way.
	Try and make them a little less deadline oriented, it led to my group only doing the bare minimum
	I think it would be cool to add to the android project a requirement for an accessibility feature for users with disabilities.
	Don't make the group size too large! It gets to be impossible to meet with your team and to collaborate effectively. Also, we found it helpful, but not necessary, to have an additional android device on which to develop.
	There should be an option for the project to be web development based. Instead of an android application, the team would make a fully operational, polished website implementing one of the web architectures discussed in class. This would be a better option for those who are more interested in pure web development than mobile development.
	No.
	We actually rebuilt all our web services in the final phase because we didn't have a specific plan at the beginning of the project and the web service we built in the previous phase did't fit our final project. I think a project schedule during phase 0 is needed.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

13. 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	0 (0.00%)	20 (50.00%)	13 (32.50%)	4 (10.00%)	2 (5.00%)	1 (2.50%)

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)
67	0 (0.00%)	27 (40.30%)	22 (32.84%)	10 (14.93%)	6 (8.96%)	2 (2.99%)

14. 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
26	*See below for Individual Results*

Security - Apache - Encryption

Networking!

Cloud Computing

Setting up/managing a server platform such as Apache.

iOS. would have been nice to learn more about objective c. phonegap. this technology converts code written in html, css, js into mobile applications for windows, android, and apple. learning other backend technologies (windows azure was great, but we could have learnt others like parse and heroku).

Just more things in both web and the mobile half. I am, however, thinking more coding and stuff than I am ideas, so maybe that's a bad indicator

Advanced Android development

Perhaps more android tutorials

I wish we had gone more into web development. More use of javascript. If it was just only a web class doing a big web development project would be really cool. Wish I had more database knowledge (tried to take databases but it never fit in the schedule). Maybe a little more of a lecture on databases.

More time on cloud computing might have been fun!

None, I thought the time on each subject was pretty adequate.

While it is important to know how to build a website from the ground up, I'm not sure that's how modern websites are created. Covering more of the tools available for website design and creation towards the beginning of the semester would have been nice.

I would have liked to hear more about best practices in how to actually implement web services in php, for example.

None that come to mind

The creation of web applications as opposed to native mobile apps.

ASP .NET

N/A

N/A

Mobile gaming.

n/a

Android Development

Cover android development more deeply. There so much possibilities in android that it could be an entirely separate course.

IOS development

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I wish we had studied cloud computing in more depth. I also would've liked to spend more time learning CSS tips and tricks, though I suppose they're things you could learn in your own time.

iOS a little more, but I realize it's hard since we don't all have apple devices.

iOS

15. 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)
41	4.51	0.55	22 (53.66%)	18 (43.90%)	1 (2.44%)	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)
1860	4.40	0.72	934 (50.22%)	769 (41.34%)	89 (4.78%)	33 (1.77%)	12 (0.65%)	23 (1.24%)

16. 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)
40	4.52	0.64	24 (60.00%)	13 (32.50%)	3 (7.50%)	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)
1974	4.29	0.86	924 (46.81%)	731 (37.03%)	161 (8.16%)	63 (3.19%)	26 (1.32%)	69 (3.50%)

17. 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	4.54	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)
1860	4.30	0.84	875 (47.04%)	779 (41.88%)	111 (5.97%)	63 (3.39%)	26 (1.40%)	6 (0.32%)

18. 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	4.61	0.59	27 (65.85%)	12 (29.27%)	2 (4.88%)	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)
1860	4.20	0.89	724 (38.92%)	680 (36.56%)	191 (10.27%)	56 (3.01%)	30 (1.61%)	179 (9.62%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

19. 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	3.44	0.63	1 (2.44%)	5 (12.20%)	10 (24.39%)	0 (0.00%)	0 (0.00%)	25 (60.98%)

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)
1854	3.80	1.07	346 (18.66%)	387 (20.87%)	258 (13.92%)	109 (5.88%)	34 (1.83%)	720 (38.83%)

20. 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)
41	4.54	0.55	23 (56.10%)	17 (41.46%)	1 (2.44%)	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)
1959	4.22	0.88	823 (42.01%)	803 (40.99%)	165 (8.42%)	75 (3.83%)	31 (1.58%)	62 (3.16%)

21. 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	4.73	0.50	31 (75.61%)	9 (21.95%)	1 (2.44%)	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)
1966	4.65	0.58	1344 (68.36%)	536 (27.26%)	44 (2.24%)	10 (0.51%)	6 (0.31%)	26 (1.32%)

22. 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)
40	4.78	0.48	32 (80.00%)	7 (17.50%)	1 (2.50%)	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)
1967	4.48	0.72	1111 (56.48%)	654 (33.25%)	105 (5.34%)	22 (1.12%)	13 (0.66%)	62 (3.15%)

23. 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	4.32	0.76	19 (46.34%)	17 (41.46%)	4 (9.76%)	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)
1859	4.12	0.89	681 (36.63%)	803 (43.20%)	222 (11.94%)	85 (4.57%)	26 (1.40%)	42 (2.26%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

24. 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	4.49	0.84	26 (63.41%)	11 (26.83%)	3 (7.32%)	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)
1969	4.24	0.87	879 (44.64%)	744 (37.79%)	208 (10.56%)	72 (3.66%)	22 (1.12%)	44 (2.23%)

25. 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	4.71	0.56	31 (75.61%)	8 (19.51%)	2 (4.88%)	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)
1973	4.48	0.70	1092 (55.35%)	715 (36.24%)	86 (4.36%)	20 (1.01%)	14 (0.71%)	46 (2.33%)

26. 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)
41	4.71	0.56	31 (75.61%)	8 (19.51%)	2 (4.88%)	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)
1965	4.28	0.82	851 (43.31%)	779 (39.64%)	169 (8.60%)	54 (2.75%)	18 (0.92%)	94 (4.78%)

27. 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)
41	0 (0.00%)	14 (34.15%)	18 (43.90%)	7 (17.07%)	2 (4.88%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1862	61 (3.28%)	569 (30.56%)	776 (41.68%)	281 (15.09%)	175 (9.40%)

28. 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)
41	4.66	0.53	28 (68.29%)	12 (29.27%)	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)
1849	4.29	0.85	888 (48.03%)	727 (39.32%)	146 (7.90%)	66 (3.57%)	22 (1.19%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

29. 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)
41	4.73	0.50	31 (75.61%)	9 (21.95%)	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)
1855	4.30	0.90	935 (50.40%)	684 (36.87%)	139 (7.49%)	58 (3.13%)	39 (2.10%)

30. 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)
41	4.68	0.52	29 (70.73%)	11 (26.83%)	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)
1963	4.36	0.77	959 (48.85%)	828 (42.18%)	114 (5.81%)	44 (2.24%)	18 (0.92%)

31. 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)
41	4.46	0.74	25 (60.98%)	10 (24.39%)	6 (14.63%)	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)
1964	4.45	0.78	1137 (57.89%)	643 (32.74%)	131 (6.67%)	33 (1.68%)	20 (1.02%)

32. 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)
40	4.72	0.51	30 (75.00%)	9 (22.50%)	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)
1969	4.41	0.79	1081 (54.90%)	700 (35.55%)	130 (6.60%)	36 (1.83%)	22 (1.12%)

33. 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
29	*See below for Individual Results*

Professor Sherriff was an excellent lecturer! I learned a lot from him in class. I hesitated to go to office hours or ask questions in class, however, because he can be rather condescending.

Professor Sherriff - best teacher at UVA.

A lot of teaching yourself to do the development, but worth the effort put in

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Professor Sherriff was a great professor. He brings so much energy to class every day and made 9 am classes completely worth it and I really loved this class. The lectures were all organized really well on collab and made finding information really easy, the homework assignments were clear, and piazza was really helpful! i think the grading rubric on exams should be made clear beforehand. Good class and I learned a lot some ways that I could utilize stuff I learned into making actual applications and stuff. This was my first "Sherriff class" and I was impressed by Prof Sherriff's enthusiasm for teaching and for the material. This was probably my favorite class and wish that it lasted a whole year - so much to be learned in so little time. I really loved the Android project and our team worked out perfectly. The use of Piazza was great and helped in cases where I had a commonly asked question. I was so proud of my final project and I feel like web/mobile is the area of CS that I want to enter once I graduate. I'm planning on picking up some summer projects related to this class and learning more in-depth some of the things we covered. Good luck and congratulations on the upcoming baby, Prof! Azure sucks (but what's new). I'm taking Intro to Digital Media and one of our assignments is to make a Digital Portfolio on WordPress. Meant as a way for us to advertise ourselves to potential employers. Seems like it would be a good homework assignment in 4720. Design a nice looking website that will be useful outside of the class. I've applied to some web development internships recently and I think that having a site like that would have helped me in the application process. I don't like the final and mid-term exam format. I don't think essays are helpful to encourage us to learn materials, and I do prefer the traditional exam format. Details were expected for essays, but how detailed we should address was not specific. Even though people have the same level understanding of the topic, they received different grade because the length the essays they wrote. I do not think it is an effective way for a computer science class. Concerning question 31: I love Professor Sherriff's courses and I learned a lot in them. He's very nice and awesome in class. However, (and a few students have told me this too), though he makes himself available outside of class, he becomes quite intimidating outside of class. Still loved his course though. Get better graders. Make a separate Web development and Mobile development class. If I weren't graduating I would do everything in my power to take these two classes if they were offered. Loved it! I wonder if there's a way to make this class worth more credits if you can't split it up. I am somewhat experienced with web and mobile development, but still enjoyed the class and learning a number of new aspects to the technology like architectures. useful course for CS majors. extremely useful course. learnt so much in there. only issue was that we didn't cover enough of iOS, but that was it. I worked in a team of 3 and it was the right size. I think more than 4 would be damaging to a project, especially if not all members are organized or on the same technical level. Once again, Sherriff has proved that he is one of the best professors at this university. I prefer much web-application skills rather than android. I would like to learn more abotu ASP and .NET instead of Android app Great CS course, glad I got to take it. Congrats on Baby Sherriff! Greaaaaaaaaaaaaaat course! The database crash course at the beginning of the semester was really useful, but I think an effort should be made to have more people take databases before taking web and mobile. One of the best CS courses I've taken =) Great class! I would recommend it to any and all CS majors. Thank you for a great semester! Overall, I found this course to be very helpful in pushing me to look into developing web sites and mobile apps. Many job postings are looking for people who can do web and mobile development, and I feel more confident in my abilities after this course. Great course and great lecturer as always, even at 9 AM.

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CS 4730-001 **Computer Game Design** - Spring 2014

ENGR (20597)

INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 24 / Enrollment: 61

Summary: CS 4730-001 Computer Game Design - Spring 2014 (20597)

Overall Course Rating

CS-4730-001 Mean 4.29
CS-4730-001 Std Dev 0.86
CS-4730-001 Response Count 118

Difference from Category Mean, Expressed in Category Standard Deviations	-2 -1 0 1 2
	0.11

SEAS, 4000-level courses Mean 4.19
SEAS, 4000-level courses Std Dev 0.89
SEAS, 4000-level courses Response Count 9293

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.57
Std Dev 0.67
Response Count 166

Difference from Category Mean, Expressed in Category Standard Deviations	-2 -1 0 1 2
	0.24

SEAS, 4000-level courses Mean 4.38
SEAS, 4000-level courses Std Dev 0.80
SEAS, 4000-level courses Response Count 13773

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

1. Did the "gamification" of the grading system in the course help or hurt your enjoyment of the course? Did it make sense? What could be done to improve the system?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Individual Answers
21	*See below for Individual Results*

It made a lot of sense. I thought that it was helpful in motivating me to do work.

It made sense, it was fun, more game-like activities would be great.

It made me want to do the assignments and do them well because it was so satisfying to "level up".

The course was definitely more enjoyable. Perhaps have more random encounter opportunities to balance out the lengthier time requirements to write the critical eyes/written words.

I think that it was a great alternative to a traditional grading system. If you were to change anything, I would say integrate it even more into the curriculum (e.g., maybe Time Mages can submit certain assignments a day late, or other such perks).

It made it much more fun. It made sense. To improve it, add more to it. Make it more involved and in depth.

I thought it really helped. Overall it made knowing how I was doing in the course far easier than in any other course. It also helped me to better know what was going on. My one thought on improving is to give students more choice in the types of outside homework, I felt that while critical eyes and written words were effectively I would have preferred some more variation in the types of optional outside work to do. After doing like 3 critical eyes it started becoming more tedious than useful for my own education.

No. I feel very strongly against the gamification in this class. I found it distracting, and felt that it took the focus off the course content. As a student, I did not know where my grade stood due to my unfamiliarity with the XP system. It was all very confusing and gimmicky. I can't emphasize enough how much I disliked the XP and VP system.

Yes.

I enjoyed it, but it made it more difficult to see how I was doing on my overall grade. At the end of the semester, I was surprised to see that I needed to complete several more side quests to get to an A. I think it would be helpful to have information on what level we should be at at different points in the semester to achieve a certain grade, if that is possible.

There should have been more experience in the system. When I thought it wouldn't be required to write so many papers to get an A, I was excited to "game the system" by doing them. When I realized I would have to do them to do well, however, it took the joy out of doing them.

Yes, but I think it also made the TA's more likely to take off "XP" instead of thinking of it as percentage points of your grade.

It was great. I knew where I was at all times. Could have a couple of group side quests.

The gamification of the grading system helped immerse the student in the game design attitude. Perhaps making it more clear that optional quests, such as Critical Eyes/Written Words, would be necessary to achieve an A or a B earlier on in the course would prevent so many students from submitting them at the last minute.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I think it made the course more enjoyable, and was a more fun alternative to a traditional grading scheme. No improvements that I can think of at the moment.

I answered this on the exam

Gamification did help. It was hard to adapt to. The scaling between levels should be more evenly spread out between 1-20 instead of having the Grades matter the most between lvls 16-20. I'm not too sure how this can be implemented though

It did not make sense - things to spend VP on were not clear, though it is cool in theory.

It helped.

Cool idea... but it did kind of leave me in the dark about my grades. I ended up not getting the grade I was aiming for in the class, but also, I did everything possible to obtain that grade. Game programming is hard to do in a team.

It helped my enjoyment of the course and made sense. The system could have been improved by adding more types of quests.

2. Which of these was most motivating for you in the class?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Achievements (Name That Tune, etc) (NA)	Titles (The Dreamer, etc) (NA)	Classes (Scout, etc) (NA)	Victory Points (the chips) (NA)	VP Rewards (Flasks, etc) (NA)	Quest-style Assignments (NA)	Gamercard System (NA)	XP Grading System (NA)
24	0 (0.00%)	0 (0.00%)	0 (0.00%)	1 (4.17%)	3 (12.50%)	4 (16.67%)	6 (25.00%)	10 (41.67%)

Results for SEAS, 4000-level courses

Total	Achievements (Name That Tune, etc) (NA)	Titles (The Dreamer, etc) (NA)	Classes (Scout, etc) (NA)	Victory Points (the chips) (NA)	VP Rewards (Flasks, etc) (NA)	Quest-style Assignments (NA)	Gamercard System (NA)	XP Grading System (NA)
24	0 (0.00%)	0 (0.00%)	0 (0.00%)	1 (4.17%)	3 (12.50%)	4 (16.67%)	6 (25.00%)	10 (41.67%)

3. Which of these motivated you the least?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Achievements (Name That Tune, etc) (NA)	Titles (The Dreamer, etc) (NA)	Classes (Scout, etc) (NA)	Victory Points (the chips) (NA)	VP Rewards (Flasks, etc) (NA)	Quest-style Assignments (NA)	Gamercard System (NA)	XP Grading System (NA)
24	8 (33.33%)	4 (16.67%)	10 (41.67%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	2 (8.33%)

Results for SEAS, 4000-level courses

Total	Achievements (Name That Tune, etc) (NA)	Titles (The Dreamer, etc) (NA)	Classes (Scout, etc) (NA)	Victory Points (the chips) (NA)	VP Rewards (Flasks, etc) (NA)	Quest-style Assignments (NA)	Gamercard System (NA)	XP Grading System (NA)
24	8 (33.33%)	4 (16.67%)	10 (41.67%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	2 (8.33%)

4. How accurate is this statement for you: The project was of acceptable length.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.46	0.72	13 (54.17%)	10 (41.67%)	0 (0.00%)	1 (4.17%)	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)
67	4.42	0.72	34 (50.75%)	30 (44.78%)	0 (0.00%)	3 (4.48%)	0 (0.00%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

5. How accurate is this statement for you: The project was of acceptable difficulty.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.54	0.51	13 (54.17%)	11 (45.83%)	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)
66	4.50	0.53	34 (51.52%)	31 (46.97%)	1 (1.52%)	0 (0.00%)	0 (0.00%)

6. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.46	0.59	12 (50.00%)	11 (45.83%)	1 (4.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
67	4.40	0.63	32 (47.76%)	30 (44.78%)	5 (7.46%)	0 (0.00%)	0 (0.00%)

7. Which topic/lecture in this course was your favorite and why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Individual Answers
20	*See below for Individual Results*

All of the more code-oriented topics, like design patterns, physics, collisions, pathfinding, etc. These are the topics that most directly relate to learning how to code a game, which was my major motivation for this class.

The first lectures were interesting because I didn't know about game design at first.

World building was great. Very detailed, and it gave me new perspectives.

World building by Weimer was awesome. That's a really interesting and extremely difficult topic. But otherwise I really enjoyed the two lectures on input devices. The history of the controllers is extremely interesting and really helped change the way I look at many of the games I play now.

Physics and collisions

Everything! If I had to choose one though, MDA. It is easy to remember and a very important concept to know about games.

Collision detection, as I am interested in it

Scale vs. Kind was a very enlightening topic and made me realize a lot about the design of all games.

aesthetics/MDA

Learning about the game loop was fascinating to me. It's a completely different style of programming than what I'm used to. Learning how to think in "cycles" was a bit odd and really helped me to understand the mechanical

ECS, because I learned the most from it.

Physics. It was interesting to see how to model a physical system.

I really enjoyed any time we got pieces of video game history integrated into design discussions. For example, the lecture on the evolution of input mechanics with a demonstration of controllers was brilliant. It becomes easy to see why something is done, what problems are created, and what different approaches to solving those problems can be.

World Creation

World building with Weimer -- intricate and thought provoking. Of the non-guest lectures, controller design.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I loved the material on MDA. I felt like it provided a very helpful framework for the rest of the material in the class on game analysis. My favorite was about second order design. I think it's very relevant for the future of the SAAS industry. I thoroughly enjoyed the material on world building and game balancing. Probably the history of games and the evolution of game controllers. Balancing games because I like the activities involving D&D stuff. The lab that week was also fun (still with D&D)
8. 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-4730-001, Sherriff, Mark Total: 19 Individual Answers: *See below for Individual Results*
	ECS, AI Game design approaches I enjoyed learning about the economics and business aspect of Game Design. MDA. for the same reasons. Probably all of the game aesthetics. Despite these concepts being about games, I think they are applicable to a wider scope of things in the IT industry as well. For me going into government contracting I think that the UI and means of control will be very applicable. However, overall I think every lecture will be very useful should I choose to do independent game development. Physics implementation Probably AI/ path finding or physics because we learned a little bit about some of the algorithms you can use to have fewer bugs because of the bullet through paper problem etc. MDA MDA I'm hopeful that the lecture on monetization will prove useful. The project will be most useful. I found the group work to be good software development experience. Monetization. Revealed a lot of obstacles. Play testing. AI Nothing really stands out more than the others for this, but I guess the more code oriented ones like I mentioned above. Game architecture was particularly helpful. One issue you run into with the CS curriculum here as a whole is that students are taught to program for a single task or small system, and up to this point I think the only projects that remotely approached this scale had some built-in architecture. Solving class bloat and figuring out where and how to organize material was incredibly useful for game design in particular, but also CS in general, and I think it could have been earlier in the course (before we got too deep into our game's architecture) and more in-depth. The AI overview was helpful in understanding how AI could/can be implemented. Also I found monetization lecture to be useful as well. Understanding the basics behind AI and the various types of game development patterns.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

9. 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-4730-001, Sherriff, Mark

Total	Individual Answers
18	*See below for Individual Results*

Sprites

The material on game design patterns and ECS went over my head, not having taken 3240.

Everything was useful

None.

Some lecture topics felt a bit late in the process. My team, in particular, really could have benefited from the A* lecture much earlier. However, I understand that not all teams had use for this algorithm in their games.

narrative lessons - not much in the assignments had anything to do with it.

ECS, because I will never use it again.

n/a

idk

I don't think the fixes to reality were really pertinent to the rest of the course. It was an application of what we were learning that only pertained so far as it added some questions to the exams. It would certainly make a good lecture, but it didn't seem to warrant being half of our reading material.

The physics and collision lessons came too late in the year.

Not too sure

Indie game development.

Sprite lecture -- at that point, we already had learned sprites in Monogame

I guess monetization, since this course is about game design. it was a good lecture though!

Controller input

I think they were all useful.

They all worked, they were just out of order significantly. I feel as if the world creation lecture should have been one of the first lectures because it is essentially an introduction to how to craft a compelling game world.

10. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.36	0.74	7 (29.17%)	5 (20.83%)	2 (8.33%)	0 (0.00%)	0 (0.00%)	10 (41.67%)

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)
66	4.38	0.82	24 (36.36%)	11 (16.67%)	6 (9.09%)	1 (1.52%)	0 (0.00%)	24 (36.36%)

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

11. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.00	1.00	5 (20.83%)	4 (16.67%)	3 (12.50%)	1 (4.17%)	0 (0.00%)	11 (45.83%)

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)
67	4.38	0.88	25 (37.31%)	10 (14.93%)	5 (7.46%)	2 (2.99%)	0 (0.00%)	25 (37.31%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, 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)
24	0 (0.00%)	0 (0.00%)	8 (33.33%)	4 (16.67%)	1 (4.17%)	11 (45.83%)

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)
67	1 (1.49%)	0 (0.00%)	27 (40.30%)	11 (16.42%)	2 (2.99%)	26 (38.81%)

13. 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-4730-001, Sherriff, Mark

Total	Individual Answers
13	*See below for Individual Results*

no

no

Maybe have two waves of playtesting, or at least people should, on their own, playtest once more before the expo

Make VP uses clearer, start programming early on (first half of the course had little to none of it)

Clearer guidelines on what should be done at the alpha and beta stages.

I think that the readings and lectures should be better integrated with where we are in the lecture. I often found myself googling solutions to problems (e.g., collision detection) only to learn about them several weeks later. I find it unlikely that by the time the collision detection lecture occurred, anyone who needed it hadn't already solved that problem. Why would lectures on prototyping come after lectures on balancing? Things like game architecture and ECS were put in a little too late to really make full use of what we were learning without spending a lot of time re-writing code. All the material was useful, but just not quite in the order I needed to develop a game alongside it.

start earlier

Be up front about time constraints, but also take into account the difficulty of the game being implemented. The platformer games were very crisp, but that's because their mechanics were done by the time the prototype was pitched to the class.

Smaller teams.

Maybe give us a few more tutorials on how to do things in Monogame

The project should somehow be extended, in that the time for the prototype should be halfed and the project should start from the very beginning of the class. Also, the game expo should be during finals week. I feel as if we only had a month to really develop the game, and there were unfair expectations on what we had to do within the time limit.

Nope

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Not really, fun class, good challenging project.

14. 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-4730-001, Sherriff, Mark

Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
24	0 (0.00%)	6 (25.00%)	8 (33.33%)	6 (25.00%)	3 (12.50%)	1 (4.17%)

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)
67	0 (0.00%)	27 (40.30%)	22 (32.84%)	10 (14.93%)	6 (8.96%)	2 (2.99%)

15. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
24	3.50	0.51	12 (50.00%)	12 (50.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
27	3.48	0.51	13 (48.15%)	14 (51.85%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

16. How would you rate the helpfulness of the TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
24	3.21	0.51	6 (25.00%)	17 (70.83%)	1 (4.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
27	3.19	0.48	6 (22.22%)	20 (74.07%)	1 (3.70%)	0 (0.00%)	0 (0.00%)

17. How often did you make use of the TA office hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
24	1 (4.17%)	0 (0.00%)	7 (29.17%)	8 (33.33%)	8 (33.33%)

Results for SEAS, 4000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
27	1 (3.70%)	1 (3.70%)	8 (29.63%)	8 (29.63%)	9 (33.33%)

18. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Individual Answers
7	*See below for Individual Results*

no

no

Nah. They cool.

Very helpful

None

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Martin, Jack, and David - best T.A.s ever! They also did not just help only during their scheduled hours. Every single test/assignment, they were there to help while off the clock. They were really nice

19. How was the balance between theory and technical?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (5)	Good (4)	Fair (3)	Weak (2)	Poor (1)
24	3.79	1.02	5 (20.83%)	13 (54.17%)	3 (12.50%)	2 (8.33%)	1 (4.17%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (5)	Good (4)	Fair (3)	Weak (2)	Poor (1)
27	3.78	0.97	5 (18.52%)	15 (55.56%)	4 (14.81%)	2 (7.41%)	1 (3.70%)

20. 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-4730-001, Sherriff, Mark

Total	Individual Answers
14	*See below for Individual Results*

Since I plan to play games more than create them, I would have appreciated more time spent on theory, but I thought the balance was fine, considering the number of students in the class who may actually build games later in life.

Designing for multiplayer, Game music

This is a tough one, but maybe looking at some examples of a design architecture for some specific games?

3D engines

Not a topic but, I wish we had more hands on things or demos at lab

Audio in games

Would have liked to go into more detail with MVC and different sorts of engines (like Unity).

Sprite animation/ sprite sheets etc.

I wanted more information of how to incorporate Sprite sheets and animations into Monogame. I also wish we had discussed more patterns of level loading and use in Monogame and in general.

I would have liked to explored game graphics more thoroughly.

None

I think we should have spent more time on technical solutions to theoretical problems. That's not to say "Show us example code," but more things in line with how pathfinding was handled; there is a problem, here's the gist of what your code should be doing to solve this.

There should have been an introduction to coding in XNA and going over some of the basic things, such as frames and basic sprite manipulation (which we got to eventually but as I mentioned earlier lectures were out of place in this class).

Wish we had covered monetization more deeply.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

21. How accurate is this statement for you: The game library provided in the lab was essential for the course, either for learning game design or having a selection of games for evaluation.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	3.21	1.22	4 (16.67%)	5 (20.83%)	10 (41.67%)	2 (8.33%)	3 (12.50%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	3.11	1.25	4 (14.81%)	6 (22.22%)	10 (37.04%)	3 (11.11%)	4 (14.81%)

22. Rice 340 was a good location for this course and I found the lab machines a good resource to have.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.21	0.83	10 (41.67%)	10 (41.67%)	3 (12.50%)	1 (4.17%)	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)
27	4.11	0.89	10 (37.04%)	12 (44.44%)	3 (11.11%)	2 (7.41%)	0 (0.00%)

23. How often did you utilize the resources in Rice 340 after class hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	1-2 times total (NA)	3-4 times total (NA)	Avg. twice a week (NA)	Avg. three times a week (NA)	Almost daily on class days (NA)	Literally every day I could (NA)
24	5 (20.83%)	6 (25.00%)	6 (25.00%)	7 (29.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	1-2 times total (NA)	3-4 times total (NA)	Avg. twice a week (NA)	Avg. three times a week (NA)	Almost daily on class days (NA)	Literally every day I could (NA)
27	7 (25.93%)	6 (22.22%)	7 (25.93%)	7 (25.93%)	0 (0.00%)	0 (0.00%)

24. Which did you find more useful for exploring ideas about game design: Critical Eyes or Written Words? Why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Individual Answers
20	*See below for Individual Results*

Critical Eyes, mainly since the ideas were there and it's a matter of finding them as you play through or review it. Written words kind of do almost the same thing but it's a lot harder to come up with a fun idea to go with so there's the big hurdle at the very start.

I thought both were equally useful. The Written Words forced me to

Both. They let me consider games form a non technical standpoint.

Both were helpful to explore game design, but I leaned towards critical eyes since I didn't have many innovative ideas for games that I thought would qualify for written words

Both were great, but I loved written words because it forced us to write very creative ideas and to think about why or why not a certain mechanic would be unique

I felt both were really useful to try and think of the game as a whole instead of merely examining individual pieces and really seeing the interconnectedness of the mechanics, dynamics, and aesthetics. However, I felt that having more choice would have been nice besides just reviews or a new idea.

Critical eyes--they forced me to think about the constitution of games I often played without thinking about.

Critical eyes - more grounded.

Critical eyes, because they focus more on the technical analysis than the creative aspects of design.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Written Words. They were good for planning ideas for games. Not so much Critical Eyes, because writing papers is not really my thing. (However, the verbal Critical Eye was helpful.) Critical Eyes - forced me to actually evaluate games using game design concepts Critical Eyes were more useful because I had to analyze a game. The Written Words became very repetitive after the first 2 because it was not a lesson in writing a game but rather coming up with enough interesting mechanics. I preferred critical eyes. I had a few issues with written words: It felt like I would come up with a general idea, then just fill out a form. There was no real application of design principles necessary if the idea was good, they would just fall into place the same way they would have had I not taken the course. A lot of the fields weren't really relevant (How should I know what game libraries I would use to design a mobile game? If I've only ever designed a game in this class, how would I know how big a team I need or how long it would take? And does that matter?). I think Written Words could be reworked a lot to pertain more specifically to course material, and I think that critical eyes could be expanded (or have some alternative), so that specific aspects of larger games could be explored or compared. For example, I would have loved to write about how the resource system in Dark Souls II affects gameplay compared to more traditional gold/xp systems, but instead it was a footnote in a more surface-level exploration of the game as a whole. Critical eyes because I just went through all the formal elements of a game one at a time and it helped me to learn that way Both were useful because one came from the perspective of a game already designed, while another from a creative aspect. I found Critical Eyes more useful, because I felt that it provided more opportunity to apply the concepts in the course to real-world examples. Critical Eyes. Written Words require more original idea creation, which takes time. Critical Eyes did challenge the student, but the content was already present. Critical Eyes. Helped me to hash through and break down my ideas about a game to figure out what was going into it and what the core components were. And it was helpful in seeing the possibilities of what games can be. Now I look at games more critically. Critical Eyes, they allowed us to explore games and what made a game good or bad Critical Eyes, began to see the game from a developer's view
25. Are there other "must play" games that you think should be included in the course? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-4730-001, Sherriff, Mark Total: 14 Individual Answers: *See below for Individual Results*
	Hearthstone. Yes, I think there should be a game from (almost) every genre required. Fighting game, sports game, RPG, etc. I bought the Stanley Parable because it was recommended in one of your emails, and I think it approaches a "must play" for this course, although I would have it replace Gone Home rather than sit alongside it (since they do have a lot in common). Portal. no WoW Fez, Super Meat Boy Cave Story? Some form of a MMORPG. No The game should have many more must play games. This was my main gripe with the course. At the beginning, we were presented with the idea that we would be playing games for homework weekly. However, we only ever played two games. Some games that should be included: WOW, Halo 1 Titanfall

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Risk of Rain. holy moly. just started playing it. it's a rogue-like rpg game with crazy game play and it's coop! None

26. Ignore your grade in the course and consider this statement: I feel I have a better understanding about the concepts of game design because of this course.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.75	0.44	18 (75.00%)	6 (25.00%)	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)
27	4.67	0.48	18 (66.67%)	9 (33.33%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

27. Ignore your grade and consider this statement: I have a better understanding about the ideas and technology behind game construction because of this course.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
23	4.65	0.57	16 (69.57%)	6 (26.09%)	1 (4.35%)	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)
26	4.58	0.58	16 (61.54%)	9 (34.62%)	1 (3.85%)	0 (0.00%)	0 (0.00%)

28. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.25	0.85	10 (41.67%)	12 (50.00%)	0 (0.00%)	2 (8.33%)	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)
67	4.43	0.70	35 (52.24%)	28 (41.79%)	2 (2.99%)	2 (2.99%)	0 (0.00%)

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Individual Answers
19	*See below for Individual Results*

Great; all of them were helpful.

Loved all of the guest lectures. Felt they added interesting and unique outside experience from the normal lectures. I liked that they were at the end of the semester, since they typically didn't have immediate pertinence to our projects, but provided useful information for going forward.

Interesting but not always relevant

They were effective but not well timed.

The guest lecturers were great. I value Professor Sherriff's opinion on video games more than anyone else's, but it was good to hear from other points of view as well.

fun

Monetization was great to learn about!

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

Effective.

Great! Nice to hear from other people

The professor guest lectures were very interesting. The TA lectures were rather unorganized. Martin did the best job out of the TA lectures.

Great

They were very interesting if maybe not as practically useful for the course.

Guest lectures were solid

World creation was extremely effective I felt I learned a great deal that will help me should I plan to continue doing game development.

Awesome

I liked the TAs' lectures, and they provided a nice change of pace.

I liked them fine. I think it may have made more sense to spread out guest lectures over the course.

Effective! Get Weimer again next year

They were interesting but not very applicable to designing games

30. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.33	0.96	13 (54.17%)	8 (33.33%)	2 (8.33%)	0 (0.00%)	1 (4.17%)	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)
1860	4.40	0.72	934 (50.22%)	769 (41.34%)	89 (4.78%)	33 (1.77%)	12 (0.65%)	23 (1.24%)

31. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
23	4.65	0.57	16 (69.57%)	6 (26.09%)	1 (4.35%)	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)
1974	4.29	0.86	924 (46.81%)	731 (37.03%)	161 (8.16%)	63 (3.19%)	26 (1.32%)	69 (3.50%)

32. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
23	4.17	0.98	9 (39.13%)	12 (52.17%)	0 (0.00%)	1 (4.35%)	1 (4.35%)	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)
1860	4.30	0.84	875 (47.04%)	779 (41.88%)	111 (5.97%)	63 (3.39%)	26 (1.40%)	6 (0.32%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

33. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.48	0.59	12 (50.00%)	10 (41.67%)	1 (4.17%)	0 (0.00%)	0 (0.00%)	1 (4.17%)

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)
1860	4.20	0.89	724 (38.92%)	680 (36.56%)	191 (10.27%)	56 (3.01%)	30 (1.61%)	179 (9.62%)

34. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	3.90	1.00	6 (25.00%)	9 (37.50%)	5 (20.83%)	0 (0.00%)	1 (4.17%)	3 (12.50%)

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)
1854	3.80	1.07	346 (18.66%)	387 (20.87%)	258 (13.92%)	109 (5.88%)	34 (1.83%)	720 (38.83%)

35. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.50	0.72	15 (62.50%)	6 (25.00%)	3 (12.50%)	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)
1959	4.22	0.88	823 (42.01%)	803 (40.99%)	165 (8.42%)	75 (3.83%)	31 (1.58%)	62 (3.16%)

36. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.62	0.71	17 (70.83%)	6 (25.00%)	0 (0.00%)	1 (4.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1966	4.65	0.58	1344 (68.36%)	536 (27.26%)	44 (2.24%)	10 (0.51%)	6 (0.31%)	26 (1.32%)

37. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.79	0.51	20 (83.33%)	3 (12.50%)	1 (4.17%)	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)
1967	4.48	0.72	1111 (56.48%)	654 (33.25%)	105 (5.34%)	22 (1.12%)	13 (0.66%)	62 (3.15%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

38. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
23	4.52	0.59	13 (56.52%)	9 (39.13%)	1 (4.35%)	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)
1859	4.12	0.89	681 (36.63%)	803 (43.20%)	222 (11.94%)	85 (4.57%)	26 (1.40%)	42 (2.26%)

39. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.17	0.92	10 (41.67%)	10 (41.67%)	2 (8.33%)	2 (8.33%)	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)
1969	4.24	0.87	879 (44.64%)	744 (37.79%)	208 (10.56%)	72 (3.66%)	22 (1.12%)	44 (2.23%)

40. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.58	0.58	15 (62.50%)	8 (33.33%)	1 (4.17%)	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)
1973	4.48	0.70	1092 (55.35%)	715 (36.24%)	86 (4.36%)	20 (1.01%)	14 (0.71%)	46 (2.33%)

41. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
23	4.65	0.49	15 (65.22%)	8 (34.78%)	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)
1965	4.28	0.82	851 (43.31%)	779 (39.64%)	169 (8.60%)	54 (2.75%)	18 (0.92%)	94 (4.78%)

42. 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-4730-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
24	0 (0.00%)	4 (16.67%)	8 (33.33%)	7 (29.17%)	5 (20.83%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1862	61 (3.28%)	569 (30.56%)	776 (41.68%)	281 (15.09%)	175 (9.40%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

43. I learned a great deal in this course.

~
Question Type: Likert
~
contributed by Office of the Provost

Results for CS-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.54	0.72	15 (62.50%)	8 (33.33%)	0 (0.00%)	1 (4.17%)	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)
1849	4.29	0.85	888 (48.03%)	727 (39.32%)	146 (7.90%)	66 (3.57%)	22 (1.19%)

44. Overall, this was a worthwhile course.

~
Question Type: Likert
~
contributed by Office of the Provost

Results for CS-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
23	4.61	0.66	16 (69.57%)	5 (21.74%)	2 (8.70%)	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)
1855	4.30	0.90	935 (50.40%)	684 (36.87%)	139 (7.49%)	58 (3.13%)	39 (2.10%)

45. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.62	0.49	15 (62.50%)	9 (37.50%)	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)
1963	4.36	0.77	959 (48.85%)	828 (42.18%)	114 (5.81%)	44 (2.24%)	18 (0.92%)

46. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.50	1.02	17 (70.83%)	5 (20.83%)	0 (0.00%)	1 (4.17%)	1 (4.17%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1964	4.45	0.78	1137 (57.89%)	643 (32.74%)	131 (6.67%)	33 (1.68%)	20 (1.02%)

47. Overall, the instructor was an effective teacher.

~
Question Type: Likert
~
contributed by Office of the Provost

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.50	0.59	13 (54.17%)	10 (41.67%)	1 (4.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1969	4.41	0.79	1081 (54.90%)	700 (35.55%)	130 (6.60%)	36 (1.83%)	22 (1.12%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

48. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-4730-001

Total	Individual Answers
14	*See below for Individual Results*

Fantastic course! Still working out some of the details of the structure, but Sherriff knows how to teach like very few other professors at UVa.

Great course

Professor Sherriff is the best instructor at UVA, especially for the Game Design course. The T.A.s were very knowledgeable and helpful. This was my favorite class ever. The only thing I would change is to reduce the size of the teams.

Congrats on being a Dad!

I have a lot of thoughts about this class. To sum it up, I think it comes down to the lack of balance between solid game design content and other stuff. The majority of effort in this class was spent on minutiae: XP and VP, guessing songs, nerd jokes, achievements, things like that. I get that some students like that and that its fun, and I'm not trying to be a huge grinch here, but frankly there wasn't good class content to balance all that out. The depth of topics covered was really superficial--for example, the "Game Physics" lecture did little other than cover newtons laws and conservation of momentum, along with some trivial takeaways like "you only need good enough physics". I left that lecture, along with several others, feeling like I had learned nothing about game design in the real world. I'm not trying to grill Prof. Sherriff here, but the content of the class needs to be beefed up quite a bit

Thought the class was too much effort/work to match the grade: I did really well on the exams and project and ended up with a B in the course. I would hope that in a project class the project would count for more.

Best class I've ever taken at UVA.

I never noticed anyone wearing overalls in lecture

Teams were slightly too large to split the work up without making one person just an art or asset person. Then again, I'm probably just bad at splitting work up and wanted to do too much myself. McGonigal was a good book, the workshop book less so. Excerpts from the workshop book would suffice as supplimental materiel

There's a new Sherriff in town.

Loved the course! Felt like I learned a good amount regarding game design and not just gaming in general

Great course. I strongly support the addition of more courses related to game-development.

Sherriff was really un-friendly outside of the classroom or office hours (any time he didn't have to be there)

I absolutely loved this class and the way the grading was set up. It's a little unclear how -/+ grades will be determined because it seemed that level 19 would be an A and not half A, half A- so I hope that's the case

The information in this document is private and confidential. Please handle accordingly.

CS 1110-001 **Introduction to Programming** - Fall 2014

ENGR (17561)

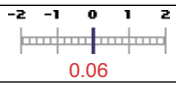
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 81 / Enrollment: 139

Summary: CS 1110-001 Introduction to Programming - Fall 2014 (17561)

Overall Course Rating

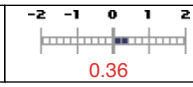
CS-1110-001 Mean 3.95
CS-1110-001 Std Dev 1.10
CS-1110-001 Response Count 404

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 1000-level courses Mean 3.89
SEAS, 1000-level courses Std Dev 1.04
SEAS, 1000-level courses Response Count 9478

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.47
Std Dev 0.71
Response Count 564

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 1000-level courses Mean 4.13
SEAS, 1000-level courses Std Dev 0.97
SEAS, 1000-level courses Response Count 14634

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

1. How accurate is this statement for you: After taking this class, I am more likely to major or minor in CS.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
81	3.23	1.50	24 (29.63%)	16 (19.75%)	10 (12.35%)	17 (20.99%)	14 (17.28%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
81	3.23	1.50	24 (29.63%)	16 (19.75%)	10 (12.35%)	17 (20.99%)	14 (17.28%)

2. How accurate is this statement for you: After taking this class, I have a better appreciation for Computer Science.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
81	4.35	0.92	44 (54.32%)	28 (34.57%)	4 (4.94%)	3 (3.70%)	2 (2.47%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
81	4.35	0.92	44 (54.32%)	28 (34.57%)	4 (4.94%)	3 (3.70%)	2 (2.47%)

3. How accurate is this statement for you: After taking this class, I personally have a better understanding of fundamental concepts in Computer Science.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
81	4.60	0.65	55 (67.90%)	21 (25.93%)	4 (4.94%)	1 (1.23%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
81	4.60	0.65	55 (67.90%)	21 (25.93%)	4 (4.94%)	1 (1.23%)	0 (0.00%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

4. How accurate is this statement for you: Pair Programming helped me learn the material better.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
81	3.51	1.07	14 (17.28%)	31 (38.27%)	22 (27.16%)	10 (12.35%)	4 (4.94%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
81	3.51	1.07	14 (17.28%)	31 (38.27%)	22 (27.16%)	10 (12.35%)	4 (4.94%)

5. Which topic/lecture in this course was your favorite and why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
74	*See below for Individual Results*

I found encryption lecture really cool

if statements and loops. They were easy.

I don't know which part was my favorite because everything kind of built upon what we had already learned. That being said, I would say that it was really cool to be able to write classes on our own and have them interact with each other by the end of this course because we used a lot of what we had learned in class to do that.

I liked the intro with the paper airplane to grasp the concept/

I really enjoyed seeing how classes and methods could be created and then tied together and then used in Java! I also enjoyed game design, although the code was difficult.

I thought recursion was very interesting, yet hard to grasp.

The zombie project really helped me understand the interaction between classes and methods.

Zombies - helped me understand how classes interact and it was fun/rewarding

fractals and algorithms because I enjoyed the problems solving that could be done with cs

Recursion, it was interesting how calling upon the method itself could progress forward.

Recursion

loops because it provided the basis for the more complex code to come

CS Scavenger Hunt was fun.

Class interactions

Zombie game project. Interesting application of programming skills and ideas that make a working final product.

My favorite topic in this course was learning how the "SimpleCanvas", "ZombieSurvival", and the "Human" and "Zombie" classes work together, thereby creating graphics.

I liked recursion because we have always seen recursive sequences in previous math courses, but never created them.

For loops were my favorite. They were fairly simple but they looping through code improved my logic.

none

TURTLE BOB. I love how we started out with Turtle bob and had no clue what we were writing, but ended with Turtle bob and could understand and appreciate all the methods we wrote.

I liked the fractals! It was fun to program a plant fractal, because I had to go in and fix the turtle code.

ArrayList, Loops because they were the most useful

recursion

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Writing methods, because it helped me to understand how programs can run more smoothly and how to make classes interact with one another, giving me more flexibility in things I would want to do in a program. I liked turtle drawing because it made computer science feel fun and manageable for me. I think I learned the most from doing the Zombie project. The last lecture were we could ask whatever questions about computers we wanted to. I actually learned a lot that day. Favorite topic was methods because they are interesting My favorite was learning how to write methods, since programming the games were a lot of fun! I enjoyed loops and arrays/arraylists because it was very straightforward and I thought it was interesting. I really enjoyed building the Zombie game, it allowed us to use everything we had learned about classes and really make something for ourselves. Encryption was probably the most fun because we got to go on a scavenger hunt but also because cracking codes is interesting. The lecture on ciphers because the chase was fun and interactive methods because i found it the easiest to understand The idea of methods inside classes, classes inside classes was super awesome. I also loved how I could use a code written by another person so easily. Methods and Classes. Really showed how real programs are built rather than programs just written in the main method. My favorite topic was recursion because it was interesting to come up with the solutions. My favorite topics were the turtle drawings and the lecture with the Frisbee, which explained how things are stored and called in a program. Email hunt was fun I liked creating object classes and applying them, such as with the POTDs for the schedule, but the simple word-games like Nim were very cool too. I liked that they felt applicable to real life. I could use the schedule to help me build my own schedule. It felt like a step forward to building the kind of apps I'd be most interested in. Zombie because it helped me learn various topics such as ArrayList that I didn't exactly understand wel before. Recursion was an interesting topic and something that I felt is applicable in other areas. I really enjoyed when method and class interaction finally clicked. It was at this time that everything else in the course fell together and made sense for me so I could really understand what was going on. I liked for loop because it was the topic that was most interesting to me. Creating classes because it tied everything together. I really enjoyed encryption and recursion. I really enjoyed the more conceptually challenging material, because it makes so much logical sense, but it was challenging to actually implement. Recursion and fractals were my favorite. It was the most difficult topic for me to master, but the logic behind them was very cool. It made me quite happy. Recursion by the end of it, I like the logic Turtle because it's fun and easy The game project because it helped me understand the basics of getting objects on a screen to interact with each other. Classes and methods, it tied it all together I think the scavenger hunt was my favorite because it was a fun activity that allowed us to apply the class material to a fun game. My favorite topic in this course was recursion. While challenging at first, it was extremely interesting to explore the different things we could do with recursion. Loops. Just a cool concept.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Recursion, it was an interesting way to solve problems. I didn't have one specific topic I like more than others. Mostly, I liked learning how to code and stepping through the logic. Decoding scavenger hunt. It was cool to get out of the classroom and the challenge was fun. I liked learning about encryption because it seemed the most mysterious and interesting to me. I really liked when we put it all together in the final POTDs and wrote our own classes and understood how objects can really work together. Loops because they are most useful. Recursion - it is an interesting new way of thinking about a problem Loops Building classes because it allowed for freedom of design Data types because it was easier to understand and fundamentals are important GUI Early lectures with the lego analogies - made it easy to understand what part of a programming language are Learning to program games. I have always loved games, and learning how to program them helped me to appreciate their production. Writing classes was my favorite part of this course because it expanded the boundaries of computer science and its possibilities for me, personally. I enjoyed learning about methods because it became easier to write programs. cyphers I liked the exercise involving frisbees where Sherriff showed us how memory storage works. Professor Sherriff addressed a number of great topics. My top 5 favorites were as follows: 1. The Human Recursive Machine- I would never have understood recursion without this lecture. It was a terrific analogy to the process of recursion within a computer. 2. The Paper Airplane Algorithm Lecture- Another terrific physical analogy to the process which the computer undergoes. 3. The Rapid Fire Topics Lecture- It was truly inspiring to visit so many topics in under an hour. It definitely made me more interested in the field of computer science and was extremely entertaining. 4. The Case for Computer Science- Professor Sherriff immediately dispelled my initial apprehensiveness about where computer science would apply in my engineering career. 5. The Final Exam Review- Prof. Sherriff did a great job preparing us for the exam. His final speech was indicative of what an excellent and caring professor he is. Class, it was a starting point to build a structured program Hello World - because it was just the beginning Methods. I liked the way they worked and just got a very specific task done.
6. 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-1110-001, Sherriff, Mark Total: 73 Individual Answers: *See below for Individual Results*
	I think I will find the debugging we did (not as much during lectures, but in POTD's and stuff) the most useful Probably none, given this is the only programming class I'll take. Maybe loops. Class Interaction, everything basic coding logic that can be translated to other fields The ability to problem solve and have strategies to problem solve.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think method and class interaction will be the most useful because it makes you think in a different way than you're used to, at least for me. It allows you to take different views on problem solving, and not just in CS.
	Recursion
	understanding how to think in a way that works with computers will help me later in life
	just learning to program in general
	How to break down a problem into the simplest steps and be able to communicate that.
	The scope unit was most helpful to me. Explaining how to write methods and classes and how to make them interact will be extremely helpful to me in the future.
	Learning the logic-based approach at solving problems.
	Definitely creating object classes.
	Methods, Classes, and recursion.
	recursion, how to write classes and methods
	none
	algorithms
	algorithms
	recursion
	Every lecture with an analogy
	Scanner method
	creating classes and methods.
	data types, loops
	if else statements
	The demonstration of how the different methods/stacks.
	How computers work and how applicable problem solving is to other programs.
	ArrayList, Loops, writing methods
	Not really a topic, but CS is really all about problem solving so now I have a lot of practice solving all different kinds of problems in all different kinds of ways.
	Recursion will be very useful to me because it required the most thought and a higher ability to look into problems
	N/A
	I think I might use the skills I developed in understanding how programming decision structures and loops works in forming algorithms.
	Basic understanding of computers and coding
	For some of the labs and homework assignments, we had to use the code written by the professors. I think this is a super important skill, as I can use codes written by others (of course they should be the ones shared public) and enhance my own work.
	I don't know.
	Just the basic ideas of coding.
	talking between classes i think would be the most useful for the future
	The overall understanding of coding and the fundamental concepts of how a programming language works.
	GUI, RECURSION
	Being able to write methods and have classes read from each other is the most useful
	Just learning how to write basic java code i.e. while loops, for loops, if/else statements gives an interesting perspective on how to approach problems.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The way of thinking about algorithms that it teaches will be very helpful. For loop No single lecture. Learning the logic pathways and gaining a proper understanding for computer science as a whole was the most useful part of the course. The syntax of the language. Ways computing can be applied lecture or the programming languages lecture I think the fundamentals such as writing classes and methods will be most useful in the future as these concepts can be applied to other programming languages. The end of the course speech - cs is everywhere and I learned about the art of cs and the skill of programming... Learning how to think computationally (creating an algorithm) to solve a problem Iteration Learning how to design and build functioning multi class programs I feel like learning the basics of Java will lend itself in helping us learn other computer programming languages. constructing classes loops writing loops Difficult to pick just one. All of it. Just the problem solving mindset you need in CS is what will be most useful in the future. Classes and algorithm design because understanding how classes work is extremely important and algorithm design can make a program better. Honestly, none of the lectures is extremely helpful on its own. However, the Arrays and ArrayLists Lectures will probably be the most valuable going forward. Learning basic coding. All of it, hard to pick one. The lectures were broad and taught basic coding. Class, it will help me build a program The problem solving understanding that it emphasizes will be extremely helpful for my approach to problems in the future. I will probably find the topic about loops and scope helpful in the future. The email hunt project will probably come in handy when I write an internet scam that makes me a lot of money Being able to read Java Array Lists ArrayList, arrays Writing methods and figuring out how to trace errors. Just programming in general is a great skill to have in today's job market. Algorithmic thinking Logic based coding questions really challenged me to think in efficient ways about problems. Emphasis on different ways of solving problems, through incremental counting and sorting. The ability to solve problems using a program will definitely help in the future Basic understanding of different loops, because it will transfer into other languages.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

7. 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-1110-001, Sherriff, Mark	
Total	Individual Answers
67	*See below for Individual Results*

Drawing pictures

Honestly, every lecture was helpful in a different way. I was completely clueless about CS at the beginning of the semester, but Prof. Sherriff's lectures brought me up to speed such that I was able to achieve an A even after receiving a 75 on the first test.

decryptions

Arrays

Recursion

I think that learning different types of algorithms (sorting and searching) were useful, but we didn't use them much in assignments.

History of coding.

I thought most lectures in this class were somewhat useful.

UML diagrams took me a while to understand, but now I think they will be beneficial for designing solutions to problems. Cookie clicker didn't really do it for me. Kinda pointless way to teach mouseAction.

None that I can think of.

none

recursion

After thinking that iterative programming methods were taught clearly, I think that the recursion lectures were less clear

Classes were hard to understand. I got really confused by null and full constructors in the lecture, but got it later, once we started using them a lot.

Recursive method

Nothing really. It all seemed applicable down the road.

I had trouble with the graphic games (zombies, for example). I have trouble understanding what exactly is happening (since many of the classes are already given to us, there seems to be a lot happening behind closed curtains). For example, I don't fully comprehend what Graphics2D g is, or how I can implement it myself (it's already given to us in most/all cases). Also, unless you'll become a games-programmer, I didn't feel that the knowledge behind these games was particularly useful or applicable to other programming areas.

drawing fractals

Learning all the parts of the physical computer seemed irrelevant.

The class on different searches and sorts did not work for me. I was having trouble grasping the complexities of each type.

recursions, csv

Turtles

JOptionPane was the only topic that was not useful in the long term.

The last few lectures about more theoretical topics

I don't think anything applies here. Most topics at first were confusing because they were new, but once I understood them, they were all useful because the course continues to build off of prior information.

all were ok.

I wish we had more chance to work with JOption or learn how to use graphics more.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The detailed discussions about how computers work was not very applicable to the rest of the material. Also having a good programming style was probably not at important at all for students like me who don't plan to major in CS.
	I did not find it helpful to learn about the inner-workings of the computer, the computer engineering topics did not interest me nearly as much as the computer science topics.
	I'm not sure. I generally found everything we learned to be pertinent.
	The sorting complexities doesn't seem useful to me in the long run.
	I think that we could have spent more time on bubble sort/merge sort
	recursion, recursion, recursion
	I didn't really get a lot out of learning recursive methods. I could see where they might be useful, but iterative methods were just so much easier to understand and use to solve real methods.
	Components about physical computers and how they worked lost me and didn't help my overall understanding of computer science.
	arrays, arraylists - examples in class weren't helpful
	Recursion and Hardware information
	I think everything taught was valuable.
	Probably lots of the stuff we did with turtle in the beginning of the year, but I found just about everything we did to be extremely useful in the future.
	Recursion is cool and pretty interesting, but I don't really see its function given that loops can often be used.
	Turtle drawing.
	None
	None
	While recursion may be helpful, it was hard for me to grasp.
	the speed of the course was too fast
	Recursion. It melted my brain and honestly it seemed like most things you did with recursion you could do through other means.
	I did not find recursion as useful, especially since I think loops could work just as well.
	I think the search and sort methods were pretty useless unless you intend to delve deeper into computer science. They just seemed thrown in there and knowing how they worked didn't apply to the course at all
	Turtle Drawings
	Recursion.
	I didn't really see any topic that were not useful.
	I thought labs were a bit strange. They weren't often related to what we were learning in class. Usually it was just a time of trying to figure out something you hadn't learned.
	Not any, really.
	Encryption chase was fun but maybe not that necessary. Also if you had a partner that understood it you didn't have to understand it and they did it all which made it kind of pointless for one person.
	n/a
	n/a
	nothing really.
	the lecture on different types of programs as well as the rapid fire although it was interesting, i feel it would've been more productive to do exam review
	Some of the labs didn't relate well to the topics we were covering in lecture and I felt that some of them were pointless.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

the lectures were only useful about 30% of the time. most of the time, i left lecture feeling like i wasted my time and like it wasn't going to help me on the homework assignments. i learned everything from the textbook, but that didn't cover everything in class.

Recursion through drawing was intuitive at first, but we also need to learn (in class) how it's applied in other code.

Recursion, they are not required, and could be handled much easier with other loops

Maybe the turtle part.

The least useful topic for me was the game project. The concepts were interesting, but in my career path, the specific logic paths won't be very useful at all.

garbage collection

Rapid Fire Topics

8. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
79	3.88	1.11	20 (25.32%)	13 (16.46%)	14 (17.72%)	3 (3.80%)	2 (2.53%)	27 (34.18%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
79	3.88	1.11	20 (25.32%)	13 (16.46%)	14 (17.72%)	3 (3.80%)	2 (2.53%)	27 (34.18%)

9. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
79	3.76	1.10	17 (21.52%)	17 (21.52%)	14 (17.72%)	5 (6.33%)	2 (2.53%)	24 (30.38%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
79	3.76	1.10	17 (21.52%)	17 (21.52%)	14 (17.72%)	5 (6.33%)	2 (2.53%)	24 (30.38%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, 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)
81	1 (1.23%)	1 (1.23%)	20 (24.69%)	17 (20.99%)	11 (13.58%)	31 (38.27%)

Results for SEAS, 1000-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)
81	1 (1.23%)	1 (1.23%)	20 (24.69%)	17 (20.99%)	11 (13.58%)	31 (38.27%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
81	2.78	0.95	18 (22.22%)	37 (45.68%)	17 (20.99%)	8 (9.88%)	1 (1.23%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
81	2.78	0.95	18 (22.22%)	37 (45.68%)	17 (20.99%)	8 (9.88%)	1 (1.23%)

12. How would you rate the helpfulness of the TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
80	3.02	0.84	23 (28.75%)	41 (51.25%)	12 (15.00%)	3 (3.75%)	1 (1.25%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
80	3.02	0.84	23 (28.75%)	41 (51.25%)	12 (15.00%)	3 (3.75%)	1 (1.25%)

13. How often did you make use of the TA office hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
81	9 (11.11%)	13 (16.05%)	13 (16.05%)	34 (41.98%)	12 (14.81%)

Results for SEAS, 1000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
81	9 (11.11%)	13 (16.05%)	13 (16.05%)	34 (41.98%)	12 (14.81%)

14. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
47	*See below for Individual Results*

Really liked them, when I had a problem, they were there for me and did not just give me code, but helped me understand conceptually and made me understand and write the code.

A lot of the TAs were awesome. Some of them had no idea what was going on. I think it would be awesome for them to either have to code the POTDs before coming to help or be able to look at some kind of answer code so they at least have an idea of how to help students/point them in the right direction rather than having to themselves work through all the logic and get as far as the student looking for help and get stuck in the same place. this was frustrating at times.

I wouldn't have survived without them. They are fundamental to the course.

Sometimes really helpful, but often times not at all. I would ask them a question and they would then answer it in a way that I usually didn't even understand and then run off before I could get a clarification.

I understand that the TA's were busy and frustrated, especially with so many students. However, I wish they were more patient and willing to explain the problem instead of just point at a part and saying that's where the problem is. This isn't to say they were all bad, there were a few good TAs

They seem like a really fun, friendly group of people. That's part of the reason I want to be a TA.

More TAs per lab session would be better. There were times the TAs were busy helping other students, which was a little inefficient.

I think it is imperative for people to come to office hours with specific questions. A lot of times, kids higher up in the queue would ask questions like "what's wrong with my method" and to figure out the answer, a lot of time is taken since everyone writes methods in their own way. I thought that once I was able to speak to the TA's, they were phenomenal and had a good grasp of the material

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	They all did a great job!
	The only interaction I had with the TAs was in lab, where I found them very approachable and helpful.
	Too swamped during peak office hours
	The TA's were good and helpful, but lab for this class was absolutely useless.
	Graham is great
	There was one named scott that was great. I like scott.
	It was a hit or miss. Some of the TAs were very helpful and great catalysts for learning. Many of the TAs sucked though, and didn't know what they were talking about or were apathetic. Not enough in general because so many kids go to office hours during major assignments.
	More TA's would have been helpful.
	Scott is awesome
	none
	One particular TA was very condescending.
	None
	None
	They were generally very helpful.
	Make more available in stacks when a project deadline is coming up.
	They were never available for one on one help because there were not enough of them
	Some TAs were very very helpful, others were not there wasnt much consistency
	They were all good, but for the assignments that were especially difficult there seemed to be shortage of TAs because of the excess of students who needed help. So having more TAs would be ideal
	I wish some of the TAs actually did the programs themselves because sometimes they were lost and couldn't help us.
	I found the TAs were very helpful, but I wish there was a better way to get help when the queue is too full.
	I hope they are more supportive in labs, even if they know that they would give full credit even if the submitted works don't work properly
	I didn't meet all of the TAs but 90% of the ones I did were extremely helpful. They were able to spot what was wrong and explain why that wouldn't work and guide towards the thinking that would put you on the right path. They were also really nice and would stay late to help if there were lots of people there before a big assignment was due.
	Some TAs seemed annoyed when you asked too many questions in lab
	N/A
	N/A
	No
	TAs had office hours at all the wrong times and never when the most people needed help
	They were great in lab
	Some TAs were not at all efficient with budgeting time. One day in particular I was at every available office hours for a day (totaling around six hours) and a TA was only able to help me once. Some would spend periods of more than 30 minutes with one student. Justin is absolutely phenomenal. He was always helpful and approachable, and he made sure not only that I understood whatever it was that I was fixing, but also to move from student to student as efficiently as possible.
	TA's were helpful with specific questions, but as soon as I took a few seconds to think about what else I was having trouble with, they would rush and go to someone else. I understand many students need help at office hours, but I often felt rushed and not thoroughly helped.
	Some are better than others.
	The TA's were awesome, but lots of times they were overwhelmed and hurried because there were so many people needing help during lots of the big assignments

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Some were definitely more helpful than others. Thank you for doing what you do! Try to better understand the students question before diving into an answer. Many times I had a TA answer a question that I never asked. Not really Way too confusing to figure out where and when they were available. It seemed older TA's were more helpful, while new or 2nd year TA's didn't help much... There need to be more TAs at office hour times, especially for the bigger projects at the end of the year. When the all of stacks are filled with CS students waiting for one TA, the TA cannot spend as much time helping each individual and is spread extremely thin. It would be better if there were at least two TAs circling to help. Also, if the same question is being asked multiple times, it could be beneficial for one TA to explain the solution to that question while the other TA circulates to address other questions. Overall, the TAs were extremely helpful, just too limited in quantity. They were great!
15. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-001, Sherriff, Mark Total: 53 Individual Answers: *See below for Individual Results*
	Although methods are very important in CS, I did not learn as much about them and I wish we went over them more. The class did not really teach game programming very extensively, but expected us to understand how to do it in assignments. I wish we had gone over this in the Lectures. things covered in labs (making games) N/a Graphics design/ creating worlds I wish we did more projects Recursion. Also GUIs. Recursive coding. The format for certain codes. none algorithms I wished we had done some things with hacking. That would have been super cool. Would've been cool to do the GUI at the end of the year with loading in pictures, like on a green screen. I would have preferred that over the rapid-fire questions we did. I wish we spent more time on methods and classes, I feel we rushed through them and I wasn't prepared for the test. I would have liked to learn about how our knowledge of code can be used to create applications or such. Nothing. I wish we could have spent more time writing methods and making classes interact with each other. The scheduled lecture time of 50 mins did not seem enough for me. Encryption I felt everything was given a fair amount of class discussion. N/A N/A Maybe more encryption/decryption (but more as a bonus at the end of the course)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Computer security For each loops Spending more time discussing the differences and pros and cons of the various programming languages would be nice. More on concepts of DATA storage and how that applies in the real world. More logic based problems. Eclipse is great for allowing some leeway on syntax, thank you! More examples of cool ways CS appears in different areas of studying around the world. What a real world start-up group programming looks like. I think it would be helpful for you to make us code by hand for some assignments. that would suck to grade, but I think it could be good for us. Like on the final I had no idea how to write getters and setters because I never had to.... Not sure exactly how you would do this. Maybe like on test review days have everyone take out a piece of paper and do a coding question by hand? Or maybe its really just the student's responsibility to practice on their own (and in this case, you could emphasize this suggestion more often?). I liked most of the topics covered and how the course flowed I think recursion could've been taught more clearly Website design A brief intro to another programming language I wish we had done more recursion and maybe spent some time doing either a recursion POTD or doing more complicated examples More about collisions in game design and what not and how to make them smooth. nothing (i really dont know much else about coding) Recursion, what a CS major might do in a job Langauges or than Java Arrays, ArrayLists, Loops, & (how objects are passed to a method) should be covered in depth because they are needed in every assignment as the course progresses. No suggestions on additional topics. None None None I never got a firm grasp on recursion. So if we need to learn it then a more in depth lecture(s) would be helpful Game programming I wish we had covered GUIs. I have nothing to offer here. Do while loops I would have liked to get more exposure to other languages I really enjoyed the rapid-fire topics lecture. Sherriff's substantial insight into every topic that was brought up was very interesting. Nope, the course was well designed and comprehensive. Class inheritance JOptionPane stuff Algorithms I wish we had gone more deeply into classes working together and recursion graphics, functions recursion could have been covered more deeply because it is difficult to grasp

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

16. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
81	4.33	0.69	35 (43.21%)	40 (49.38%)	4 (4.94%)	2 (2.47%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1892	4.11	0.88	672 (35.52%)	894 (47.25%)	208 (10.99%)	76 (4.02%)	34 (1.80%)	8 (0.42%)

17. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
80	4.54	0.65	47 (58.75%)	31 (38.75%)	1 (1.25%)	0 (0.00%)	1 (1.25%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2097	3.99	1.11	780 (37.20%)	649 (30.95%)	261 (12.45%)	143 (6.82%)	85 (4.05%)	179 (8.54%)

18. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
81	3.90	1.28	34 (41.98%)	27 (33.33%)	4 (4.94%)	10 (12.35%)	6 (7.41%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1899	4.03	0.98	642 (33.81%)	910 (47.92%)	164 (8.64%)	115 (6.06%)	62 (3.26%)	6 (0.32%)

19. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
81	4.48	0.59	43 (53.09%)	34 (41.98%)	4 (4.94%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1896	3.99	1.01	636 (33.54%)	758 (39.98%)	267 (14.08%)	108 (5.70%)	59 (3.11%)	68 (3.59%)

20. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
81	3.32	1.17	16 (19.75%)	15 (18.52%)	30 (37.04%)	10 (12.35%)	6 (7.41%)	4 (4.94%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1901	3.39	1.17	251 (13.20%)	423 (22.25%)	412 (21.67%)	164 (8.63%)	117 (6.15%)	534 (28.09%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

21. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
80	4.31	0.82	38 (47.50%)	33 (41.25%)	6 (7.50%)	2 (2.50%)	1 (1.25%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2082	3.96	0.99	650 (31.22%)	879 (42.22%)	291 (13.98%)	134 (6.44%)	55 (2.64%)	73 (3.51%)

22. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
81	4.74	0.44	60 (74.07%)	21 (25.93%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2095	4.40	0.79	1068 (50.98%)	670 (31.98%)	178 (8.50%)	32 (1.53%)	16 (0.76%)	131 (6.25%)

23. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
81	4.63	0.56	53 (65.43%)	27 (33.33%)	0 (0.00%)	1 (1.23%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2090	4.28	0.85	906 (43.35%)	694 (33.21%)	201 (9.62%)	59 (2.82%)	18 (0.86%)	212 (10.14%)

24. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
80	3.42	1.22	9 (11.25%)	11 (13.75%)	11 (13.75%)	6 (7.50%)	3 (3.75%)	40 (50.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1890	3.73	1.05	290 (15.34%)	372 (19.68%)	303 (16.03%)	75 (3.97%)	43 (2.28%)	807 (42.70%)

25. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
81	4.22	0.71	29 (35.80%)	43 (53.09%)	7 (8.64%)	2 (2.47%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2095	3.93	1.05	651 (31.07%)	856 (40.86%)	259 (12.36%)	165 (7.88%)	70 (3.34%)	94 (4.49%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

26. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
80	4.29	0.90	39 (48.75%)	31 (38.75%)	6 (7.50%)	2 (2.50%)	2 (2.50%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2086	4.16	0.95	797 (38.21%)	766 (36.72%)	192 (9.20%)	84 (4.03%)	46 (2.21%)	201 (9.64%)

27. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
81	4.58	0.63	52 (64.20%)	25 (30.86%)	3 (3.70%)	1 (1.23%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2089	4.18	0.88	820 (39.25%)	773 (37.00%)	260 (12.45%)	65 (3.11%)	26 (1.24%)	145 (6.94%)

28. 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-1110-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
80	0 (0.00%)	20 (25.00%)	43 (53.75%)	14 (17.50%)	3 (3.75%)

Results for SEAS, 1000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1899	189 (9.95%)	963 (50.71%)	555 (29.23%)	148 (7.79%)	44 (2.32%)

29. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
80	4.50	0.69	48 (60.00%)	25 (31.25%)	6 (7.50%)	1 (1.25%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1890	3.90	1.04	588 (31.11%)	796 (42.12%)	306 (16.19%)	125 (6.61%)	75 (3.97%)

30. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
81	4.36	0.90	45 (55.56%)	25 (30.86%)	8 (9.88%)	1 (1.23%)	2 (2.47%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1896	3.86	1.14	645 (34.02%)	713 (37.61%)	284 (14.98%)	143 (7.54%)	111 (5.85%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

31. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
80	4.42	0.71	41 (51.25%)	34 (42.50%)	4 (5.00%)	0 (0.00%)	1 (1.25%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2089	4.11	0.87	736 (35.23%)	986 (47.20%)	257 (12.30%)	74 (3.54%)	36 (1.72%)

32. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
80	3.69	1.11	21 (26.25%)	28 (35.00%)	20 (25.00%)	7 (8.75%)	4 (5.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2094	4.04	0.97	784 (37.44%)	797 (38.06%)	373 (17.81%)	89 (4.25%)	51 (2.44%)

33. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
81	4.38	0.77	41 (50.62%)	33 (40.74%)	5 (6.17%)	1 (1.23%)	1 (1.23%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2099	4.01	1.01	781 (37.21%)	796 (37.92%)	348 (16.58%)	110 (5.24%)	64 (3.05%)

34. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Individual Answers
41	*See below for Individual Results*

Thanks for a great year!

Lab was a joke. Didn't apply to lessons at all, such a waste of time. And for 3 credits this class was way too much work and class time

Very impressed by this course

One of the best intro classes I have taken thus far.

Phenomenal course! I came into SEAS undecided (though leaning to systems) and have now decided to switch to computer science. For a large lecture course, it was incredibly well organized and after hearing a lot from my friends about their school's intro CS courses, I think this is one of the best in the country. Professor Sherriff presented the material in a very engaging and clear way. Specifically, I think he gave an amazing lecture on what recursion was and how it works and another on about memory/CPU/, etc. Thank you for everything!

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The only problem I had with the course was Zombies. We never talked about game logic in lecture, and we didn't really discuss it in lab either - we were sort of thrown into the deep end with Flappy Bird. I understand the idea that we might learn as we went with Flappy Bird and then we could apply that knowledge to Zombies. However, as was probably the case for other partnerships, we didn't really have a strong hold on what we were doing in Flappy Bird; the game logic was not intuitive. Therefore when we went to do Zombies, we had to seek a fair amount of explanation from TAs because we simply didn't know how to program a game. Also, the directions were often confusing. Again, I understand that they were in place as more of a guideline than a step-by-step how-to, but with directions on both the website and in the code it was hard to know what exactly was expected. I just think that Zombies counted for a very large chunk of our grade considering how much time we actually spent talking about gaming. Overall I really enjoyed this course. CS is very different from other subjects and it's fascinating. I felt that the homework assignments were an appropriate level of challenge and I was always really proud of myself when I figured them out - that special satisfaction is not a feeling that you get in many other classes! I think Professor Sherriff could make the lectures a little more structured. He bounced around a lot, talked pretty fast, and the notes he wrote on the board were pretty difficult for me to follow. Also was a bit condescending at times when answering some questions during class. I did really appreciate his enthusiasm in the class though, and he certainly was well versed in the material. The class was overall great and I highly recommend it to other students interested in computer science. However, one thing I did not enjoy about this class was the partners for projects had to be someone in our lab. My partner was very unreliable and irresponsible in terms of being prepared, communicating, and showed up upwards of 1-2 hours late to every meeting. I love computer science but I'm going to be a computer engineer. Great course! Sherriff totally deserves the outstanding reviews I heard before the class! Definitely one of the best professors I've had in my three years here. Mark Sherriff was the best teacher I've had thus far (not that far considering i'm a first year) but he truly made an impact on my appreciation for computer science and has inspired me to want to do something with it, even if it isn't my major. His teaching style was incredibly accessible and I looked forward to this class every monday wednesday friday. I have so much respect for him as a professor and also as a person. He is so intelligent and really cares about his students which is very apparent. I went to him seeking advice about completely unrelated things (course selection for the spring) and he was more than willing to provide advice and guidance in a kind, straightforward way. Overall an incredible class, and an incredible professor. Very grateful to have taken this class with Sherriff. Professor Sherriff might be the single greatest professor at this university. If I were his boss, I would give him a fat Christmas bonus... Mark Sherriff was condescending in his office hours and not very helpful. He does not seem friendly outside of class. I wish the four our gap for assignment feedbacks can be reduced. Also I hope the design of the curriculum can be more systematic. Thank you! Obviously actually reading the textbook is up to the student and no one can make him or her do it, but having read the textbook along with the class (albeit I started after the second test) I can say it was extremely useful for understanding the course material outside of the classroom. I think some people may underestimate the book and some have never even opened it, but I think it should be made clear to the students that it is actually a great resource. Having never taken a CS course before, I was nervous going into this course. However, I can say for certain that it was one of the best courses I've taken so far in college (as a 2nd year). A lot of work for 3 credits. Lab 13 and 14 were really tough and a lot of time was put in for 1% and I doubt i got full credit. MORE TA'S PLEASE!!! I dread going to Prof. Sherriff's OH because he's kind of mean and I feel like he thinks my questions are stupid. I go to TA's OH instead but it takes forever because there's 1 TA helping 20 or more students. A great course that has inspired me to pursue CS as a career. Interesting material made even better by a great instructor. Fun course and the lectures were excellent. It's hard for the TA's to sometimes translate their thoughts into coding help but they made it work. Sherriff was an excellent lecturer making eleven o'clock an always enjoyable time. Good experience but POTD could be very frustrating and time consuming at times. Lecture often seemed unnecessary and unfocused on the current topic No comments. It was fairly more difficult than I was expecting for an introductory computer science course, mostly towards the second half of the semester.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Sherriff definitely is highly knowledgable in the subject and taught it very well. Anyone who is interested in CS should take his class Great professor; wonderful class and I learned a lot. Professor Sherriff presents lectures very well and is very knowledgeable about the subjects. Assignments are structured well so that students learn all the material through doing. As mentioned in last day of class, Sherriff is somewhat unapproachable during office hours and sometimes a jerk. However, at least he realizes this and hopefully will get better at it. The curse of knowledge can be very frustrating, but no need to be mean. Overall, I would say great instructor and well designed course. This should be a 4-credit course. Ridiculous that it is not. The time expected from students outside of class can be extremely high. The assignments at the beginning of the semester are due every 2-3 days, and getting a basic grasp on the material can be hard, especially when the only non-human resources allowed are lecture notes and the textbook, and you cannot receive coding help from other students. Later in the semester, the first project is not too bad, but the second project is very difficult and time-consuming. The first project uses the same coding application as is taught in the lecture. However, the Lecture taught absolutely nothing about how to apply code to game design, and students had to just find a way to figure it out for the second project. The saving grace here was the high availability of TAs during this time. I was averaging around 7 hours per week outside of class trying to either study, do homework, work on projects, or get TA help with any of these. In the end, though, the course taught me a lot and I found it very worthwhile, though also incredibly expectant of its students for an intro course. Great I wish there would be less POTDs and projects going on at the same time. Sometimes we would have both POTD, projects, and lab work in the same week and it takes up too much time. I would recommend this course to everyone even if they are not interested in CS major or minor. NOne I really enjoyed the course. Instructor was not helpful during office hours. Sherriff is the bomb, and his daughter's really cute. It makes me really sad that he doesn't teach 2110 or 2102. Great course. Professor Sherriff was a very effective teacher who was also able to be entertaining and personable, even in a large class. He also truly enjoys what he is doing. I loved this course! Sheriff is a great instructor and makes every class worthwhile. I felt bad if I missed a lecture. The podcasts are excellent too, but it'd be helpful to have the code for the class too (sometimes we had it, sometimes we didn't), because at many times he would say something like "now we do this," and I wouldn't be sure what "this" referred to. Other than that, this was an amazing class, and I'm not sure how you could improve it. Also, Piazza is awesome and everyone is super helpful! Easily my favorite class of the semester! Great teaching staff, interesting content, and useful skills learned for my next four years in engineering.

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CS 4720-001 **Web and Mobile Systems** - Fall 2014

ENGR (18394)

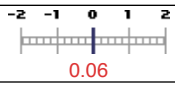
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 56 / Enrollment: 140

Summary: CS 4720-001 Web and Mobile Systems - Fall 2014 (18394)

Overall Course Rating

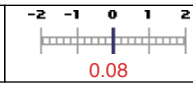
CS-4720-001 Mean 4.20
CS-4720-001 Std Dev 0.92
CS-4720-001 Response Count 277

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 4000-level courses Mean 4.14
SEAS, 4000-level courses Std Dev 0.91
SEAS, 4000-level courses Response Count 9438

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.36
Std Dev 0.80
Response Count 387

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 4000-level courses Mean 4.29
SEAS, 4000-level courses Std Dev 0.87
SEAS, 4000-level courses Response Count 14693

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

1. This semester, we doubled the size of this class to accommodate as many students as possible. Please comment on this. Did it affect the quality of the course? Did it not matter to you? Did it work?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
52	*See below for Individual Results*

I don't think it mattered to me. A lot of my classes are large.

No, did not matter (only concern is difficulty getting help at office hrs due to # of ppl trying to get help)

It did not matter to me, except for the utter failure that was the first exam.

I don't think so, the lectures were still fun and the assignments challenging but not hindered by the size

It was fine.

It was not problematic.

I think the change in size was not the major impact. Although I will say two ta's for a class that size was a bit too small. No large impact though

It did not matter to me. There were not any difficulties or problems due to the size of the class

I felt that it worked fine, however, I also felt that a lot of people including myself were less inclined to ask questions because of the large size of the class.

I personally didnt think it affected the quality of the course. I appreciate the CS department doing that so that more students could take the class. Its a good class, and you learn a lot of things in it.

I think the format of the course worked well for the number of students. I believe it could have been better, more engaging if the class size was smaller.

I would say that this course is the worst course I had in this semester. I expected a lot more from the topics listed. First half of the course is "Go, copy code from other site and build a simple web page that do boring stuff" Second half is repeating 2110's Android project using a new beta version IDE(Android Studio). When it causes problem, most like google search can find you good solutions for Eclipse that does NOT apply to Android Studio. Summary, first half "Web" == some simple online tutorial; second half "Mobile" == some Android programming. Course topics are not really related to the projects

I think it definitely would have been better as a smaller course but I would prefer to have a larger class size and get to take it, than to never have gotten off the wait list.

Yes, it affected the quality of the course. The mobile project was a complete gimmick and taught me absolutely nothing about this class. A mobile application that uses a non-moving LED strip of lights? That makes absolutely no sense.

No issues.

In one way it was good that we got to see many more apps, but I would have liked it if it was a smaller class. I feel like we can interact more with the professor that way. But this was an amazing course, by far my favorite one ever!

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I don't what to compare it to, but I never felt I was receiving a 2nd rate course.
	I don't think that it affected me.
	N/A
	It did not affect me
	More feedback would have been nice but considering the size of the class it was probably difficult. It worked out fine.
	It was fine with me.
	I think it worked - it did result in more groups with cool group projects, so that was a bonus during the final presentation. Otherwise, it didn't affect me.
	It did not matter to me too much. I'd rather get into the class and have it super big, than not get in at all.
	I didn't learn as much in class. Was forced to learn a lot out of class. It was more tedious than needed
	No.
	I believed the course size did not hinder the quality of the course.
	I thought it worked
	It did not matter. At all.
	It seemed to work for me! I appreciate your dedication to this course, but I honestly believe that more students will appreciate being able to get into this course than being turned away from it based upon your standards. Take a chill pill, it was good =D
	Doubling the size of the class might have limited the choices of mobile app choices but it worked just fine.
	I appreciate Prof. Sherriff's efforts to handle the massive load on the department's resources (the problem with being popular?), which he handled rather well. That being said, the decrease in individual attention was noticeable, understandably so. It was harder to focus in class primarily because of that. However, I still learned a great deal and hope to apply it soon.
	Based on what I've heard from previous semesters, we got a lot less individual engagement this semester than people have in the past. Honestly, the experience was still quite good, and if it's what's necessary to let everyone take this vital elective then keep the larger class size. I still learned a lot
	It did affect the quality of the course simply because the lectures were congested and we didn't get a lot of discussions going.
	It affected the quality of this course. I felt like I couldn't make a connection with the professor, which helps me to do better in the course.
	Although I still learned a lot in the class I am partial to smaller class sizes in general and i feel more likely to approach my fellow peers and teacher in that setting.
	I did not matter to me at all. It worked fine
	lectures, although enthusiastic, weren't technically rigorous enough. due to increase in class size? idk
	This was fine for me. While it would have been cool to be in a smaller class, I am a third-year and only got in off the waitlist because the class size was expanded.
	We are used to this size of class.. sucks but we just got to make the best of it!
	I thought it worked well.
	No, I feel like the course size didn't have an effect on my experience with the class. I think it worked out just fine.
	Didn't really matter to me. The course had an adequate number of TAs to manage the project portion, so it was fine.
	If I'm being selfish, yes it mattered because I felt like there was less intimacy between students and teacher during the lectures. However, from an administrative perspective I understand that the options for offering CS electives are limited when the demand is outgrowing the resources available, so it really didn't bother me. Quality of course was not compromised, as I believe I got out of it just as much as I would have if it were smaller. The only difference would be the relationships I would build in the smaller setting, but quality-wise, there was no affect. Overall, I believe it worked, and I believe it is a good solution to the enrollment issues the CS department is currently facing.
	It seemed to be fine except for some minor things, e.g. not being able to grade the first quiz, buying the RPis.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I can't say for sure, but large classes typically do not affect my experience. I get what I need from the lectures and homework, not necessarily more instructor attention. I think it worked out well.

I think it did.

This definitely affected the quality of the course. Due to the size of the class, not enough personal attention could be received. I felt like office hours weren't as helpful because both the professor and TAs had so many students to deal with.

Yes, it may have affected the 'quality' of this course but hey at least I got into my first CS elective class. Finally being able to take an elective class made me realize why I wanted to be CS major in the first place. I am sick of just sitting in course "major" classes and not exploring electives or other realms of CS. Yes, learning about agile and scrum is important but what keeps people going is getting the opportunity to explore areas like web & mobile and quite frankly having to wait till my third year to this is pretty pitiful. If you talk to most third years about their frustration, they rather just get into course then sit back and not have the opportunity.

Yes. I think it was good that the size was doubled to allow more people to take the course, but it might have worked better with two separate sections. I felt like I didn't learn as much as I could have. I came in knowing some HTML and android material, but I didn't feel like I gained as much as I have learning more of each (especially android, I think we only had one lecture on coding; I would have like to see more on how to make great UIs or more conceptual things like how to utilize fragments well--Sometimes for me it's a lot more effective to see it done in class than read about it in the Google documentation).

I still enjoyed the subject matter and even if the quality dropped somewhat, it is well worth it to allow for twice as many students to experience it

I thought it work, although I feel like I would have done better in a smaller class size.

2. How accurate is this statement for you: The project was of acceptable length.

~

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)
56	4.23	0.83	23 (41.07%)	26 (46.43%)	5 (8.93%)	1 (1.79%)	1 (1.79%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
56	4.23	0.83	23 (41.07%)	26 (46.43%)	5 (8.93%)	1 (1.79%)	1 (1.79%)

3. How accurate is this statement for you: The project was of acceptable difficulty.

~

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)
55	4.04	1.02	20 (36.36%)	25 (45.45%)	3 (5.45%)	6 (10.91%)	1 (1.82%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
55	4.04	1.02	20 (36.36%)	25 (45.45%)	3 (5.45%)	6 (10.91%)	1 (1.82%)

4. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.

~

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)
56	4.04	1.04	20 (35.71%)	26 (46.43%)	5 (8.93%)	2 (3.57%)	3 (5.36%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
56	4.04	1.04	20 (35.71%)	26 (46.43%)	5 (8.93%)	2 (3.57%)	3 (5.36%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

5. Which topic/lecture in this course was your favorite and why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
51	*See below for Individual Results*

All the web stuff. I never did web development before.

The web portion of the class (javascript, php, html5) was so much fun because we were given the opportunity to apply our knowledge in developing our web projects. I also equally enjoyed the rpi project. I learned an unreal amount from this course because of the web and rpi projects in this course.

The P2P networking lecture because it was an interesting topic that I always wanted to learn about.

Web and Android app development. Both useful outside of the class.

I enjoyed the lectures about web system. I was always interested in learning more about web technologies and creating website and all. I think you did a good job in explaining these material.

My favorite topic was about the history of web development, as it was very interesting to learn about the politics and rapid changes that occurred in its history.

Mobile development. I had wanted to learn Android development for a while and this let me do it.

Security - it is simply just fun

I enjoyed learning how amazon web services and cloud computing since I had heard a lot about them but never totally grasped what they meant.

Mobile Software Development It was entertaining because I had special interest in this topic.

I enjoyed working with the Pi and light strip - very cool.

MVC, because I like MVC

Anything to do with web development.

none

I enjoyed learning about web development and server/database interaction.

All of the server-side material was helpful. I took the class mainly for web development, and trying to learn how all the different technologies interact on my own would have been difficult. Sherriff explained it very well though.

I enjoyed the discussions about ios and android because I felt it was real-world information.

I really did enjoy the web project.

Security

The second on tools was incredibly helpful. It was like all the software development tools we should have learned in our 4 years crammed into one lecture.

I liked the lectures on ajax/php, because they were new to me, and I felt like I learned quite a bit about both.

Website design with bootstrap and AWS servers

History of the Internet: because it was extremely interesting to learn how it evolved and was able to bring us to where we are now in such a short period.

I enjoyed the lectures on the history of Mac OS and mobile technologies

I liked the rapsberry pi because the lights are pretty! I also really liked learning about php, css, and databases.

Node.jsâI knew a lot of the other stuff coming in, but it was a good breakdown of the language and its use.

I think learning about Web Development in general was the most fun. Understanding the history behind the web is akin to learning how the first personal computers were used by people.

JavaScript, AJAX, jQuery - because I didn't know them before, and they're useful technologies. REST and MVC was useful too, but I feel like the slides could be way better/with more content instead of vague examples.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	ajax, i didnt know it beforehand. and i learned. I liked the web stuff the most! It had the most learning content, while the mobile stuff seemed a bit fluffy in comparison. P2P netorks My favorite was the P2P network lecture because it's interesting to hear how tech I used while growing up evolved, from a historical stand point. P2P, it was interesting learning the history. The web portion of the course was useful, but all the fun was in the mobile portion. Projects were significantly more tangible, and the flexibility of development allowed a variety of novel ideas. Oh my, everything was so interesting! If I had to pick one, I would choose the Peer to Peer lecture. My favorite lecture was PHP just because it was an opportunity for me to learn something new and something that is actually used outside of school. We got more in-depth into PHP than some of the others like Node.js which is probably why I enjoyed it a bit more. P2P, because the lecture was awesome. Thin vs thick clients. Put into perspective how to design applications and the servers that support them. Web development, because there's a really nice divide between UI and internal functionality and it was a lot of fun to experiment with CSS and optimize different parts of a webpage. I enjoyed the P2P lecture because it contained more pertinent information than others. P2P, because I've used that technology for a while an never knew how it worked. I loved all the mobile stuff, it was just fun. Android development because I didn't know anything about it before and now can develop android apps. Setting up a web server, because I learned all I need to know to start making my own websites, which is a cool and useful skill. databases Security protocols. REST and MVC. The lectures were very helpful in explaining the topic and some of the different technologies that follow the design architecture. Web design Everything that had to do with web development. I feel like web development is a huge part of computer science, and yet, there aren't that many classes that offer a student the opportunity to learn about it besides this one. I enjoyed creating our websites, this was something I was interested in for a while. JSON and JS
6. 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: 47 Individual Answers: *See below for Individual Results*
	I think I will find all the topics covered during the semester useful in the future I think the lecture on cloud computing and amazon web services will be the most useful. These web services will be helpful with many personal projects. The lecture about post requests. Client server basics restful and ajax Ajax, databases (sort of, since class got interrupted), CSS/HTML

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Concepts of RESTful-ness -- very useful when thinking of effective web applications!
	I think learning how to use android studio will be very useful.
	REST
	server knowledge
	Mobile development.
	Node.js
	The lectures on security.
	Setting up a web server
	the bit we did with databases
	Learning about security
	The knowledge I've gained from android development, web development, and databases.
	I think the most useful topic we learned about was the RESTful architectural style.
	Understanding the two-tiered and three-tiered models for web sites.
	Probably the experience I got with Python, HTML, PHP, AJAX, etc.
	Explaining concepts like REST, MVC, security, and good programming practices.
	Android development.
	Everything.
	The most useful one was when I was introduced to the three tier architecture.
	Everything about web development.
	Learning how to use databases with out websites is a very useful tool.
	I think I will find the information about OAuth and about SQL the most useful.
	MVC lecture was useful -- it is they core of what development looks like now and learning about this concept has enhanced my view on those three components work together to create good software.
	REST seems like the go-to checklist when doing web development
	Elements of RESTful design will be the most useful.
	Could pick any of the web lectures because I am a web developer.
	Learning about the different tiered architectures was the most useful thing we learned in class. This is extremely relevant to us as we progress to our first jobs in the workplace.
	MVC - it is somewhat related to what I did for summer internship and deepened my understanding in the issue
	Security
	Mobile development
	Personally, I think I will use the material from the web development half of the class more. It is incredibly useful to know and I plan on using it as early as next semester.
	All of them!
	App development
	Chunking/Milestones for the projects. It imitates an iterative/prototyping procedure for product development, which really helps people understand how to take a good idea and properly explore it.
	Website design and AWS servers
	Javascript and CSS.
	Web services
	The databases section was super useful.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	boring concepts MVC is the future The MVC and REST lectures were the most useful. Service Oriented Architecture
7. 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: 45 Individual Answers: *See below for Individual Results*
	None. Everything seemed useful and appropriate for the course. I think all of them were fine. the ones i did not attend Wireframing took up quite a lot of in-class time which I thought wasn't really necessary. Not spending enough time on Andriod development in class. The service oriented architecture lectures were dry and I still never got a solid grasp on what an SOA is. I thought all the lectures were all useful, however, I was the instructor prepared more for the course. There was more than one opportunity where things just didn't work for demo etc. and those could have very well been prevented had the instructor prepared more. I found all the lectures useful. I don't think we needed so many history lessons. I'd much rather hear about how things work now than how they worked in the 90s. Not sure what to take away from the security. android dev amazon web services P2P was rather a random topic, to be honest. It didn't fit well into the overall course structure. That lecture may have been better devoted to an expansion of a current topic or another mobile-related topic. Learning about HCI in mobile development is in my opinion a waste of time. We have an entire course on HCI, why spend time here on it? Maybe actually teach people Android coding like we did in Web Development portion. Anything to do with the raspberry pi. It was frustrating, broke easily, and didn't add to my knowledge of how to develop on a mobile background. I did not find the information on Google App Engine useful. The only thing that this showed me is that web frameworks are very strict and a pain to work with, though they may have big returns. Maybe the appian guest lecture Some of the lectures on old or enterprise technologies such as SOAP, Enterprise Architecture, etc were not that exciting and did not seem entirely relevant. Another is PHP, which has been replaced by more modern technologies like Node.js, Ruby on Rails, etc for non-enterprise development. I think it would be more worthwhile to learn about technologies like those rather than PHP. Any lectures that didn't contribute directly to a HW/lab assignment. Also, no one really uses straight PHP in the real world so thats a questionable decision in my book. The BRIEF overview of databased. Service oriented architecture, SOAP, XML. At least I now know why they are awful? Enterprise architecture. In general, many of the "theory" lectures that didn't relate to anything we produced seemed like they were just appended to the course because the professor wanted to talk about them. I didn't think I gained much by hearing those lectures. android wasnt in depth enough

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I thought some of the history was a little irrelevant because we just didn't have enough time to go into the material to actually gauge how different things used to be and why that was important.

Content was good. I might move OAuth earlier so it could be addressed with the web project.

Willow tree guest lecture. Came across as more of a company pitch than a sharing of industry experience

Android Studio

N/A

N/A

I felt that the HCI portion of the class was a lot of overlap from the actual HCI course. Removing this portion of the class with something else might be better, even though design is pretty important.

Usability (overlapped with HCI too much), wireframing. (I felt like these things could be substituted for more technical lectures on android development)

For me, wire -framing. As a 4th year, I have taken many classes where we have done wire-framing so it was not very useful to me.

Service Oriented Architecture.

The history of HTML.

The history of web and mobile development. It's interesting, but not particularly useful.

Security seemed to bore everybody, could have been that it was towards the end of the semester.

I don't think the security lectures were presented in a way that will be very useful in the long run.

SOA - it was not so intuitive as it sounded

no such lecture comes to mind

The history of HTML. While I find the story entertaining, I don't think it will be too useful in the long run, compared to some of the other lectures may not have been the best use of our limited time.

History of things. Maybe went into little too much depth on the history.

The topics toward the end seemed to run out of lecture material. So the last few weeks of lecture.

node.js as we did not go into enough depth for it to be useful. I would have liked this to have been incorporated in the HWs somehow.

Node.js...what happened there? We talked about it once and never touched it again.

I guess the Napster/BitTorrent stuff was interesting but seemed a little irrelevant to everything else we learned

8. 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)
56	4.30	0.88	23 (41.07%)	13 (23.21%)	6 (10.71%)	2 (3.57%)	0 (0.00%)	12 (21.43%)

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)
56	4.30	0.88	23 (41.07%)	13 (23.21%)	6 (10.71%)	2 (3.57%)	0 (0.00%)	12 (21.43%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

9. 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)
56	4.24	0.91	20 (35.71%)	14 (25.00%)	7 (12.50%)	0 (0.00%)	1 (1.79%)	14 (25.00%)

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)
56	4.24	0.91	20 (35.71%)	14 (25.00%)	7 (12.50%)	0 (0.00%)	1 (1.79%)	14 (25.00%)

10. 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)
56	2 (3.57%)	3 (5.36%)	26 (46.43%)	8 (14.29%)	6 (10.71%)	11 (19.64%)

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)
56	2 (3.57%)	3 (5.36%)	26 (46.43%)	8 (14.29%)	6 (10.71%)	11 (19.64%)

11. 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
42	*See below for Individual Results*

for the Rpi project, I think groups of 2 or 4 would have been better and then adjust the expectations accordingly.

more flexibility. too much constraints this sem.

I felt the grading for projects are kinda vague and iffy... I'm happy with what I got, but from what I heard, it's kinda vague.

I felt more rushed on the mobile project because of having to learn more new material. I think more time should be given for the mobile project because most people already have experience with web design.

rPi is cool, definitely continue using that. You had mentioned people might be required to get one in CS2110 and use it in various electives - I'd say go for it, beats buying textbooks

I think the web and raspberry pi projects were a great success. I wouldn't change anything.

Randomly assign groups.

The projects were great

Make expectations clear in advance.

If I could modify anything about the project, I would beef up the lecture time dedicated to database queries just a bit. That particular milestone (requiring our sites have different types of database access) was a stumbling block.

Most of the TAs had not done the project before, so they didn't know how to solve people's problems. In addition, a lot of people may not have done HTML or Android before, so it's hard to throw them into it. I feel like the project also contained some unnecessary features that were hard to implement (e.g. Google App Engine).

Maybe doing some more review and showing real examples for mobile development. Even though its introduced in 2110, its still introduced to use the same way. Just given some info on basics and expected to find out everything else by yourself. This is effective, but only to an extent.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	nope
	I would have traded the several projects we did for some massive and hugely challenging task. Comprised mostly of fourth years, I felt the project could have asked more from us.
	none
	Do not use the raspberry pi. Focus on incorporating other web services online since no one has a raspberry pi outside of school.
	We lost a ton of points on a couple of milestones because of some problem in the way the TAs tested. We got them back on a regrade, but it was still somewhat annoying.
	I would maybe give more options for developing a mobile application.
	Give more direction on the JSON parsing for MS 1
	During demo day, have a backup router in the room so that bandwidth is not strained. We could not properly demo our app because of lack of internet availability.
	It would be cool if there were a way for groups to work on an iOS app instead of Android only. I also think that the RPi didn't add much to the project. While it was good to set up and interact with a server, getting the RPi set up every time we used it was more trouble than it was worth, and we didn't have any flexibility in defining our own REST endpoints or anything like that.
	Keep the rapsberry pi lights!
	I was excited to work with the RPis!
	Perfect the way it was this semester.
	Nope - it might be cool to use other technologies in conjunction with a mobile device
	More instruction perhaps better hours for TAs
	The raspberry pi project became an amalgamation of gimmicks that didn't teach us anything about real mobile development. The fact that we had to use a raspberry pi to light up an LED strip while making use of a built-in sensor on an android phone meant that anything we produced would just be a showcase, rather than a real, useful project. I also feel like the lectures should relate more to the project.
	They aren't that difficult. You should "force" more requirements so students learn more. There was a huge discprency between some of the quality of projects in terms of quality and functionality. Mine was definitely on the lower end, just because I had no idea I could stretch myself further -- but had there been more requirements to implement more I would have done so. Yes, you want to give people flexibility for creativity but they can do that with their own side projects. This course is to learn and opening that realm is the instructor's job and it can be achieved by more requirements.
	More office hours from TA's (some were very good).
	N/A
	Remove Google App Engine. Even using their sample code was a pain in the ass.
	No
	The only thing we deal with Rpi is receiving some POST and do a lighting thing. There could be more
	Mention that the application's only purpose shouldn't be the light functionality; including that helped me and my group come up with a more clear idea on how to design our app. Also provide examples on some apps that may be too difficult for the course. My group tried to do something related to real-time lighting with HTTP, which ran into numerous issues with development and grading for the TAs. Having an idea of the project limitation would've helped us focus on designing a better user experience for the app than trying to make it functional in real-time.
	RPi is a great project idea, but it can be a huge hassle for people to develop with simply because of faulty internet connection. First, tell people to buy the correct adapter for use in labs. Second, tell them to get a better Wifi adapter because the USB one that we had sucks.
	RPi + lights is cool but pricy for a toy thats not that useful afterwards.
	RPi project seemed somewhat poorly planned, make sure to have a better idea of how things should go in the future.
	For the Android project, I found some problems cropped up when building the requisite release version of the app. Many 3rd party services work well under a debug build, but not so much under a release build.
	Give us tutorials on android. There was so much struggle on that because you whizzed through the details of android but we never really learned how to do this. It didn't feel like we got the support we needed for that project.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

The LED lights were novel, but constraining to a degree. Perhaps give a selection of interactives to work with. (Although that will complicate grading a ton)

I did not see why we used the raspberry pi, we could do mobile development without having to spend the money. This is the major part of the course that I strongly disagree with. I am still not sure what a raspberry pi does or what it is useful for (in this class).

RPi was awesome!

12. 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)
56	5 (8.93%)	17 (30.36%)	21 (37.50%)	8 (14.29%)	3 (5.36%)	2 (3.57%)

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)
56	5 (8.93%)	17 (30.36%)	21 (37.50%)	8 (14.29%)	3 (5.36%)	2 (3.57%)

13. 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)
56	2.95	0.98	17 (30.36%)	25 (44.64%)	10 (17.86%)	2 (3.57%)	2 (3.57%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
56	2.95	0.98	17 (30.36%)	25 (44.64%)	10 (17.86%)	2 (3.57%)	2 (3.57%)

14. 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)
55	2.73	1.01	11 (20.00%)	26 (47.27%)	13 (23.64%)	2 (3.64%)	3 (5.45%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
55	2.73	1.01	11 (20.00%)	26 (47.27%)	13 (23.64%)	2 (3.64%)	3 (5.45%)

15. 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)
55	2 (3.64%)	7 (12.73%)	7 (12.73%)	21 (38.18%)	18 (32.73%)

Results for SEAS, 4000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
55	2 (3.64%)	7 (12.73%)	7 (12.73%)	21 (38.18%)	18 (32.73%)

16. 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
29	*See below for Individual Results*

It seemed difficult for TAs to help with the project when the course had changed and they were just as unfamiliar with the content/project as the students

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The first time I went to office hours, I met with Kevin. He was really helpful because he sat down with me and we walked through the setting up the LAMP server together. It was his first time doing it too. It was nice having a buddy to do it with in case we ran one of us ran into a problem. The TA's were pretty unhelpful. They didn't really know anything about the raspberry pi's or android and it was quite frustrating not having that support from the teaching staff. The TA"s for this course were more of a "grading" staff. Tung Dao was an incredible TA!! He went out of his way to help people for as long as he could and really knew his stuff. He was very technically competent quickly figured out a bug in my code that was very obscure. They were great. I think some didn't know android. I also don't think TAs are very useful for the problems that I had. Hi! You're awesome people. Best wishes on your future endeavors! nope They were great what little I interacted with them, Sherriff always pulls the best TA's None Kevin was very friendly when approached about a regrade I asked for help in OH once, and the short asian dude was like "I can't help, I am only here to correct grades." If that isn't the most lazy TA in UVA, then I'd be very sad... The TAs were not always helpful. Some of them didn't really know how to answer our questions, but after they researched stuff and thought about it, they got back to us, which was nice. I honestly didn't think we had TAs in this class... None. Only ever saw Kevin but he was helpful N/A N/A N/A They're all great. n/a n/a I didn't really use them too much because my time was so consumed just getting my partners to meet with me They were aight I didn't know who our TAs were, but I'm sure they were lovely people. nope. great job! No. No.
17. 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: 38 — Individual Answers: *See below for Individual Results*
	I wish we would have covered how to take an Android application and make it into an iOS app.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	extremely practical tips on good android programming practices (instead of big-picture stuff, or history stuff, or "differences between iOS and android play store)
	I'm not sure about the feasibility, but perhaps splitting the course into a Web/Database (or perhaps integrating it with DB's - I don't know if that's already a thing having not taken DB's) and Mobile class, where you can go in depth specifically on Mobile Devices only.
	Android dev
	security
	A short overview of some of the newer technologies being developed. Some HTML5.1, JavaScript APIs, and HTTP2 would've been nice, but nothing too in depth.
	MVC frameworks
	Andriod development
	More time with PHP, databases, etc.
	More Android, I had zero android experience going into the course and it appeared that it was assumed that everyone had some android experience.
	Mobile Software Development
	I wish we covered more server side applications. Like what I can do on AWS or LAMP servers.
	Teaching some design practices for the web or mobile projects would have been helpful. However, this may best be left to HCI.
	I believe adding AngularJS to the curriculum would be worthwhile, and it would be a great way to teach MVC concepts. It's an emerging technology that lots of companies are specifically looking for on a resume.
	Javascript and detailed web development
	I wish we covered more on iOS development
	Web system.
	I understand the time constraint but i wish we dealt with IOS apps instead mainly focusing on android.
	More time: Databases
	Web language frameworks (as opposed to straight PHP, or node.js)
	None.
	more ios? idk
	iOS development. It would have been a near impossible challenge to do, but some exposure would have been good.
	Android. Cover it more deeply. It really felt like it got shafted relative to the coverage of web design.
	N/A
	More about architecture and network solutions like BitTorrent, Napster. Open source would be a really good topic that could replace HCI.
	We covered authentication, but not how a site should respond differently to an authenticated user. I wish we had learned how to handle sessions and authenticated users.
	I would have loved to learn more about the various applications of the web and Internet technologies that we have never heard/thought of. Learn more about how integrated the Web and the Internet are in our lives.
	Android development. The only thing we were really shown was how to make a button, which I think most of us already knew how to do. It would have been great to see some more advanced topics. It's easy to follow tutorials and examples of concepts on the web, but it's not as easy to make an app with really good functionality and UI.
	I would've like a bit more of a lecture in actually implementing an Android application.
	iOS development (Swift and Objective C) would have been good to learn and is something that I think a lot of people would find useful. As mentioned earlier, it would also be good to cover more modern forms of server-side processing such as Ruby on Rails, Django, Node.js, etc. We touched on these a bit but mostly focused on PHP.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I'd like to see an iOS course. There is good interest and yes, having a mac is a barrier for entry but not having a course at all is an even bigger deterrence.

Everything seems to have been covered sufficiently

Web instead of Android

Maybe setting up basic security on our websites.

NA

spend more time on setting up android studio

More on databases in relation to web applications

18. 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)
56	4.36	0.80	27 (48.21%)	25 (44.64%)	2 (3.57%)	1 (1.79%)	1 (1.79%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
56	4.36	0.80	27 (48.21%)	25 (44.64%)	2 (3.57%)	1 (1.79%)	1 (1.79%)

19. 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)
55	4.31	0.77	24 (43.64%)	26 (47.27%)	4 (7.27%)	0 (0.00%)	1 (1.82%)	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)
1887	4.33	0.77	869 (46.05%)	829 (43.93%)	113 (5.99%)	38 (2.01%)	19 (1.01%)	19 (1.01%)

20. 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)
56	4.23	0.85	24 (42.86%)	24 (42.86%)	6 (10.71%)	1 (1.79%)	1 (1.79%)	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)
2105	4.22	0.94	954 (45.32%)	744 (35.34%)	205 (9.74%)	90 (4.28%)	41 (1.95%)	71 (3.37%)

21. 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)
56	4.32	0.83	27 (48.21%)	23 (41.07%)	4 (7.14%)	1 (1.79%)	1 (1.79%)	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)
1889	4.28	0.82	841 (44.52%)	837 (44.31%)	119 (6.30%)	62 (3.28%)	24 (1.27%)	6 (0.32%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

22. 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)
56	4.29	0.99	28 (50.00%)	22 (39.29%)	3 (5.36%)	0 (0.00%)	3 (5.36%)	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)
1886	4.13	0.93	680 (36.06%)	706 (37.43%)	202 (10.71%)	77 (4.08%)	35 (1.86%)	186 (9.86%)

23. 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)
55	3.64	0.85	5 (9.09%)	4 (7.27%)	13 (23.64%)	0 (0.00%)	0 (0.00%)	33 (60.00%)

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)
1892	3.66	1.10	249 (13.16%)	311 (16.44%)	269 (14.22%)	78 (4.12%)	48 (2.54%)	937 (49.52%)

24. 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)
56	4.21	0.87	25 (44.64%)	21 (37.50%)	7 (12.50%)	3 (5.36%)	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)
2092	4.08	0.98	787 (37.62%)	840 (40.15%)	241 (11.52%)	106 (5.07%)	56 (2.68%)	62 (2.96%)

25. 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)
56	4.48	0.81	34 (60.71%)	18 (32.14%)	2 (3.57%)	1 (1.79%)	1 (1.79%)	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)
2098	4.58	0.67	1350 (64.35%)	617 (29.41%)	69 (3.29%)	17 (0.81%)	16 (0.76%)	29 (1.38%)

26. 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)
56	4.48	0.66	32 (57.14%)	19 (33.93%)	5 (8.93%)	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)
2104	4.36	0.82	1061 (50.43%)	774 (36.79%)	143 (6.80%)	44 (2.09%)	30 (1.43%)	52 (2.47%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

27. 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)
55	4.08	1.06	22 (40.00%)	18 (32.73%)	5 (9.09%)	5 (9.09%)	1 (1.82%)	4 (7.27%)

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)
1884	4.07	0.92	677 (35.93%)	776 (41.19%)	261 (13.85%)	99 (5.25%)	27 (1.43%)	44 (2.34%)

28. 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)
56	4.21	0.91	26 (46.43%)	19 (33.93%)	9 (16.07%)	1 (1.79%)	1 (1.79%)	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)
2098	4.16	0.90	840 (40.04%)	797 (37.99%)	276 (13.16%)	76 (3.62%)	29 (1.38%)	80 (3.81%)

29. 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)
52	4.44	0.73	27 (51.92%)	23 (44.23%)	1 (1.92%)	0 (0.00%)	1 (1.92%)	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)
2097	4.39	0.77	1067 (50.88%)	801 (38.20%)	138 (6.58%)	36 (1.72%)	20 (0.95%)	35 (1.67%)

30. 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)
55	4.45	0.72	30 (54.55%)	22 (40.00%)	1 (1.82%)	2 (3.64%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2099	4.22	0.87	869 (41.40%)	832 (39.64%)	204 (9.72%)	60 (2.86%)	32 (1.52%)	102 (4.86%)

31. 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)
55	2 (3.64%)	15 (27.27%)	30 (54.55%)	6 (10.91%)	2 (3.64%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1892	77 (4.07%)	616 (32.56%)	855 (45.19%)	247 (13.05%)	97 (5.13%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

32. 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)
55	4.42	0.90	34 (61.82%)	14 (25.45%)	3 (5.45%)	4 (7.27%)	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)
1880	4.19	0.93	830 (44.15%)	738 (39.26%)	201 (10.69%)	66 (3.51%)	45 (2.39%)

33. 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)
56	4.43	0.81	32 (57.14%)	19 (33.93%)	2 (3.57%)	3 (5.36%)	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)
1885	4.23	0.94	883 (46.84%)	712 (37.77%)	174 (9.23%)	66 (3.50%)	50 (2.65%)

34. 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)
55	4.51	0.72	33 (60.00%)	19 (34.55%)	1 (1.82%)	2 (3.64%)	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)
2086	4.28	0.82	937 (44.92%)	909 (43.58%)	155 (7.43%)	57 (2.73%)	28 (1.34%)

35. 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)
56	3.98	1.17	23 (41.07%)	20 (35.71%)	5 (8.93%)	5 (8.93%)	3 (5.36%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2095	4.33	0.84	1077 (51.41%)	746 (35.61%)	192 (9.16%)	56 (2.67%)	24 (1.15%)

36. 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)
55	4.22	0.98	27 (49.09%)	18 (32.73%)	6 (10.91%)	3 (5.45%)	1 (1.82%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2100	4.28	0.92	1041 (49.57%)	770 (36.67%)	170 (8.10%)	71 (3.38%)	48 (2.29%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

37. 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
29	*See below for Individual Results*

Well, considering that I was auditing the course (big giveaway) I think I learned a fair amount despite the minimal effort put in. This is definitely a course where the projects teach you more than pure lecture ever could. Keep that element in there. I kind of missed out on that aspect, primarily because I didn't have time, resources, or motivation to fully pursue the projects. Best wishes, & yay baby!

I liked the layout of this course. It split time well between different topics. Sherriff was a great instructor and I believe I learned a lot. The groups for projects were appropriately sized and the use of milestones was incredibly helpful to prevent procrastination.

Hands down, my favorite course and professor at UVa.

Although I learned more with the incorporation of the rpi and lights I felt without them I could have come up with a more unique app with less pressure to incorporate the lights.

I wish the course was more about learning useful web and mobile skills that I could take with me. It seemed like many of the lectures were either history or some architectural theory that would never be relevant, and even when we did delve into more useful things, the material was not covered in a way that was conducive to learning real programming skills.

SHERRIFF A BEST

Awesome course! My favorite course at UVa!!

When I took 1110 with Sherriff in Fall 2012, I had a very positive experience with him as a professor and as a person. However, this term the positive experience was only limited to him as a professor, and not as a person. Perhaps it was due to his being a new father, but I did not find that he was "nice" to the majority of the time I interacted with him.

Great course!

Mention OAuth a little earlier in the course. Prior to implementing a web service in our app.

Prof. Sherriff can be quite abrasive, seemed annoyed when I talked to him a lot of the time. Could definitely be more approachable.

None

Great class. Glad I was able to take it, and it sucks for those who can't next semester. But for future reference, it would be nice to spend more time on the technical aspects of topics (like code, specific project examples), then talking about more conceptual things, like SOA, or user authentication/security

Considering how much hype this course gets, I didn't find it as effective/interesting as it was made out to be. It was ok, though.

Sometimes I thought lecture got a bit sidetracked/the lecture time wasn't used very efficiently, but that might have been due to the large class size. I think it was great that we got exposure to such a wide range of technologies, but I think there's value in being extremely proficient at a few of them in addition to having some survey experience in all of them. It might have been more useful for me to have cut out some of the usability/wireframing/security/history lectures and have them substituted for more technical ones.

I asked if we could choose our own team of 4 or 2, but instead I was assigned a partner that did nothing except ruin our previously working code. As far as I can see, the grading policy did not take this into consideration.

I really enjoyed this course and it was one of my favorite. I do have some suggestions for improvement. 1) During mobile, I would appreciate more basic android lectures (as I had zero experience and it was very difficult getting started) 2) Not using the raspberry pi, still not sure why it was used 3) Not to do quiz 1 format 4) I felt that I gained a lot during the web, but not much during mobile. I can't pinpoint exactly why, but I wish more was done for mobile.

This should be 2 classes. Web was enough to take up 75% of the class, and if the web project had been extended a bit it could have been a complete class just with that. Mobile got like 3 lectures, and the project devoured time for relatively little learned. It just seems like it was almost 2 classes worth of work in only one class which was needless. Also the fact you have to wait til 4th year to get to this class is pretty appalling

Thought taking points off for "design/aesthetics" on the tracker project was unfair as long as you didn't have an obviously ugly site. Lost points for something that seemed entirely subjective (barring extreme cases of course).

Group size of 3 was great! I think 4 is a crowd. Having us use the rpi was kind of cool and I'm glad I got the chance to have a little experience with it. We covered concepts/technologies really quickly, so I wish we had the chance to go a little more in depth with each, instead of just skimming so many.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I experienced trouble skipping ahead in podcasts as well as finding the material I was looking for. If there was anyway to label sections of lectures or segment the podcasts I think that would help students' review process tremendously Your lecture notes, recordings, and website are all fantastic. The RPi project was great. Though, it was more of server administration than server application development. But that's ok. I know it's stressful to teach an enormous class, nor do I want to be rude, but, at times, I felt you could have been a bit nicer. Fun CS elective The team size was fine; if it was any larger, no one would've been able to do any work. Excellent class! I had no problem with the size of the class, and I thought both projects were very interesting and educational. Great class. One thing that I noticed about it, however, is that it seems to have a focus on older technologies and ones that are used mainly in large enterprise settings. I think the class would be more engaging and useful if it focused on newer technologies. Professor Sherriff is really funny and kind of scary. I really liked being able to build our own web apps and mobile apps. The TA office hours were limited to just a few days so it was very hard for me to find a time that worked for me. I had to actually skip things to make them. Thank you for teaching this course, it's a industry where things are constantly changing and given that I thought was well taught. I enjoyed the raspberry pi project and am excited to continue working with it after this course.

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CS 1110-001 **Introduction to Programming** - Spring 2015

ENGR (17198)

INSTRUCTORS: **Sherriff, Mark (mss2x)**

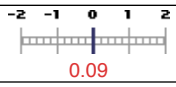
Respondents: 180 / Enrollment: 274

Summary: CS 1110-001 Introduction to Programming - Spring 2015 (17198)

Overall Course Rating

CS-1110-001 Mean 3.92
CS-1110-001 Std Dev 1.05
CS-1110-001 Response Count 891

Difference from Category Mean, Expressed in Category Standard Deviations

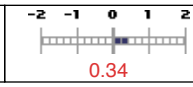


SEAS, 1000-level courses Mean 3.81
SEAS, 1000-level courses Std Dev 1.13
SEAS, 1000-level courses Response Count 6536

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.46
Std Dev 0.71
Response Count 1228

Difference from Category Mean, Expressed in Category Standard Deviations



SEAS, 1000-level courses Mean 4.13
SEAS, 1000-level courses Std Dev 0.99
SEAS, 1000-level courses Response Count 9240

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

1. How accurate is this statement for you: After taking this class, I am more likely to major or minor in CS.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	3.34	1.41	53 (29.44%)	34 (18.89%)	39 (21.67%)	29 (16.11%)	25 (13.89%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	3.34	1.41	53 (29.44%)	34 (18.89%)	39 (21.67%)	29 (16.11%)	25 (13.89%)

2. How accurate is this statement for you: After taking this class, I have a better appreciation for Computer Science.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	4.34	0.81	87 (48.33%)	77 (42.78%)	11 (6.11%)	1 (0.56%)	4 (2.22%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	4.34	0.81	87 (48.33%)	77 (42.78%)	11 (6.11%)	1 (0.56%)	4 (2.22%)

3. How accurate is this statement for you: After taking this class, I personally have a better understanding of fundamental concepts in Computer Science.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
179	4.36	0.80	88 (49.16%)	76 (42.46%)	9 (5.03%)	3 (1.68%)	3 (1.68%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
179	4.36	0.80	88 (49.16%)	76 (42.46%)	9 (5.03%)	3 (1.68%)	3 (1.68%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

4. How accurate is this statement for you: Pair Programming helped me learn the material better.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	3.51	0.99	30 (16.67%)	62 (34.44%)	61 (33.89%)	23 (12.78%)	4 (2.22%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	3.51	0.99	30 (16.67%)	62 (34.44%)	61 (33.89%)	23 (12.78%)	4 (2.22%)

5. Which topic/lecture in this course was your favorite and why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
156	*See below for Individual Results*

There isn't any particular topic that stood out as my favorite. When I was understanding things and getting my code to work relatively quickly, I really enjoyed the course. If my code didn't work, it was easy to get frustrated.

I loved the chases that we did because scavenger hunts are awesome.

Classes - I enjoyed deepening my understanding of coding

Classes

Classes

I enjoyed learning about loops, because they are so frequently used.

Array lists because they were pretty simple and convenient to use.

Images

Loops and if statements, they made the most sense

The parts where we learned how to use Lou's List because it was an application that felt immediately relevant to me

The video game labs and projects were my favorite, because it was the first time we were actually coding a complex code that was visually concrete.

Learning about methods because it made me appreciate programing.

My favorite lecture was on classes because learning class diagrams made understanding structure easier.

Writing methods - they made life so much easier.

Mad Libs

learning about loops because they can be applied to just about anything

Fractal Drawing. That's when I first started to like CS

I enjoyed working on the game project; it seemed like a cool final project that involved everything we learned.

Imaging

Video games because I plan to perhaps become a video game designer one day.

I liked learning about classes because it was conceptually difficult but has really relevant practical applications.

The one about ciphers, because I'm a huge fan of spy stuff/code breaking, and I think it would be cool to program code for breaking ciphers.

For loops

I was already pretty familiar with most of the topics covered in the course, but some of the graphics we worked with in the game program were interesting.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Recursion methods as it was by far the most challenging topic we covered and thus my favorite.
	cryptography
	Pictures. gave me a better understanding of programs like photoshop.
	I really enjoyed the part of the course when we learned about writing separate classes that our other classes could call upon. It was interesting and challenging to wrap my head around.
	I really liked learning about how to build your own classes because it made me feel as if I could start making real, useful programs
	Object Oriented Programming because I felt like i really understood it well or at least knew how to write it better so the homework's weren't very hard
	My favorite topic in class, is more of activity. I really enjoyed the game project but I kind of wish we had more time and created our very own game.
	All of the topics really. I find computer science very fascinating and I am glad to have learned everything I did.
	Writing methods because I enjoyed the logic behind them
	I enjoyed the email hunt project. It was an intriguing challenge to embrace.
	I liked the paper airplane lecture. This lecture explained how you have to be very particular in how you word things in CS. I found this information useful and the delivery fun.
	Method/Class
	Flappy bird, because we hadn't really done debugging like that before and it helped for the game project.
	I enjoyed all of the lectures. Mark Sheriff is a great professor and he makes all of his lecture enjoyable. If I had to chose, digital image processing was my favorite part because it was very interesting and went along with the things I was learning in my other classes.
	NA
	I want to say game design because I had no idea how games actually worked and I thought that was really cool but it was incredibly hard and I struggled a lot.
	basics of programming, loops etc.
	Writing classes
	Email hunt
	Arrays/ArrayLists - made the most sense
	I liked learning how to code, it was an overall fun course and although time consuming and sometimes frustrating, getting the program to work at the end of the day was rewarding by itself.
	I liked the lecture about loops because loops are crucial when coding. The lectures pertaining to loops really helped me with my coding and gave me a better understanding of how to think when doing computer science.
	Image manipulation.
	algorithm
	I liked the intro basics where we had to logically just problem solve things out since they were easier and something I am more used to.
	Introduction
	learning classes and methods was cool because it put everything together
	I liked learning about how to write methods
	Classes and Methods
	Video game creation because it made me appreciate other programs and games already out there.
	Ciphers because they're pretty cool and spyish.
	Ask me anything lecture because it was entertaining and also interesting to learn more about Professor Sherriff
	The chase was my favorite lecture. It was able to take the subject matter and turn it into a fun puzzle.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I really enjoyed the POTD's associated with Lou's List.
	The Caesar decoding chase was my favourite because I was able to apply what I learned in lecture for my homework and then use the application of it.
	Hello World
	Creating the methods. I felt that I was learning and enjoyed it a lot.
	The lecture for type parsing was enlightening
	making games as I was able to actually use a bunch of the smaller topics but with more freedom
	I liked leaning about the classes and methods because it allowed me to do more complex things with the knowledge I learned previously in the course.
	Image manipulation
	Sherriff b/c Sherriff
	encryption
	Game Design
	classes because I never really learned them before.
	IF statements because they run the world! I really liked image manipulation to be honest, mainly because I am a graphic designer and i grew a finer appreciation for the men and women at Adobe for making all the programs that they do.
	Constructing classes
	I enjoyed the cipher code because it seemed the most applicable to what I want to do.
	The methods lectures because I think they're the most useful thing we learned.
	I didn't like one specific part of the class, I liked how, in general, CS allowed me to start to understand how complex simple technology is.
	I dunno like it's just so exciting when you make something and then you run it and it works and you made something its so awesome so all of it?
	object manipulation because it really showed me the practical application
	Bring in an object. Allowed for creativity.
	learning about loops
	The image editing, as I had not gone over it before.
	I liked everything with equal importance, because all of them were equally necessary for effective programming
	The turtle one
	Images, it was cool to see how I could tweak them.
	How to write methods and classes because I think I will definitely be using that information in future programming and it was cool to be able to write something basically entirely on our own and see it work!
	methods lecture was fantastic
	The stuff we did in lab because I could uynderstand it a bit better with more help.
	The encryption hunt was my favorite lecture. Not only did we get to go outside and explore grounds in a hunt for our next task, but I found that it greatly helped me improve my understanding of the topics at hand.
	I would have to say UML diagrams mostly because that's the thing that came to me most easily so I was relatively good at it compared to everything else. Encryption was really interesting and overlapped with another one of my classes so it was nice to learn it from two perspectives.
	I liked programming the joust game.
	none
	I liked the lecture about ArrayLists the best. Learning about ArrayLists made a lot of things easier.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I've really enjoyed the image processing we've been doing recently.
	methods/classes
	image manipulation
	Writing different classes because I understood this topic the best
	The game project
	I liked the POTDs in the beginning because they were simple and easy to understand and I didn't have to go to Office Hours in order to complete them
	I thought the cipher code was the most interesting.
	I didn't really have a favorite topic in this course.
	Importing files & reading URLs (the Lou's List POTDs)...got to work with actual data (?) and it felt like I could write code to make a schedule in the future.
	I liked image manipulation because it made coding feel tangible
	I liked the email hunt project because it required critical thinking.
	Loop, efficient
	Characters and int
	Game Project because it gives you a perspective of how game companies would function.
	Classes. I loved making classes and integrating them together.
	I really liked writing methods.
	Lou's List data mining, felt it was very useful with how important big data has become
	I liked learning about making classes and designing methods to accomplish goals and to consolidate code. It made the error-checking process so much nicer and I felt a sense of pride after every successful method. The game writing and topics were interesting, although it was kind of confusing and frustrating looking for errors in a huge block of code and it was hard to understand how everything worked together.
	I liked learning about classes and methods because I liked seeing how you can use multiple classes to run or write a program.
	Method and class design because I learned how to make a full program
	The algorithm design classes were actually really interesting. It's easier to learn the more theoretical concepts behind CS topics in a lecture than it is using any of the many online classes that teach code, so I appreciated the lectures that focused on these concepts. I also really enjoyed the email hunt, since it wasn't too tough but still forced me to use quite a few of the tools/skills we had covered up to that point.
	I liked learning about the different types of sorting things
	Game project because it really taught me how computer science utilizes objects and classes to create things such as games.It was also very interesting and fun to do the project.
	images
	Array Lists were fun
	I enjoyed the lecture on encryption a lot - I found it fascinating and quite useful
	Everything was cool. Image manipulation was interesting.
	loops. They're interesting and useful
	I enjoyed learning how functions in games work and how programming allows one to make the decisions desired
	Game designing
	Writing methods/designing classes because they were the only POTDs I was actually able to do on my own
	The ask me anything lecture was my favorite.
	Learning loops, because they have many practical applications and are fun to use.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	- The one concerning loops. They were very enjoyable to understand and learn I liked making methods, I found it logical and it was what seemed most powerful to what I could be doing. Class Creation I enjoyed loops. They made logical sense, and proved to be highly useful. Game project, because I learned a lot from the project and the game was fun. Game design was my favorite topic in the course because it allowed me to produce a final product that returned something beyond the command prompt. The email hunt because it seemed applicable. I really enjoyed learning loops because after that lecture the PotDs got a lot more challenging. I liked learning encryption because I thought it was the most interesting. the beginning because i understood it better The game because it was something practical that we could work with. creating classes, I liked the organization and felt it was very relevant to how programming actually takes place in the world I enjoyed enjoyed Array Lists because I enjoyed learning how they worked and problem solving with them. Learning how to create the Joust game was my favorite because I could see visual progress. The lecture that required students to leave the classroom and go on a chase. I really enjoyed the project of Joust and seeing what it takes to make a simple computer game. method creation. it gave me a better understanding of how programs work The Cipher coding. I really like codes and learning about new ones and coding them was a lot of fun. Coding codes... Creating classes because it was easiest to understand. Image detection was pretty cool too. I liked learning about how the programs interacted with the physical computer and all of the tangible aspects of the course. Pulling information from files and websites class building, made it more clean than my AP class did Programming for gaming cuz it was actually fun Writing classes was my favorite because there was more creativity involved. The section of the course when we started to make games because they are more interesting than just normal POTDs I liked learning about game design because it was cool to see just how much we could do with the limited programming knowledge that we had. I thought the image manipulation was most interesting because although I knew how to use photo editing programs before, now I know a bit more about how the programs run. I enjoyed loops, because it was the basis for everything else and I actually understood it. Encryption because that was something totally new. I liked the Q&A class the best, but I liked learning about the different sorting techniques. I most enjoyed when we finally learned how to make methods and different classes because it felt like we were starting to get into actual coding learning how to write classes because I found it the most useful Loops - applicable to lots of different programs and gave a good grasp of the basic logic needed for CS

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

6. 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-1110-001, Sherriff, Mark	
Total	Individual Answers
152	*See below for Individual Results*

Don't really know.

creating classes

Classes

Classes

everything

The same lecture above.

Not necessarily a single topic, but the problem solving mindset; being able to see a problem, think "hmm I need to do x,y,z to solve the problem", and then translate that thought to code.

Learning how to make and use classes.

The ability to write programs that talk to each other and can work together.

Game Project

The lecture where the professor answered a lot If student questions.

general coding and understanding coding language

Probably the logic behind the problem solving needed for programming.

writing methods

loops and classes

Video games

(?)

Classes, just because they are the basis of writing code.

The loops lecture was probably the most useful lecture because we used it in almost every piece of coding.

hopefully all if I decide to major/minor in CS

I can't think of one in particular. I think they all contributed to the same thing, and helped with my problem solving.

The encryption/decryption one. That is something I'm highly interested in and might try to pursue

I will find that the thought process behind how programs work will be very useful in the future.

Probably loops and algorithms.

loops and other basic java code. Knew how to do this in python, now I know it in java.

What a method is, because it's one of the major basics in learning to program.

I liked learning about ArrayLists because at that point I really started to feel like I could apply what I was learning to real situations.

Basic programming: if statements, loops...

Creating methods/classes

Game making.

Method/Class

NA

General decision structures and the logic involved really helped me develop key understanding and skills

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	None, really since I don't plan on majoring in CS
	Most likely the use of different methods outside of the main class.
	object manipulation because it really showed me the practical application
	Excluding the lectures on fundamental topics (like loops), I'd say that the lecture on passwords was really useful, mostly because it explained something that I often use but didn't really understand before this class.
	The way that we think about solving problems.
	Methods
	Methods
	Learning how to use java and implement it in various ways through the POTDs we did.
	I think the idea of methods and breaking a large problem down into small pieces will be the most useful in the future.
	Email hunt project
	I think that the most useful topic/lecture we looked at this semester is the lecture on complexion types.
	I thinking learning a coding language in general was the most useful
	class creation
	loops
	loops
	loops
	loop, same as above
	Learning how to make a computer game sparked maybe an interest I might want to go further into.
	Sorting
	The one on encryption
	how to apply basic code to more complex projects
	The debugging part
	the intro
	Probably the conceptual stuff about algorithms because I'm going to do Chemical Engineering, so any coding I do will probably be in another language.
	Just learning Java in general
	the lecture about classes and how to call classes is probably the most useful
	Everything I learn in this class. I want to be a CS major.
	definitely the AMA lecture
	All of it since I am majoring in CS.
	General coding skills will be useful in the future.
	The sorting algorithms might be beneficial
	I think that reading data in from files and websites and sorting data into arrays and array lists will be useful.
	the basics of java and other programs. Basically how to talk to a computer
	Loops
	Loops
	Loops

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think all of it will be useful. I think knowing how to think about coding will be the most useful part of this course, not any one particular subject. Image manipulation General programming basic programming ability in java The object classes and writing methods will be most useful in later classes. Constructing classes methods Pretty much all of them learning how to write classes and just the basics of object oriented programming methods methods designing classes Since I hope to be taking the Computational BME CS course, I would think that the basic code writing and the logic behind the problems would be most helpful. The topics about why computer science is useful at all the lecture about other languages I actually find the caesar cipher really useful, I actually used my code to decode ciphertext from another class! I think most of the lectures were useful. Recursion - The topics concerning the creation of an analytical mindset Sorts perhaps and the processes behind recursion. none Classes - I can do more and understand more I think the Lou's List programs may be helpful in the future methods/classes methods/classes I think all of the lectures will be useful since I will be majoring in CS. Methods. The methods lecture. Loops and Methods (in no particular order) How to write methods and classes. Overall understanding of Java is good for the future I believe there were many useful topics used in the lecture that will be useful in the future. I can't say a specific one but I think learning the language in general really created a new type of thinking and processing for me. I would say all lectures are relevant and useful All of it. Basic programming.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Nothing specific, just the overarching ideas in general
	The logic of loops
	The basics of coding- not only do they help to become a better coder but they also help with general problem solving
	basic method/ class writing
	Problem solving
	The game project. I learned so much from it.
	The introduction to loops and more basic concepts in computer science were very helpful.
	writing class
	I think it will all be useful in the future. We learned all the basics of computer programming, which will help with all programming the future.
	The basics - loops, if statements, how to write a method
	Lou's List data mining
	Basic code such as syntax and creation of classes and use of things like arrayslists and loops.
	gaming
	methods and classes
	The basic fundamentals (primitive types, how to use loops, etc.).
	I think that the basic topics such as loops and statements are most important for building a foundation in CS.
	ama
	Class Creation
	The use of algorithms for sure.
	Array Lists.
	How to make your own classes/write your own methods, and making them work together
	loops, they are very important
	Java programming
	Reading data from files and analyzing it
	I guess being able to write methods somewhat.
	I enjoyed learning about extracting information from files because its such a relavant topic
	Collision Box should be taught with more emphasis.
	I think writing methods and classes will help the most in the future because it allows programmers to code efficiently.
	The one about how direct one has to be when programming (paper airplane lecture)
	basic coding
	I think that making different classes and having them interact will be the most useful in the future
	Just the overall course and my basic understanding of Java.
	Using Array Lists
	Just the problem solving skills I gained
	Loops
	Pulling information from files and websites
	I think I will use the array information most for digital modeling.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Class Diagrams as they seem to be a fundamental piece of software design and thus future classes and work. Methods and loops Same Everything. It was all interesting and useful. I loved the course. i like the idea of coding since we are becoming more computer dependent so now i know how it works and can write simple codes to help me Logic of entire class for my next CS course no topic in particular Class building I think the stuff about hardware and what makes a good algorithm were very useful.
7. 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-1110-001, Sherriff, Mark Total: 148 Individual Answers: *See below for Individual Results*
	Discussions on stack and pass by reference/value They all worked well in my opinion. Recusion N/a I thought the "chases" would have been more fun if they were slightly easier so that more people would be able to finish them everything after the first final I don't think the game project was helpful; just unecessary stress I consider all of the course material useful and justified. I wasn't a fan of the first chase. It used the Caesar cypher which I appreciate, but me and my partner couldn't even finish the chase. We got stuck and Professor Sherriff was nowhere to be found. I understand there is only one of him, but there should have been a way for us to get help from an instructor or TA in person if we needed it. I believe image changing was not as useful. image N/A N/A N/A Mining Emails The memory storage lecture or the pass-by-value and the pass-by-reference image munipulation labs. Pictures Image Manipulation, but the logic implemented therein was still helpful. I think that most lectures built off each other and no lecture was unnecessary. I don't know. Image Manipulation

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Image Manipulation
	The AMA
	Recursion, only because it's such a hard topic to understand. Only a couple lectures were spent on recursion. Although its very interesting, it was incredibly hard to keep up and actually understand what the code was doing and why.
	NA
	NA
	the program complexity; the n^2 and n log n. I know we should know that the more complex the program the more likely it crashes and runs more slowly but I feel as though it's been stressed more than it needs to.
	I can't really think of one. All of the topics did "work" and I can see how each could be useful in the long run.
	Nothing really
	I didn't really see the point of learning memory stacks.
	The email hunt project.
	recursion. Didn't get the point of learning it. Seemed like it was really hard to come up with them for something that you could program much faster
	Some of the csv file lectures seemed a little irrelevant.
	the image manipulation at the end
	Image manipulation and the game project
	switch
	I never used "do" statements.
	The image manipulation lectures were less useful or did not work, but they were still very well done by the professor.
	The methods pertaining to the "joust" game- even if i chose to go in to game design, I can't imagine I'd be writing my own collision methods from scratch, nor that they would even remotely resemble what we did there.
	Cryptography
	I didn't think that there were any such lectures.
	learning about crytopograpy
	I didn't really like image manipulation.
	The code lectures were entertaining, but did not seem as useful
	I didn't really like learning about ciphers because it didn't seem to connect to anything else we learned.
	All of the code, at least for me.
	None.
	None.
	image stuff
	I did not think the special topic of image manipulation was useful. A lot of what we did with it could be done much easier in other apps such as photoshop.
	Photo manipulation
	Learning about computers
	None, all were good and useful
	The image manipulation topic is interesting, but in the long run, not as practical in everyday life.
	turtles

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think everything was useful in some way or the other.
	n/a
	n/a
	Decoding because we did not learn enough of it.
	Image manipulation
	Image manipulation
	Image manipulation
	Image manipulation
	all the topics seemed relatively useful and relevant.
	The "Ask Me Anything" class was not super helpful - an optional review session would have been great! Fractals did not seem as useful in the long run either, at least for the introductory nature of this course.
	Flappy Bird.
	The game project--I felt like we did not have a solid introduction as to how to write the games prior to the project
	The first chase was a pretty stellar waste of time.
	Array lists
	lou's list
	We're just learning the basics..it all seemed pretty relevant
	the chases b/c I didn't get the answer, nor was there a solution given
	Recursion
	Recursion
	Recursion
	I can't think of anything...
	I didn't really like image manipulation.
	none. I loved this class.
	I can't think of one.
	Image manipulation is interesting but there are so many programs out there designed to do image manipulation that I feel like I will never have to code anything for it
	none
	game project
	The last optional topic.
	The image manipulation did not seem as practical though it was very interesting.
	i thought we rushed through the topics at the end with imaging so i did not get a good grasp on it making this potd pretty difficult
	this whole image, upscale, gray scale, etc.
	The credit card POTD was sort of useless. It was easy, but not very useful
	image manipulation
	image manipulation
	image manipulation
	image manipulation

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think all of what we learned will be applicable, and I guess I'll find out what won't be useful as I get farther in to CS, but I don't think I know what won't be useful because I'm obviously still on the surface of CS.
	Image manipualation
	I thought all of the lectures were useful because the code kept building on itself and you needed every lecture to move onto the next section.
	I think the image modulation is not as useful. You have different softwares to do all that.
	there is not one lecture or topic that "did not work" that I can think of
	Picture manipulation???
	image maipulation, I don't thing we needed an additional topic at the end
	The image manipulation topic
	nothing really
	Not that it wasn't useful, but I feel like learning about how the computer stores info, and other stuff about how computers work is more useful in a different class.
	Image manipulation seemed unecessary to me
	Most lectures were useful
	The recursion lecture.
	I cant reeally remember. They all seemed fairly important to building a foundation to CS.
	Arrays seemed a little irrelevant though had their use
	I can't think of any tell be completely honest.
	Everything was useful for the course. It built on itself very nicely.
	Just the last couple special topics about images
	All the stuff is cumulative; I don't know how you would do one thing without the other things...?
	There isn't a topic that stands out in my mind as belonging here.
	I thought cryptography wasn't very useful to me, and I think it could be substituted for something else. Although it was quite interesting, and it made for some involved POTDs at the time, I don't think it's very pertinent to anybody in the class.
	The image manipulation lectures were confusing and I don't think they will be useful in the future. Also, I was confused by different search algorithms.
	N/A all are useful I think
	Honestly, images, because i'd just use photoshop
	Library Book POTD.
	The AMA was humorous, but didn't help advance my knowledge.
	not a huge fan of image manipulation...I think the reason the poll results were all a 2.5 is because people didn't pay attention to whether 1 or 5 was 'most interested'. additionally I don't think enough time was spent on things like recursion to make them that useful. the class started to feel more and more rushed towards the end
	I don't think any weren't useful.
	Image Manipulation. Why not just use Adobe Photoshop?
	I can't think of any
	I don't think we discussed anything that will be useless knowledge.
	I don't think any of the lectures weren't useful.
	Nothing really "did not work." Everything was straightforward.
	Green Image.
	I did not like the image manipulation. I wish we had done a couple other different special topics.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I thought all of the lectures were fine, the complexity ones seemed dull and not directly applicable.

Near the end of the class the instructor attempted to cover a broad range of interesting topics. I think this would have worked better as a more extensive study of a single topic, rather than several quick lectures that didnt achieve anything.

image manipulation - of all the extra topics...WHY

I thought it was difficult to understand how to make loops at first and it took me a while to fully understand it

I thought that the chases did not help me much. I was more worried about finishing it then actually learning the material.

I thought recursion was a hard topic to understand.

i did not see the usefulness in a program that found what professor taught the most classes in a given mnemonic

Some of the POTD's were a tad unnecessary in the long run but make sense for the class format.

the picture stuff at the end

The last few lectures regarding the image manipulation were interesting but don't seem necessarily applicable for future work.

Decryption, as I don't see myself using it in the future

learning float and numerous other number types. Double and Integer work for most things I've run into.

....I forgot

Complexity and all that stuff.

image manipulation, recursion, algorithm design

paper airplanes

As a non-CS major, I will probably find encryption the least useful (though it is very interesting!)

Everything felt useful

If youre not taking more CS classes, most of it was irrelevant for the future. However, it is required for Eschool so we have no choice but to take it.

Learning about the memory of the computer, or the stack. I found the topic interesting and I want to learn more about it, but the lectures didn't further my understanding very much.

8. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
180	4.02	1.01	53 (29.44%)	42 (23.33%)	24 (13.33%)	12 (6.67%)	1 (0.56%)	48 (26.67%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
180	4.02	1.01	53 (29.44%)	42 (23.33%)	24 (13.33%)	12 (6.67%)	1 (0.56%)	48 (26.67%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

9. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	3.69	0.96	27 (15.17%)	50 (28.09%)	36 (20.22%)	12 (6.74%)	2 (1.12%)	51 (28.65%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	3.69	0.96	27 (15.17%)	50 (28.09%)	36 (20.22%)	12 (6.74%)	2 (1.12%)	51 (28.65%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, 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)
180	2 (1.11%)	8 (4.44%)	38 (21.11%)	56 (31.11%)	17 (9.44%)	59 (32.78%)

Results for SEAS, 1000-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)
180	2 (1.11%)	8 (4.44%)	38 (21.11%)	56 (31.11%)	17 (9.44%)	59 (32.78%)

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
179	3.17	0.80	70 (39.11%)	75 (41.90%)	29 (16.20%)	5 (2.79%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
179	3.17	0.80	70 (39.11%)	75 (41.90%)	29 (16.20%)	5 (2.79%)	0 (0.00%)

12. How would you rate the helpfulness of the TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
179	3.11	0.78	59 (32.96%)	87 (48.60%)	27 (15.08%)	6 (3.35%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
179	3.11	0.78	59 (32.96%)	87 (48.60%)	27 (15.08%)	6 (3.35%)	0 (0.00%)

13. How often did you make use of the TA office hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
179	31 (17.32%)	24 (13.41%)	17 (9.50%)	62 (34.64%)	45 (25.14%)

Results for SEAS, 1000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
179	31 (17.32%)	24 (13.41%)	17 (9.50%)	62 (34.64%)	45 (25.14%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

14. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark	
Total	Individual Answers
116	*See below for Individual Results*

The TAs were AMAZING. They worked their tails off every single office hour and I can't thank them enough. Even when I was frustrated being stuck on problems, they were ecstatic to help me. I utilized them in person at OH every single week, and I even messaged them on Piazza.

They were friendly, knowledgeable and helpful.

They were very approachable and helpful

no

no

no

All my TA: Joe, Allie, and Graham were really helpful. They did a good job and were understanding and cooperative.

Eenope.

Nope. Didn't talk to 'em.

Some were more helpful than others. There were a couple times where the TAs weren't able to answer my questions, especially on the big projects where there was more code to look at.

Many TAs seemed like they were trying to help but it often times came off as them belittling the students as they could not figure something out.

Very helpful. They cared.

There should be more of them to help during office hours.

Good help

Some of the TAs were amazing and helpful and would go above and beyond when it was clear I had gaps in my knowledge, and some of the TAs made me feel stupid for getting help and made me want to give up on the POTDs. I started planning my days so that I could come to office hours and avoid specific TAs because they made me feel really bad about myself and would get really angry when I didn't understand what they were saying or hadn't taken an "obvious" next step in my program.

I would go to office hours multiple times/week and they were structured so poorly that the TA's could not be helpful as a result.

AJ's the man!

They were both really cool and always willing to help out when we needed them! Only thing I would recommend is that they maybe be aware of the labs before lab because sometimes it took them a little while to help us since they were not completely aware of what was going on.

Some of them were very helpful.

Some were not completely knowledgeable/helpful.

Some TAs were assholes and unhelpful while others were very nice. During office hours you pray for a helpful TA.

N/A

N/A

N/A

N/A

N/A

Scott Mallory, Matt Pearson, and Marina Sanusi were the most helpful TAs. They were not only passionate about their major but they were respectful and energetic about helping students. They would never disregard a student's opinion or directly tell us the answer. They would listen to our ideas and guide us to writing a code that would implement those ideas efficiently.

The ones I had experience with were all very enthusiastic, knowledgable and helpful

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	There were definitely good and bad TAs; some TAs would tell you exactly what was wrong/how to fix it while others would respond to your question with more questions, which only made the assignment more confusing.
	-
	-
	Jasmine and Scott were outstanding TA's. Some TA's during office hours, however, were sub par, and did not take the time necessary to truly help students.
	they were helpful with the work, but not always at explaining everything.
	they were chill
	TA are awesome and super useful
	They were all so awesome and so helpful.
	NA
	Knowledgeable, but many people go for them to help, so it was hard to get help when needed.
	No.
	Often had to wait for two hours before seeing a TA in office hours. When I would finally get to see one, he or she could be rude and not very helpful.
	Don't play music during the study session the day before the test--highly annoying
	Some of them knew their stuff more than others, and similarly those who knew their stuff were better at helping and providing aid then others. All of them were effective and helped me to enjoy CS a lot more.
	They had a lot of hours and were very helpful when I went.
	They were helpful but not always the most patient with some students who's understand wasn't as good.
	Very willing to help but sometimes when they had a lot of people to cover it was hard to get general questions answered. It was easier for them to focus on specific code not concept questions
	They were very helpful during lab.
	Some TAs were rude when I had a question and it made me not want to return to office hours. Also during office hours it was sometimes especially difficult to get help with one small thing. A TA would give a suggestion and then quickly leave and then their small idea wouldn't work and I would have to wait another half an hour to get help. I think more TAs need to be available during office hours the night before assignments are due because otherwise going is pointless because you end up just sitting there stuck and waiting for an hour.
	None
	None
	It would be helpful if the TA's reviewed the code we were working on before labs, because they were often unable to help us very much because they didn't understand the code until the end of class
	None.
	None.
	Sometimes they seem impatient but overall pretty good
	The TA's were very helpful in labs and office hours. They would help if I was stuck on a specific piece of code, or give me ideas of how to proceed writing code.
	No
	No
	No
	n/a
	n/a
	n/a

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	When the TA's were very general and cryptic when trying to help you it did NOT work well. If I attended office hours I had already viewed the general help on piazza and needed more concrete advice on how to work on the POTDs/projects.
	great knowledge of programming
	Try to coordinate your help advice, multiple TA would give multiple answers to a specific problem and it sometimes became confusing.
	They are friendly and helpful
	Great crew easily the best ta's of any class
	My TAs were very helpful and kind.
	It's kind of the luck of the draw. I find some TAs to be very helpful while others it's not worth going to office hours for.
	Some of the TAs were more equipped than others. The most helpful TAs were comfortable with talking to students and could explain things clearly.
	nice and knowledgeable
	Office hours can be a bit difficult if you have a different algorithm for the POTD than the TA, but they're usually pretty good about it. The TA's are wonderful though, and the frequency and efficiency of office hours are excellent.
	We stumped 2 TAs with our project and got varying feedback about how our project would be graded. We got comments that our program wouldn't be given full points, when it entirely met the assignment directions. The TAs didn't appear to know the full directions.
	I really liked the formatting of the TA officer hours. TAs were extremely helpful, especially for projects.
	Overall, the TAs were helpful, but were definitely sassy (even rude sometimes) especially on piazza when answering students' questions. This probably made students more embarrassed/less likely to post questions
	A majority of the TAs were extremely helpful, but others didn't seem like they interested in or capable of helping you with your code.
	did not fully understand what i would ask so they would try to answer it with terminology I didn't understand and not on my exact problem so they really didn't help with the original question.
	Never had to use the TAs because the classes proved sufficient.
	none
	none
	none
	It would be helpful to have more TAs, especially when the assignments are due soon. There was often an enormous queue and it would have gone quicker if there were more TAs present.
	They were quite helpful during the projects
	They were very friendly and helpful in lab. I had a good grasp of the concepts and didn't work with them much.
	My lab TA's were great
	That sometimes they were really confusing and end up making you more confused than when you first went for help
	JUSTIN IS THE BEST TA. EXTREMELY HELPFUL.
	There's a range. While I'm sure everyone is adequate in CS knowledge - some are very very good at explaining to students who don't understand, and others are not.
	my lab TA was a bad-ass and incredibly smart
	No comment
	I felt like they would never answer my questions in a way that I could understand. A few of them were cool but the rest didn't really help me at all.
	Allie and Stephanie were the most helpful....always.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Sometimes I'm busy at night and would like to attend office hours in the afternoon. Also, some TAs are very very kind and helpful and others are condescending and make me feel bad for not knowing certain things about Computer Science. I think they should realize that not everybody is trying to major in CS and some people need to take this class even though they're not good at it. I've never gone to office hours because people say TAs don't help much. I'm not sure if it's due to the amount of TA's or the willingness of the TAs Wouldn't have gotten through this class without them. Need more. TAs were helpful whenever I asked them for help during lab. They were great, for the most part, and usually very helpful. On occasion, it didn't seem like they were helpful, but that was rare. Many TAs were GREAT about asking me questions to learn more about what, specifically, I was having trouble with. This allowed them to better help me because they could narrow in on that one thing, and it helped me because I not only solved the short-term problem I was having but also was able to identify patterns of my own thinking that were wrong or topics that I needed to review. They were good The TA's in my lab (9:30 Olsson) were great. waiting for their help takes forever. they are good. but queuing is kind of not efficient nope TA's often didn't have enough time in office hours to help all the students and in lab they were often not particularly helpful. Sometimes they were less helpful if you were later on the cue because they were anxious to leave which was irritating and unfair. Good group of individuals. All in all they very much wanted you to succeed. awesome for most part, only one guy that could not help for his life but overall awesome very good they were awesome They were all very nice and very helpful Several of the TA's were the most helpful and thorough people ever and then there were a couple who literally did not seem to have ever seen code before. They'd just stare and make vague comments that were not helpful in the least. -N/A Those people are absolute angels. Thanks for being up at 2am when times were most dark. The TAs were always willing to help during their office hours - I wish I took more advantage of those. My TAs were very friendly! They were cool. They are helpful
15. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-001, Sherriff, Mark Total: 131 — Individual Answers: *See below for Individual Results*
	Video game coding. web design

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I wish we had covered recursion more deeply and actually used it rather than just be able to recognize it
	No idea. I would have said something before we decided on the image subject if I did.
	I never understood recursion
	I think we went through game design and images too quickly as I did not feel like I really learned anything from these lectures
	HTML, web design
	I would like to go more in depth about how computer memory works and related subjects
	Maybe more image stuff.
	App development, or graphics
	The image manipulation topic. Very cool and would have been nice to have been covered more deeply
	(?)
	I wish we had developed an actual understanding of some of the topics in the game program. We were handed code and expected to manipulate it. While this is not difficult, it may have been more useful to actually learn one of the more confusing topics in java and write it ourselves. I do see the value in being able to interpret code you do not understand, but that could have been done somewhere else in the class.
	No specific topics, but we went over the 'vocabulary' and syntax of computer science too quickly at the beginning. It's hard to see as an instructor because the syntax is so second nature but I'll give a couple examples. I didn't understand that some methods were already programmed into Java and some weren't at the beginning of the semester. I had no idea Rectangle was already part of Java, while Turtle was some random class that Prof Sherriff made up. I tried to call turtle in a new project and I was enormously frustrated that I couldn't do anything with it. Also, the idea that periods separate an object from a method was taken for granted in class, it seemed. It was little things like that that I couldn't wrap my head around for several weeks into the course.
	N/A
	N/A
	I wish that we had spent more time making different classes of objects interact with each other. I wish that we had spent more time translating algorithms into code.
	html, web development
	-
	I wish we could have covered some of the topics that were used in the joust game project such as graphics and key_event. I also wish that we could have learned another language as the extra lessons instead of image manipulation.
	I guess more high-level stuff...
	Recursive methods
	can't think of any
	I liked hearing about the "back-end" topics that explained how java itself was reading code (like, for example, where/how it stores information). It would be cool to leave this class with a really strong understanding of how Java itself works, and not just what you can do with it.
	Methods
	Hacking
	Hacking
	Hacking
	More Game design would have been nice and hacking would have been useful too.
	More things like the email hunt
	class interaction
	quantum processing, maybe learn more about the hardware.
	Cryptography and cybersecurity

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Video games, other programming languages
	I wish we had done a little work with graphics design. I would have been interested to see how the code works that was being used in the game project.
	Web development
	Web development
	how to export game projects/ java codes so you don't have to open them with eclipse
	Don't know how plausible it would be but I would have liked to see the differences in Java and Python side by side.
	how to design
	I think everything moved at a reasonable pace.
	None
	None
	None
	None
	None
	Everything.
	It would have been cool to talk about how the internet works more.
	Would have maybe like to spend more time on when to use what type of loop
	Website creation!
	I wished we could have spent a little more time on the basics to get a good grounding.
	None.
	None.
	Almost all of the end of the year topics that we had to vote on
	I wish we had gone over public static methods versus just public ones more because I am confused as to when to use which.
	HTML
	I would have liked to have gone into some more Game Development related topics.
	Other programming languages
	n/a
	n/a
	n/a
	Cyber Security.
	Web Development
	cool things to do with methods.
	I wish we had learned more about how to create the "JImage" window pane things because we used them a lot but never really learned how to do it ourselves.
	I think we covered everything I thought the course would cover.
	I wish we would have covered recursion more deeply
	I wish we had learned more about how computers work.
	Classes - I'm still not very clear on how to use those but it seems like an important, recurring topic
	Stuff about the internet and how the stuff behind CS really works

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	More about website design.
	Recursion
	python
	More detail in game/app design
	How the internet works.
	HTML
	HTML
	Encryption of websites
	Cybersecurity
	Cyber security.
	Cyber security.
	none
	none
	none
	none
	none
	I wish we could have learned something about web pages or security or something.
	Little bit of Python
	Before every lab, it would help if the TA's went over the basic CS knowledge we need for that particular lab. So, we would be more clear and easy to complete each lab.
	- More practice on basic primitive type uses
	Hacking, web design, anything else that Java is good for, really.
	Hacking or doing security things would be cool.
	Buttons on the screen (JOptionPane)
	We could have spent more time learning the parts of a computer and how it actually works. Topics including RAM, and other topics associated with memory. Also maybe an introduction on how computers actually process the code and carry out what is typed into the computer.
	I wish there was a better way to study all of the material.
	More game development would have been cool.
	I wish we had learned about the dark net and how the internet works.
	recursive
	Nothing, Sherriff did a good job covering everything he needed
	Game designing
	I think it would have been interesting to talk more about the internet for special topics.
	More emphasis on how to do Collision Box
	A little more on security, but mostly all was covered sufficiently.
	I think we covered a lot of good topics!
	Running programs at the same time, some more classic algorithms to be aware of, and I also would've liked to make some programs that I could've potentially used for other classes. Such as a program to calculate GPA based on weighting and whatnot, or a program to take integrals, or something of that matter. I'm pretty sure I could do most of these now, however!
	I would have liked to learn about html and more internet things.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

Graphics used in Final project

Game Design from the ground up

Cyper security

nope

hacking/web development

Cryptography and security.

I feel like every topic was rushed. I did not have enough time to understand each topic perfectly.

other languages (e.g. Python, Ruby), how the internet really works

eh... i'm good

I wish we did more specific real world programs like stuff that we might be asked to do at our jobs

I wish we had talked more about different coding languages and what their different strengths are. It would have been cool to learn a little about their syntax too.

Nothing in particular

cybersecurity

I would have like to do things with security.

None that I can think of

machine language

Web design

Web design

I would have found applying encryption interesting

viruses and cyber security.

html

html

html

Web Design/development

How to plot data or make graphs, would be useful for future assignments

16. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	4.22	0.64	58 (32.58%)	103 (57.87%)	15 (8.43%)	2 (1.12%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1305	4.06	0.93	446 (34.18%)	611 (46.82%)	155 (11.88%)	54 (4.14%)	36 (2.76%)	3 (0.23%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

17. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
177	4.40	0.75	93 (52.54%)	67 (37.85%)	13 (7.34%)	3 (1.69%)	1 (0.56%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1325	3.93	1.14	480 (36.23%)	434 (32.75%)	171 (12.91%)	100 (7.55%)	64 (4.83%)	76 (5.74%)

18. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
179	3.97	1.09	65 (36.31%)	74 (41.34%)	15 (8.38%)	17 (9.50%)	7 (3.91%)	1 (0.56%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1310	3.94	1.07	433 (33.05%)	582 (44.43%)	127 (9.69%)	102 (7.79%)	59 (4.50%)	7 (0.53%)

19. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	4.38	0.77	88 (49.44%)	78 (43.82%)	5 (2.81%)	5 (2.81%)	2 (1.12%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1306	3.95	1.14	478 (36.60%)	450 (34.46%)	160 (12.25%)	88 (6.74%)	70 (5.36%)	60 (4.59%)

20. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	3.27	1.13	18 (10.11%)	40 (22.47%)	41 (23.03%)	21 (11.80%)	10 (5.62%)	48 (26.97%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1308	3.19	1.21	132 (10.09%)	185 (14.14%)	257 (19.65%)	124 (9.48%)	87 (6.65%)	523 (39.98%)

21. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
174	4.33	0.72	79 (45.40%)	78 (44.83%)	14 (8.05%)	2 (1.15%)	1 (0.57%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1320	3.99	0.99	413 (31.29%)	580 (43.94%)	161 (12.20%)	61 (4.62%)	46 (3.48%)	59 (4.47%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

22. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
175	4.71	0.53	128 (73.14%)	45 (25.71%)	0 (0.00%)	2 (1.14%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1319	4.47	0.75	723 (54.81%)	425 (32.22%)	71 (5.38%)	13 (0.99%)	14 (1.06%)	73 (5.53%)

23. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
174	4.68	0.56	124 (71.26%)	46 (26.44%)	2 (1.15%)	2 (1.15%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1320	4.39	0.78	653 (49.47%)	474 (35.91%)	75 (5.68%)	25 (1.89%)	14 (1.06%)	79 (5.98%)

24. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	3.33	1.23	19 (10.67%)	30 (16.85%)	24 (13.48%)	17 (9.55%)	9 (5.06%)	79 (44.38%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1307	3.60	1.19	199 (15.23%)	238 (18.21%)	179 (13.70%)	79 (6.04%)	53 (4.06%)	559 (42.77%)

25. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
176	4.06	0.89	62 (35.23%)	75 (42.61%)	28 (15.91%)	10 (5.68%)	1 (0.57%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1317	3.77	1.15	375 (28.47%)	483 (36.67%)	198 (15.03%)	128 (9.72%)	72 (5.47%)	61 (4.63%)

26. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
174	4.45	0.65	91 (52.30%)	74 (42.53%)	6 (3.45%)	3 (1.72%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1321	4.17	0.90	494 (37.40%)	535 (40.50%)	126 (9.54%)	46 (3.48%)	24 (1.82%)	96 (7.27%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

27. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	4.61	0.55	113 (63.48%)	63 (35.39%)	0 (0.00%)	2 (1.12%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1318	4.19	0.97	570 (43.25%)	456 (34.60%)	124 (9.41%)	57 (4.32%)	32 (2.43%)	79 (5.99%)

28. 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-1110-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
178	3 (1.69%)	38 (21.35%)	81 (45.51%)	38 (21.35%)	18 (10.11%)

Results for SEAS, 1000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1311	168 (12.81%)	507 (38.67%)	422 (32.19%)	149 (11.37%)	65 (4.96%)

29. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
176	4.40	0.80	97 (55.11%)	61 (34.66%)	11 (6.25%)	6 (3.41%)	1 (0.57%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1305	3.95	1.11	500 (38.31%)	472 (36.17%)	163 (12.49%)	114 (8.74%)	56 (4.29%)

30. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
179	4.30	1.03	101 (56.42%)	53 (29.61%)	10 (5.59%)	8 (4.47%)	7 (3.91%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1308	3.81	1.29	509 (38.91%)	394 (30.12%)	172 (13.15%)	113 (8.64%)	120 (9.17%)

31. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
177	4.39	0.67	84 (47.46%)	81 (45.76%)	9 (5.08%)	3 (1.69%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1317	4.11	0.93	491 (37.28%)	605 (45.94%)	138 (10.48%)	46 (3.49%)	37 (2.81%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

32. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
179	4.07	0.90	64 (35.75%)	77 (43.02%)	25 (13.97%)	12 (6.70%)	1 (0.56%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1324	3.82	1.03	382 (28.85%)	495 (37.39%)	314 (23.72%)	91 (6.87%)	42 (3.17%)

33. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
179	4.42	0.67	92 (51.40%)	73 (40.78%)	12 (6.70%)	2 (1.12%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1327	3.96	1.08	483 (36.40%)	507 (38.21%)	203 (15.30%)	68 (5.12%)	66 (4.97%)

34. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Individual Answers
94	*See below for Individual Results*

Making this class 4 credits instead of 3, since there's a lab and many of the assignments took many hours to complete.

I enjoyed CS and I'm glad I had the chance to take it. I'm not sure I'll ever use the coding I learned but it was good to learn a completely new skill

Loved this class. The assignments were fun and reasonably challenging, and helped me learn the material better. Workload was reasonable and tests were fair, and Prof. Sherriff's lectures were useful for learning material (plus interesting examples/demonstrations). This course made me want to major in CS.

Corse was extremely comprehensive and strongly biased towards students with prior programming knowledge, the CS department should alott more spaces to 1112. As an completely inexperienced programmer I always spent more than 2 hours on each POTD which is almost 1 1/2 hours more than the expected time. I learned a lot about programming, but the course was too fast paced for someone so inexperienced with any type of programming

Professor was a great public figure and great with crowds and seemed very charismatic. However, when I went to go see him during his office hours, maybe I caught him when he was tired, but he was not very responsive and did not seem as approachable in person as he was in lecture.

Great class. Only class I had that I enjoyed taking this semester. I will be pursuing a minor in CS due to this course.

Sherriff is the man, he's very enthusiastic, passionate, and knowledgeable about the subject he taught.

Overall, I really enjoyed this class.

The grading of tests seemed a little unfair. It was said that if they could see that you generally knew how to do something that you would get most of the credit for that. This didn't actually happen.

Awesome teacher, cool dude

It was hard to balance the workload of this course as a CLAS student majoring in an unrelated field.

AWEEESSOMMMMEEE

Maybe less POTD's... I kept running out of time because of other classes

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	This course actually made me want to kill myself because of the anxiety that it gave me. I am not joking, I am being completely serious. I have never worked so hard for a class and still done not as well as I have wanted. This class absolutely consumed me at the start of the semester and only when I accepted that I would never be good at this class did I finally stop having panic attacks about it. You should never say that the tests are just a reflection of your "give a damn meter" because some of us give hell of a lot of damns and still don't do well because coding doesn't come naturally to us no matter how much we studied.
	This was an interesting course but was too rushed for a student with no prior experience.
	This is a good course, but you need to work hard and be diligent in it to do well.
	Learned a ton!
	Some POTDs at the end of the first half of the semester seemed overly difficult for a first semester computer science course. Namely, Roman and Nim. One homework assignment that is due three times a week should never EVER take 10 hours to complete. I went to office hours, went on Piazza, etc. and still didn't pass all the tests for these assignments. We as beginning computer science students didn't have enough knowledge or experience to handle some of those POTDs at that point. Office Hour queues were too long. I went to Office Hours every single week and I had to wait for an average of 40 minutes for help for EVERY question I had. Thus, in any given session, I could only ask for help one time because otherwise I'd be there for several hours (or the office hours would be over by that point). Sometimes it would take over an hour, and I would just have to give up and go home. Piazza wasn't reliable enough and the help was often not specific enough for me to complete the assignments. I understand that the TAs don't want to just give us the answers on Piazza, but sometimes vague hints weren't enough. This is what happened every other POTD: I worked for hours upon hours on an assignment, went to office hours, still had questions so I posted to the instructors on Piazza (at this point it's about 8 pm the night before it's due because I've been working on the POTD a lot already). A TA writes to me either AFTER I've gone to bed, or at 10 AM the next morning. I get out of class at 10:50 AM to see the message from the TA. The 'hint' is vauge so I can't play around with their suggestion for long enough to turn in the assignment before 11 AM. This EXACT scenario happened at least 4-5 times. I love the TAs to death and got lots of help in person from them that I'm grateful for, but my Piazza experience was not good at all. I even read all the posts I could and couldn't always make sense of the vague help. Overall, I learned a lot from this course and I appreciate Computer Science quite a bit now. I worked really hard and I'm not going to get an A in this course, but I don't care about the grade. I definitely put in A effort (worked hard on every single POTD, came to every class and lab, studied for the exams, got 100% on both projects), but I didn't perform well on the exams. I think the exams were too hard for a 50 minute period and I didn't finish either of the first two exams, though if we had more time I would have done much better. I'm sure I'll do fine on the final because there is more time and I definitely know my stuff, so it's a shame the first two exams didn't go as well.
	first 2/3 of the class is great. however, the rest doesnt seem interesting at all
	The course, while demanding a large amount of time outside of class, was helpful and was effective at introducing me to the basic methods and
	This was a very fun course, although a bit hard at times. Sherriff was a really engaging and exciting professor.
	good course, but very difficult. especially hard if you come in with no prior experience. Book is more effective at explaining concepts than lectures.
	The professor was good as a lecturer and his assignments were helpful in the learning process.
	I found this a particularly challenging course and would have really appreciated spending more time on the basics, as I spent a lot of time outside of the classroom but never found that I could get a very good grounding on the concepts.
	Sherriff is a great teacher and person, albeit a little bit quirky but that nothing to get in the way of his teaching. This is one of my favorite classes I have taken so far and I look forward to taking more CS classes in the future. Anyone who doesn't do well in this class either does not put the effort into it or just doesn't have the mind to think with computer science. I would impart no blame to Sherriff.
	cool but could be a dick occasionally
	Sheriff interacted well with the students in his class and was energetic in his lectures.
	Lectures are not necessary and it is very nice that attendance in not monitored, because if one knows the material he or she does not need to go to class.
	Sherriff was a great guy and awesome lecturer!
	Great course
	Enjoyed the course! Hopefully I'll use it in biomedical engineering.
	It is a very helpful class to all fields of study.
	.
	Sherriff is a beast

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	-
	The course should be worth 4 credits!
	Professor Sherriff really made the class worthwhile. Unfortunately he was of the few good professors I had this semester. He was very interesting and engaging during lecture. Homework was challenging but the professors did a good job at making them also fun.
	Loved this course. Never change it.
	Great teacher though the tests seemed to not test ability. You could get perfect grades on everything but then do poorly on the tests due to their structure.
	Thank you Professor Sherriff! Great course!
	Very fun and enjoyable for those who like to think logically in a creative way.
	Look, here's the thing. I was great at coding, really great. I got almost full marks on the final coding question, and 100% on every project, lab assignment, and homework paper. But I literally got a 60% on the final. And I'm good at coding. That's fucking ridiculous.
	Loved the class, gonna minor hopefully
	Loved having Sherriff as a teacher! Funny and makes the subject genuinely interesting. I even briefly considered computer science because he was that great.
	NA
	Very good experience overall
	This class was great, it would be nice, though, if other programming languages were taught as well.
	Professor Sherriff could be condescending when I asked him questions. Also, I feel that the course is very demanding for those who have no prior programming experience.
	I loved this class. Professor Sherriff is the best lecturer ever.
	CS is a very difficult subject to teach in a classroom setting. What appears extremely obvious and simple to some students causes others to struggle. As someone with a good understanding of cs I was not always happy with the pacing, but I was very impressed with sherriffs ability to keep the course at a healthy level for everyone. Professor Sherriff is an enthusiastic and effective lecturer and I hope he continues to teach similar courses. I was quite happy with how the professor prepared us for the potds. (Other professors did not prepare their students) Overall, the class was formatted well and achieved its goal.
	While some of the POTDs verged on taking far too much time for the credit they gave, I appreciate the grading system, the homework help system, and the sense of humor that the instructor kept and shared, which made the class a lot more interesting to listen and pay attention too.
	What's a loop, and how do I construct one?
	Great class, great professor
	I feel like this ought to be a 4 credit class
	The amount of time the POTDs took in this class was absurd, and I know a large number of people who agree with this sentiment. There were some weeks when I spent most of my free time doing work for an intro course in a department that I don't even need (I took this class simply because it seemed like interesting and useful material). That should be unacceptable. If the computer science department doesn't have enough resources to take in all of the students that want to major in the subject, find another way of dissuading them than punishing those of us who are just interested in learning some introductory material. CS1110 doesn't need to be a weed-out class.
	Sherriff is great and i would recommend this class to anyone
	I thought the class overall made me more interested in CS and I thought the class was overall worthwhile.
	Good course. Enjoyable experience though I am not an Engineer or CS major.
	Would appreciate if the full code was posted after each lecture. For example I was unable to copy down the full code for pictures.
	I didn't think the labs were helpful at all.
	nope
	Nim seemed to be pretty hard for the time at which it was given.
	As stated in the other course evaluation, I had fun and this class helped me learn that I really like CS.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Yes, so much yes.
	This course was great! It completely changed my mind about computer science and made me switch from wanting to do mechanical engineering to computer science. I only wish that the tests weren't written. I preformed so well during the homework and projects, and would do poorly on the tests because I would have trouble finishing them.
	I learned a lot and found this course to further my interest in CS
	Sherriff is da man. Awesome teacher and the course overall was pretty helpful and interesting. It was kind of a pain at times so it did provide a bit of a challenge, and I had to consult a lot of people for help. Good course overall.
	This course is really fun. I like the material and Sherriff is engaging and approachable. A good, fun entry class, but you are actually doing work and learning something.
	Good class, Great teacher
	This class is a little too difficult for an intro level class
	Professor Sherriff is an awesome professor that makes CS 1110 a course that I believe everyone should take.
	The time taken to prepare outside class was absolutely excessive. Most students spent several hours on homework and even then would not always receive a decent score. The material was not too difficult but the assignments were ridiculously time consuming unless you have a substantial amount of CS experience. Also, on multiple occasions, professor Sherriff was rude and condescending when one asked simple questions. Overall, his assignments caused an interesting subject to be overwhelmingly stressful.
	The final exam was extremely hard, and I know that a lot of us felt it wasn't testing what we were really supposed to learn in the course.
	This class was very difficult for beginners I think there should have been a disclaimer for beginners.
	I did not personally like how this course was taught, and I found it to be more challenging than I thought it should be.
	Easily my favorite class I've taken all year. I really enjoyed the POTDs and thought they were just difficult enough to be challenging without feeling impossible, although I don't think I would've made it through the class without the TA help. I came into the class expecting to hate CS and ended up loving it. Sherriff was engaging and helpful during every lecture and adequately explained the material before the POTD was due. The exams felt like a good measure of what I had learned. I wish that the POTDs were released a little more in advance just so I could try to get ahead because often times I would need to plan my week around office hours which got a little stressful, despite the fact that I went to office hours just to fix one or two syntax errors. I also wish the submission results were an hour or two after submission rather than 4 hours.
	Nice class, great office hour availabilities from TAs.
	This is a pretty tough course. Definitely doable but just like all my other courses I wish the focus was taken off the tests.
	Java stinks, a lot. I am glad they are switching. I should have been allowed to take 1112 but they said since I enrolled then dropped 1110 last semester that I did not qualify.
	Sherriff is the man! One of the best lecturers that I have had here. I enjoyed going to his lectures
	I thought this course was harder than it needed to be for a beginning level course, as coming in with no experience I felt behind most of the class for most of the semester. I also feel that the POTDs were not really relevant to the class material as much of what was required for us to do in them we were not taught in class
	Interesting class, I enjoyed it
	It was a really tough course for me but i appreciated the help from my tutors and Professor Sheriff.
	Good course but a lot of work
	I felt like the lecture material didn't always correlate well with the current homework assignment which made the assignments harder to complete.
	Sheriff is amazing
	a good intro class
	Great, fun class!
	I really enjoyed this course, and Sherriff was an awesome teacher!
	Great course.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	sherriff makes tedious things fun, awesome teacher Mark Sherriff was a great teacher and kept the lectures interesting and kept me engaged the entire time. I would highly recommend this class to other students. I personally loved this class and I loved having Sherriff as a teacher. Although sometimes you can tell if he's being sassy or actually telling you if something is bad so to some people he's unapproachable, but I found him very amusing and I hated to miss class and miss his anecdotes. I am not very good at coding. That said, I loved coming to lectures because the material was presented very well. I loved learning about computers and Prof. Sherriff was a great teacher.

The information in this document is private and confidential. Please handle accordingly.

CS 2501-001 **Spec Topic: Computer Science** - Spring 2015

ENGR (20493)

INSTRUCTORS: Floryan, Mark (mrf8t) - **Sherriff, Mark (mss2x)**

Respondents: 17 / Enrollment: 28

Summary: CS 2501-001 Spec Topic: Computer Science - Spring 2015 (20493)

Overall Course Rating

CS-2501-001 Mean 3.75
CS-2501-001 Std Dev 1.17
CS-2501-001 Response Count 85

SEAS, 2000-level courses Mean 4.02
SEAS, 2000-level courses Std Dev 1.01
SEAS, 2000-level courses Response Count 14909

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.48
Std Dev 0.65
Response Count 118

SEAS, 2000-level courses Mean 4.21
SEAS, 2000-level courses Std Dev 0.93
SEAS, 2000-level courses Response Count 21524

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

1. 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-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	3.65	1.11	3 (17.65%)	9 (52.94%)	2 (11.76%)	2 (11.76%)	1 (5.88%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2981	4.34	0.76	1417 (47.53%)	1267 (42.50%)	201 (6.74%)	60 (2.01%)	25 (0.84%)	11 (0.37%)

2. 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.

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Question Type: Likert
~
contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.53	0.51	9 (52.94%)	8 (47.06%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3088	3.97	1.09	1149 (37.21%)	1147 (37.14%)	380 (12.31%)	231 (7.48%)	130 (4.21%)	51 (1.65%)

3. 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-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.24	0.97	7 (41.18%)	9 (52.94%)	0 (0.00%)	0 (0.00%)	1 (5.88%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2983	4.06	1.03	1146 (38.42%)	1277 (42.81%)	248 (8.31%)	197 (6.60%)	109 (3.65%)	6 (0.20%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

4. 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-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	3.88	0.93	4 (23.53%)	9 (52.94%)	2 (11.76%)	2 (11.76%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2981	4.17	0.92	1163 (39.01%)	1115 (37.40%)	272 (9.12%)	140 (4.70%)	46 (1.54%)	245 (8.22%)

5. The textbook increased my understanding of the material.

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Question Type: Likert

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contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	2.85	1.41	1 (5.88%)	5 (29.41%)	1 (5.88%)	3 (17.65%)	3 (17.65%)	4 (23.53%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2986	3.45	1.19	425 (14.23%)	670 (22.44%)	508 (17.01%)	273 (9.14%)	167 (5.59%)	943 (31.58%)

6. The course material was well organized and developed.

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Question Type: Likert

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contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	3.76	0.90	3 (17.65%)	9 (52.94%)	3 (17.65%)	2 (11.76%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3062	4.03	1.03	1129 (36.87%)	1244 (40.63%)	368 (12.02%)	177 (5.78%)	110 (3.59%)	34 (1.11%)

7. The instructor was knowledgeable about the subject matter.

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Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.76	0.44	13 (76.47%)	4 (23.53%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3077	4.54	0.71	1927 (62.63%)	920 (29.90%)	135 (4.39%)	38 (1.23%)	22 (0.71%)	35 (1.14%)

8. The instructor was well prepared for class.

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Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.47	0.51	8 (47.06%)	9 (52.94%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3077	4.39	0.79	1605 (52.16%)	1122 (36.46%)	214 (6.95%)	63 (2.05%)	30 (0.97%)	43 (1.40%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

9. 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-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.00	1.13	5 (29.41%)	4 (23.53%)	1 (5.88%)	2 (11.76%)	0 (0.00%)	5 (29.41%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2978	3.88	0.97	721 (24.21%)	1192 (40.03%)	484 (16.25%)	175 (5.88%)	66 (2.22%)	340 (11.42%)

10. The grading policy was fair.

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Question Type: Likert

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contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.53	0.62	10 (58.82%)	6 (35.29%)	1 (5.88%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3079	4.12	0.91	1149 (37.32%)	1354 (43.98%)	352 (11.43%)	132 (4.29%)	60 (1.95%)	32 (1.04%)

11. 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-2501-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
16	4.69	0.48	11 (68.75%)	5 (31.25%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3072	4.29	0.85	1421 (46.26%)	1223 (39.81%)	242 (7.88%)	89 (2.90%)	46 (1.50%)	51 (1.66%)

12. The instructor effectively used technology in support of the learning goals for this course.

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Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.65	0.49	11 (64.71%)	6 (35.29%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3069	4.16	0.91	1240 (40.40%)	1227 (39.98%)	365 (11.89%)	105 (3.42%)	62 (2.02%)	70 (2.28%)

13. 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-2501-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
17	1 (5.88%)	10 (58.82%)	6 (35.29%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2988	203 (6.79%)	996 (33.33%)	1158 (38.76%)	365 (12.22%)	266 (8.90%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

14. I learned a great deal in this course.

~
Question Type: Likert
~
contributed by Office of the Provost

Results for CS-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
16	3.88	0.96	4 (25.00%)	8 (50.00%)	2 (12.50%)	2 (12.50%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2964	4.17	0.92	1262 (42.58%)	1180 (39.81%)	333 (11.23%)	139 (4.69%)	50 (1.69%)

15. Overall, this was a worthwhile course.

~
Question Type: Likert
~
contributed by Office of the Provost

Results for CS-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
17	4.29	0.85	8 (47.06%)	7 (41.18%)	1 (5.88%)	1 (5.88%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2980	4.12	0.98	1250 (41.95%)	1141 (38.29%)	354 (11.88%)	158 (5.30%)	77 (2.58%)

16. 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-2501-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
16	3.81	1.05	4 (25.00%)	7 (43.75%)	4 (25.00%)	0 (0.00%)	1 (6.25%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3066	4.27	0.78	1316 (42.92%)	1402 (45.73%)	238 (7.76%)	86 (2.80%)	24 (0.78%)

17. 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-2501-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
16	4.44	0.63	8 (50.00%)	7 (43.75%)	1 (6.25%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3072	4.25	0.84	1373 (44.69%)	1252 (40.76%)	322 (10.48%)	91 (2.96%)	34 (1.11%)

18. Overall, the instructor was an effective teacher.

~
Question Type: Likert
~
contributed by Office of the Provost

Results for CS-2501-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
16	4.31	0.79	8 (50.00%)	5 (31.25%)	3 (18.75%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3085	4.15	1.01	1383 (44.83%)	1137 (36.86%)	303 (9.82%)	164 (5.32%)	98 (3.18%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

19. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-2501-001

Total	Individual Answers
11	*See below for Individual Results*

Great course, I really hope you offer it in future years because it's a great way for non-CS majors to get a chance to learn about games and game design. I was really jealous that my CS major friends got a chance to take this course last year, so I was thrilled that this opportunity came around for the rest of us. I had a lot of fun in the class and really enjoyed the perspectives both Sherriff and Floryan brought. In the future, I definitely think it's best to have CS 1110 or some sort of coding experience as a pre-req so you can focus on game design ideas without worrying about people being completely lost on the coding assignments

Wish we would have learned more coding but it was a worth while course. I deff hope more non cs students get the same opportunity I had coming into Rice Hall to learn!!

The course was good overall but the gap in programming knowledge between people who had taken CS1110 and people who haven't made the class difficult for some. People who had programming experience were left doing all the work on projects and people who didn't felt lost and unable to understand the coding process

I enjoyed this class a lot, even if it didn't turn out to be exactly what I expected. Since I am not a gamer, I was a little intimidated at first, but gaming was not necessary to succeed in and enjoy this course. I liked the balance of coding and design theory that we had going by the end.

For a class based upon coding, very little coding is taught to the students.

The amount of work for this class was way too high for people who didn't have experience in programming. Very little time was spent in class teaching programming methods, so the programming assignments were frustrating to complete. For those of us who did have experience, the class was not terrible, but it put even more work on us so that our teams were able to have a finished product at the end of the course. I do not know what you were thinking when assigning both pac man and the final game to be due around the same time. This was absurd and poorly thought out. If you do this class again, I recommend having an entrance exam so that you can stratify the enrollment (have different classes for different experience levels)

Good class, but wish there had been more emphasis on learning programming. Towards the end of the semester the workload increased too much, so it should've been spread out more across the semester. The class also should've been geared a bit more towards programming beginners.

Sherriff has addressed this sufficiently in class, but to explain my ratings...basically, it was a mistake to let in people with no experience. I have 0 experience and I think coding guidance during lecture was wholly inadequate. Especially toward the latter end of the semester when we got Pacman and a final project dumped on us (concurrently may I add, which was foolish), all we had really covered was using random numbers and whatever we managed to do for our first small game. Some people for that game only managed to create a buggy "game" where inputs moved a box around. I know the very basics of a platformer, but otherwise have no idea how to do a final project or even where to start. Luckily we had some knowledgeable people in our group who had a huge amount of previous coding experience. Also, for Pacman, I was with a partner who had no experience like me, so I struggled to get through that and she could offer me no help. No fault to her. I stayed 2 hours in office hours this past week and the TA could not even tell me how to code the ghost so it would not get stuck in a corner. We just gave up. I will probably get a B on that assignment. That sucks.

I enjoyed the perspective that this class provided on game design and gaming, but that is about it. I know that this class was an experiment-- you kept saying, "we'd do things differently from day 1" if given a second chance, but I feel that modifications could have been made throughout the semester to support students and they weren't. As someone with no coding experience, I was under the impression that we would learn basic code as a class and would have enough experience by the end to build simple games. We did learn some code at the beginning, but coding stopped completely after our midterm. Now, we are being asked to create an entire game with virtually no knowledge of Python. Luckily one of my teammates has coding experience, or we would be completely lost. And I don't mean "lost" as in our final product wouldn't be good-- I mean "lost" as in we would not be able to produce anything whatsoever. I would say that that indicates that this class has failed most of its students.

Nice, fun, informative class so a good example of education. It seemed to have some trouble deciding whether it wants to be a game design class or programming class, both of which would be good.

Overall, I really enjoyed the course and learned a lot from Professors Sheriff and Floryan. However, I signed up for the course to further learn how to program, and I wish there was a larger emphasis on programming. Other than that, great course!!

The information in this document is private and confidential. Please handle accordingly.

CS 4730-001 **Computer Game Design** - Spring 2015

ENGR (18153)

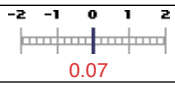
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 24 / Enrollment: 59

Summary: CS 4730-001 Computer Game Design - Spring 2015 (18153)

Overall Course Rating

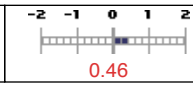
CS-4730-001 Mean 4.26
CS-4730-001 Std Dev 0.98
CS-4730-001 Response Count 120

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 4000-level courses Mean 4.19
SEAS, 4000-level courses Std Dev 0.94
SEAS, 4000-level courses Response Count 9648

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.76
Std Dev 0.47
Response Count 166

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 4000-level courses Mean 4.37
SEAS, 4000-level courses Std Dev 0.84
SEAS, 4000-level courses Response Count 14316

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

1. How accurate is this statement for you: The project was of acceptable length.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.50	0.88	16 (66.67%)	6 (25.00%)	0 (0.00%)	2 (8.33%)	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)
24	4.50	0.88	16 (66.67%)	6 (25.00%)	0 (0.00%)	2 (8.33%)	0 (0.00%)

2. How accurate is this statement for you: The project was of acceptable difficulty.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
23	4.70	0.70	18 (78.26%)	4 (17.39%)	0 (0.00%)	1 (4.35%)	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)
23	4.70	0.70	18 (78.26%)	4 (17.39%)	0 (0.00%)	1 (4.35%)	0 (0.00%)

3. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.62	0.58	16 (66.67%)	7 (29.17%)	1 (4.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.62	0.58	16 (66.67%)	7 (29.17%)	1 (4.17%)	0 (0.00%)	0 (0.00%)

4. Which topic/lecture in this course was your favorite and why?

~
Question Type: Short Answer
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Individual Answers
22	*See below for Individual Results*

The guest lecturers at the end were both fantastic, other than that I'd say discussion of MDA overall best expanded by view of how effective gameplay is created

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Mechanics, Dynamics, Aesthetics. Definitely contained some of the most useful information of the class World Building, because of the topic. MDA and actions vs interactions. It was good to objectively define a game and its parts. I never thought of a game in that manner. I greatly enjoyed the lecture on controller design, because we got a good sense for the history of games, and how people figured out what worked for a controller and what didn't. Formal elements. It was the lecture that was completely new to me and introduced a framework for thinking about games that I appreciated. Weimer's world building lecture since I'm more interested in the creative side rather than the technical side. AI and collisions were the only ones that actually taught something useful for our project The lecture on AI was great. It is a topic not discussed in many other classes. MDA because it changed how I looked at so many things I enjoy Discussions of MDA - it seemed useful in developing games, and it was new. I had been exposed to many of the other topics in previous classes. I enjoyed physics/collision detection the most, because the lecture for those topics seemed to go deeper than most of the others. It got a little more into the details instead of just high-level concepts. Evolution of the game controller. It included information about game industry history as well as what good/bad controllers are. Collision detection was interesting. It was neat to learn how to use previous techniques learned in other classes and apply them to games. I also learned a lot about hit boxes in games. the discussions on MDA The last lecture was by far my favorite because the q/a was so much fun. I also really liked "what is a game", because the definition of what makes a game, as well as gamification, were two concepts that made an impression on me. My favorite lecture would be the What is a Game lecture because it really helped me understand what a game was and it was fun to categorize different games in different aesthetics. Learning about the game loop. That was the most enlightening information from the whole course. Physics and collision detections were really neat to learn about. It was great to learn about the different algorithms to solve these issues. Lecture 17/18 - Collision detection, because it was interesting to see how to cope with a lot of issues that arise from the game loop / network latency Lecture 27 - World building, because it's a cool and interesting topic (but was a guest lecture, so not sure that means as much) Balancing, it was interesting to see how game developers analyze player data to make tweaks to the mechanics of the game. MDA analysis was very interesting to me
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-4730-001, Sherriff, Mark Total: 22 Individual Answers: *See below for Individual Results*
	Game Balancinga Lecture 10 - Game Architecture, because ECS may be useful in regards to other design Collision detection. MDA or the brief section on the various ways to structure a game's code (like ECS). AI and collisions Probably AI/Pathfinding because it was about algorithms.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Were I to go into game design as a profession, I would expect the lecture on the nature of indie games to be the most useful. AI in games was strongly effective. Mechanics, Dynamics, Aesthetics The software development strategies will probably be the most useful in the future. AI/Pathfinding Balancing, elements of a game, MDA Collision detection and/or AI The most useful would probably be the Physics/AI portion of the class since they are definitely the most technical out of the other subjects. The software development topics were the most useful because they could be used in any software engineering position. Definitely MDA or the experience gained from doing the project MDA. Now every time I play a game, I think about the developer's intentions when designing the game. Physics/collision since that is always a sticky point for me AI I think the lecture on indie game development will be most useful, because it gave a practical description of how to sell a game. I, like many CS students, find the programming easier than all the other work involved in making a game, so this information should be useful. Prototyping and play testing, because I plan to continue making user interfaces that benefit from those topics. Either MDA or collision detection, lots of nifty shortcuts and optimizations learned
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-4730-001, Sherriff, Mark Total: 20 Individual Answers: *See below for Individual Results*
	Architecture was interesting, but not something I would ever need to know about again in the future. The first month was a high level overview of what a game is, but this could have been condensed because it is subjective view. It doesn't help us make a game as much as the later lectures did. I don't believe we need to have a month of learning the intricacies of one or two books perspectives of what a game is. The least useful would probably be the lecture about Indie games. The material from McGonigal never really inspired me, but that was mostly because I thought the book had an overly optimistic view of games. The lectures about it were fine. I felt like AI was glossed over entirely. N/A N/A Some stuff in the books didn't seem as important, mainly the "fixes" from McGonigal just seem like "life sucks, games make it suck less". The controllers section seemed a bit drawn out, it felt as if it could've been summed up in a slide or two within the UX section. I liked them all, and felt that most were essential. The lecture on indie studios was interesting, but not useful for me personally. Controller and input schemes. No need for that much focus on it. Sprites could be explained more.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

The whole idea of gaming bringing people together/facilitating social interaction fell flat on me. This is partly because of my own dislike of multiplayer games, but also because it was presented in a very abstract manner.

There weren't any specific lectures that didn't work, but it would be nice if the lecture on design patterns had gone a little more in depth. Very few of the patterns are covered in other classes, so it was a lot of completely new material to take in all at once.

none

Lecture 25 - Revisiting McGonigal, I don't remember details, but I don't think I got much out of that lecture

None

They were all pretty aite

Sprite graphics.

Revisiting McGonigal. I think the reading was interesting (though admittedly I did miss some of the later chapters), but the lecture simply rehashed that content without adding much.

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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.80	0.42	8 (33.33%)	2 (8.33%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	14 (58.33%)

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)
24	4.80	0.42	8 (33.33%)	2 (8.33%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	14 (58.33%)

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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.64	0.50	7 (29.17%)	4 (16.67%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	13 (54.17%)

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)
24	4.64	0.50	7 (29.17%)	4 (16.67%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	13 (54.17%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, 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)
24	0 (0.00%)	0 (0.00%)	8 (33.33%)	3 (12.50%)	0 (0.00%)	13 (54.17%)

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)
24	0 (0.00%)	0 (0.00%)	8 (33.33%)	3 (12.50%)	0 (0.00%)	13 (54.17%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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-4730-001, Sherriff, Mark	
Total	Individual Answers
19	*See below for Individual Results*

Now that both Unity and Unreal Engine are free, it would be nice to be aable to use those game engines because they are the industry standards.

Please have one of two lectures on coding in Monogame before the very first Prototype. That was by far the hardest assignment because I had no idea where to begin.

Maybe incorporate weekly meetings with yourself, so we can get more feedback iteratively throughout the process.

Maybe have the professor/TAs meet with each group at the beginning to help determine the amount of features to give the game for the time period. This would help prevent groups from overloading themselves and cutting out a lot of components.

No

n/a

n/a

Starting a little earlier would have been nice. I know some of the material would have to be front-loaded so that we would be prepared, but I think it would be worth it.

Allow more groups of size 4

The project worked fairly well. The checkpoint system was an excellent decision and without it our group would probably have done very little. I think starting the development a week or two earlier could be beneficial for preventing crunch time at the end, but to some extent there will always be a lot of work done last minute.

Simpler games, like Charge, were done with their project by the Beta, but had more people than most groups.

Peer Reviews at each iteration. I had some teammates do nothing at all for one iteration, but then some later, hard to sum it all up in one peer review at the end.

Starting the project earlier in the semester would probably help, if it's possible.

Better monitoring of teammate contributions. I understand this is inherently difficult for group projects, but that was my main issue with the project. See my overall comments.

The checkpoints were good in making sure the game's development was progressing well. However, not sure if this would be possible, but starting on the game (or at least starting to design/brainstorm the game) should be done earlier so that teams have more time to polish their games.

I would have really appreciated a quick demo/introduction to source control/github, especially conflict resolution. The CS department doesn't ever officially teach it, but rather seems to assume we will pick it up. That is a correct assumption, but I'd rather save the learning curve time and learn the right way.

Please provide a little more support for OSX users when it comes to building the project.

Eh it was pretty solid, any shortcomings I had was because I was an unmotivated fourth year

I would prefer a longer project period somewhere in the start. We only had a month or so. By the end we had to cut a lot of the things we wanted in our game.

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-4730-001, Sherriff, Mark						
Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
24	0 (0.00%)	6 (25.00%)	11 (45.83%)	4 (16.67%)	2 (8.33%)	1 (4.17%)

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)
24	0 (0.00%)	6 (25.00%)	11 (45.83%)	4 (16.67%)	2 (8.33%)	1 (4.17%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

12. How was the balance between theory and technical?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (5)	Good (4)	Fair (3)	Weak (2)	Poor (1)
23	4.17	0.78	8 (34.78%)	12 (52.17%)	2 (8.70%)	1 (4.35%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (5)	Good (4)	Fair (3)	Weak (2)	Poor (1)
23	4.17	0.78	8 (34.78%)	12 (52.17%)	2 (8.70%)	1 (4.35%)	0 (0.00%)

13. 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-4730-001, Sherriff, Mark

Total	Individual Answers
19	*See below for Individual Results*

Animations/graphics

Making sprites and graphics.

Adding a topic about anti-cheat mechanisms in games, but not requiring anti-cheat mechanisms in our game projects.

I liked the balance and scope of the course and wouldn't really change it

Graphics and animation

Besides source control, I would have liked to have seen a quick overview of other tools that were out there (libgdx, unity, unreal, etc.), or more about graphics.

n/a

n/a

Grapics

At least a bit to focus on 3d gaming

It would have been nice to learn more about common ways to structure a game's code base.

Monetizing and maybe some case studies

Actually coding in monogame

Word Creation

Sound design in games would have been awesome. Obviously we don't have the resources a large game studio does but understanding how some of their dynamic music and sound effects are made and mixed would be really cool.

I wish we had spent more time on the history of game development. This is mostly because I find that interesting, but I think it also provides valuable context in many situations.

Maybe some more technical topics

3D graphics

I wish we could have covered graphics more, but I do realize that there is a separate graphics course, so it may not be necessary.

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

14. How accurate is this statement for you: The game library provided in the lab was essential for the course, either for learning game design or having a selection of games for evaluation.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	2.88	1.03	2 (8.33%)	4 (16.67%)	8 (33.33%)	9 (37.50%)	1 (4.17%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	2.88	1.03	2 (8.33%)	4 (16.67%)	8 (33.33%)	9 (37.50%)	1 (4.17%)

15. Rice 340 was a good location for this course and I found the lab machines a good resource to have.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.29	0.75	11 (45.83%)	9 (37.50%)	4 (16.67%)	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)
24	4.29	0.75	11 (45.83%)	9 (37.50%)	4 (16.67%)	0 (0.00%)	0 (0.00%)

16. How often did you utilize the resources in Rice 340 after class hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	1-2 times total (NA)	3-4 times total (NA)	Avg. twice a week (NA)	Avg. three times a week (NA)	Almost daily on class days (NA)	Literally every day I could (NA)
24	13 (54.17%)	7 (29.17%)	3 (12.50%)	0 (0.00%)	0 (0.00%)	1 (4.17%)

Results for SEAS, 4000-level courses

Total	1-2 times total (NA)	3-4 times total (NA)	Avg. twice a week (NA)	Avg. three times a week (NA)	Almost daily on class days (NA)	Literally every day I could (NA)
24	13 (54.17%)	7 (29.17%)	3 (12.50%)	0 (0.00%)	0 (0.00%)	1 (4.17%)

17. Which did you find more useful for exploring ideas about game design: Critical Eyes or Written Words? Why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Individual Answers
23	*See below for Individual Results*

Critical eyes because it helped me find what in the game worked and didn't work. Written words were relatively easy to do because I can just copy the template after my first one given I have a somewhat decent idea.

I don't think either were that useful, but I guess Critical Eyes would be better. However, it would have to be better categories. NES and SNES were bad categories in my opinion, because someone could just play a platformer in each of them. They should have been separated into more distinct categories like platformer, puzzle, fps, rpg, etc. This way we get diverse gamer experience

Critical eyes because they tied in well with MDA and other topics we learned

Written words. Playing games has always been enjoyable for me and making an assignment out of it diminishes the fun for me. It was much more useful to build a creative idea up from scratch, using the material from class.

I found Critical Eyes more beneficial, as you were trying to understand what went into making an existing, popular game. Written Words are nice in that you can be a bit more creative, but it's hard to get a good sense for how development of the game would really go from just an idea.

Critical Eyes were more useful because they focus more on analyzing ideas about game design while written word is focused more on creating the game.

I think Crit Eyes were easier and used a lot of ideas from class, but Written Words forced us to use creativity in creating different parts of the game

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Critical eyes because you had to specifically think about each of the components of the game at a basic level Written Words, because you are actually thinking about the design of the game yourself. Since you hated my first Critical Eye I only did Written Words. I liked the Written Words as they allowed me to flesh out a lot of game ideas I had on the back burner Written Words Critical Eyes because they required you to examine someone else's work which was harder for me. Critical eyes were more useful for exploring ideas about game design because they let you learn by example. Written words are interesting, but don't benefit the student much with learning game design techniques and ideas since he/she is mainly using it as a way of fleshing out a brainstormed idea. However, this only applies if different types of games are played, which didn't have to be the case with the categories (for example, for "NES","SNES","Modern Console", I could have played 3 platformers and barely learned anything) Critical Eyes. I found the grading for Written Words to be focused way more on creativity and originality than content, and I wrote them accordingly. Critical eyes got very repetitive after awhile. Written words we could at least express our different visions and tailor it to our liking. Written Words, because I had to come up with ideas myself instead of just reporting on somebody else's ideas. Written words, because that was a unique chance for me to bring together creativity and liberal-artsy stuff with computer science. Critical Eyes, because I don't that many original game ideas, but found it useful to analyze existing excellent games and break down exactly why they are excellent. Both teach different and important aspects of game design Written words helped for getting practice in thinking about how to create and develop a new game Critical Eyes - they force you to consider the various aspects of a game (especially MDA) in much more depth than is necessary for a complete Written Word. Written words - made us think more Critical Eyes. I found that doing a written word twice was enough to get me thinking about games. After that, the ones I completed were mostly me rehashing the same information in new games.
18. Did the "gamification" of the grading system in the course help or hurt your enjoyment of the course? Did it make sense? What could be done to improve the system? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-4730-001, Sherriff, Mark Total: 24 Individual Answers: *See below for Individual Results*
	XP was awesome. I am not someone who calculates their grade in a class, and this was great because it meant I didn't have to. Instead of messing with percentages, I was completely aware of where I stood (barring the off by one error that spooked everyone) and how well I had to do one the rest of the assignments. All classes should use the XP system. The gamification made things more complicated I'd say it was neutral. The "gamification" didn't change much for me except add convenience. It was a lot easier to tell what grade I had since usually I'd have to hand-calculate that but now I can just look at the exp bar to see my grade. I would have liked to know exactly the number of the bar (like X/Y instead of just the visual bar), but that information hiding may have been intentional...though I could have just hand-calculated that too. I did like the ability to choose what quest I did (critical eye vs written word) and the VP system is a good way of increasing engagement, however the VP store needed to be up sooner and VP distribution had to be less reliant on guessing the music theme (ie. more VP had to be given for other participation). It helped. It made doing the assignments more enjoyable and made it easy to track my grade. It made sense. The course website could have displayed clearer information. Yes it helped deeply. Psychologically I felt more inclined and interested in learning the material because I felt like I was earning instead of losing points all semester,

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	It helped my enjoyment and made sense. The VP system could have been improved a bit, such as by allowing more opportunities for VP outside of class. It did, though it would have been nice if it displayed the correct level and total experience points at all times. I enjoyed it. It made the course more incremental and made each assignment actually meaningful. I felt like I was cultivating my grade the whole semester rather than not caring until the end. It helped my enjoyment, but the level inflation issue hurt my decision making where my grades were concerned. I would also have liked alerts for the next quests that were due rather than having to search through the quests and check their due dates. I liked it, it definitely didn't hurt. I think having a wider variety of VP rewards would've helped. I also think a system of group "achievements" would be a good way to motivate the class to do things. For example, if there was an achievement for getting 25 kids to go to the SGD talk, and it had some reward attached to it like 500XP on the final, it would be a way to encourage good behavior as a group, without the awkward dynamic of sacrificing your individual VP for the flask when other people surely will. Kinda? I liked the fact that nothing is "weighted" so it's all just one big pile of XP to get a good grade, but the Gamer Card was honestly just badly coded and so incomplete it hurt the experience. Also, perhaps each Victory Point chip should be worth something like 5 points, and while significant things in the shop can be the same (so 5x old cost) small, fun stuff like a special title on our cards could be <5 pts so people are more encouraged to spend them. Helped. It made a lot of sense. VP store being available earlier would have been nice. It didn't help much. It made it harder to calculate grades because the XP wasn't shown until the end, and the level thing was off for most of the semester. Yes. Loved the XP system. Didn't care for VP: It seemed like the only things it was good for were directly increasing XP (as evidenced by your statement that people only used VP for bonus XP) It was a fun twist and interesting, I wish it was better developed/more usable It often made it a bit hard to calculate where you stood in the course, but I like it in theory It helped my enjoyment of the class. Improving the system: maybe have charts/graphs of where you stand, and averages, etc. It helped me enjoy the class more. The XP system is essentially like a total points grading system that some professors use (earned points / max points), but it definitely did not feel that way because of some psychological magic. In addition, the VP system was effective at encouraging class discussion. In my opinion, the system can be improved by adding a counter that shows the points need to advance to the next level, allowing purchases to be made directly from the VP store, and finishing the other features such as achievements. Significantly helped, it made sense, but I wish the exp bar had quantifiable amounts 900/1500 It made sense and helped my enjoyment. it was cool, big plus I thought it would be cool because we could actually repeat assignments for unlimited experience. It was disappointing to discover the grading system is effectively just like every other class. It helped. The only difficulty was knowing how much eahc assignemtnt was worth and how it compared to other elements of the exams. Also, fining that the level we were on was 1 lower made a difference. I thought I already had a B, when I actually had a C which made a difference in the choices I made to not do the "helping others" assignment. It neither helped nor hurt my enjoyment. It made sense, but the XP system wasn't the best feedback, since it made it harder to tell if you were on track to get a good grade. The easiest fix would be to show the student's XP out of the total possible XP they could have received, but then that's really just a grade. Another possibility is to make every level require the same amount of XP, so at least the student would have a better sense of how close they are to their goal.
19. Are there other "must play" games that you think should be included in the course? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-4730-001, Sherriff, Mark Total: 17 Individual Answers: *See below for Individual Results*
	Gone Home and The Stanley Parable were must haves Hearthstone

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

You mentioned Hearthstone, might be a good idea, especially when talking about monetization.

Dark Souls. You should have to complete the game for the final.

Nah

I think an fps, moba, or rpg would be good. Maybe board game or something like that.

No

Braid, Hearthstone, WoW, Settlers of Catan

n/a

n/a

Spec Ops: The Line was fantastic for discussing many different aspects of game design, and sadly not many in the class had played it. It would probably be harder to get everyone to play it, as it requires decent PC specs and isn't exactly cheap. Maybe if, for the required games list, you had to play any 2 of 3 selected games it would be a good idea. That would give people the opportunity to avoid it but would also increase the percentage of the class that could make reference to it.

Not that I know of.

Don't Starve

I don't have any "must plays", though I can think of some interesting games: Psychonauts is interesting in terms of world-building. Antichamber is a unique puzzle game that is portal-esque in that you have a gun that does things, but isn't about portals. Journey is great, but as you pointed out in class, asking someone to buy a PS3 is ridiculous.

The Swapper or Valiant Hearts.

Journey. Even if you have to spend 30 minutes at the end of a lab session with a PS3 set up, it's worth somehow requiring it.

something to emphasize competition or cooperation. Mario Kart (Double Dash) or Mario Party

20. Ignore your grade in the course and consider this statement: I feel I have a better understanding about the concepts of game design because of this course.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.88	0.34	21 (87.50%)	3 (12.50%)	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)
24	4.88	0.34	21 (87.50%)	3 (12.50%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

21. Ignore your grade and consider this statement: I have a better understanding about the ideas and technology behind game construction because of this course.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.58	0.78	17 (70.83%)	5 (20.83%)	1 (4.17%)	1 (4.17%)	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)
24	4.58	0.78	17 (70.83%)	5 (20.83%)	1 (4.17%)	1 (4.17%)	0 (0.00%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

22. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.12	0.99	10 (41.67%)	10 (41.67%)	1 (4.17%)	3 (12.50%)	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)
24	4.12	0.99	10 (41.67%)	10 (41.67%)	1 (4.17%)	3 (12.50%)	0 (0.00%)

23. Which of these was most motivating for you in the class?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Achievements (Name That Tune, etc) (NA)	Titles (The Dreamer, etc) (NA)	Classes (Scout, etc) (NA)	Victory Points (the chips) (NA)	VP Rewards (Flasks, etc) (NA)	Quest-style Assignments (NA)	Gamercard System (NA)	XP Grading System (NA)
24	0 (0.00%)	0 (0.00%)	0 (0.00%)	3 (12.50%)	0 (0.00%)	3 (12.50%)	1 (4.17%)	17 (70.83%)

Results for SEAS, 4000-level courses

Total	Achievements (Name That Tune, etc) (NA)	Titles (The Dreamer, etc) (NA)	Classes (Scout, etc) (NA)	Victory Points (the chips) (NA)	VP Rewards (Flasks, etc) (NA)	Quest-style Assignments (NA)	Gamercard System (NA)	XP Grading System (NA)
24	0 (0.00%)	0 (0.00%)	0 (0.00%)	3 (12.50%)	0 (0.00%)	3 (12.50%)	1 (4.17%)	17 (70.83%)

24. Which of these motivated you the least?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Achievements (Name That Tune, etc) (NA)	Titles (The Dreamer, etc) (NA)	Classes (Scout, etc) (NA)	Victory Points (the chips) (NA)	VP Rewards (Flasks, etc) (NA)	Quest-style Assignments (NA)	Gamercard System (NA)	XP Grading System (NA)
24	4 (16.67%)	7 (29.17%)	7 (29.17%)	3 (12.50%)	1 (4.17%)	1 (4.17%)	1 (4.17%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Achievements (Name That Tune, etc) (NA)	Titles (The Dreamer, etc) (NA)	Classes (Scout, etc) (NA)	Victory Points (the chips) (NA)	VP Rewards (Flasks, etc) (NA)	Quest-style Assignments (NA)	Gamercard System (NA)	XP Grading System (NA)
24	4 (16.67%)	7 (29.17%)	7 (29.17%)	3 (12.50%)	1 (4.17%)	1 (4.17%)	1 (4.17%)	0 (0.00%)

25. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.54	0.59	14 (58.33%)	9 (37.50%)	1 (4.17%)	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)
1928	4.42	0.76	1032 (53.53%)	721 (37.40%)	106 (5.50%)	31 (1.61%)	21 (1.09%)	17 (0.88%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

26. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.71	0.55	18 (75.00%)	5 (20.83%)	1 (4.17%)	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)
2049	4.28	0.92	998 (48.71%)	680 (33.19%)	174 (8.49%)	76 (3.71%)	38 (1.85%)	83 (4.05%)

27. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.54	0.72	16 (66.67%)	5 (20.83%)	3 (12.50%)	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)
1931	4.27	0.91	933 (48.32%)	744 (38.53%)	134 (6.94%)	74 (3.83%)	43 (2.23%)	3 (0.16%)

28. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.25	1.03	12 (50.00%)	9 (37.50%)	1 (4.17%)	1 (4.17%)	1 (4.17%)	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)
1933	4.18	0.95	781 (40.40%)	641 (33.16%)	206 (10.66%)	74 (3.83%)	38 (1.97%)	193 (9.98%)

29. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	3.33	1.17	5 (20.83%)	5 (20.83%)	8 (33.33%)	5 (20.83%)	1 (4.17%)	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)
1927	3.84	1.08	380 (19.72%)	373 (19.36%)	257 (13.34%)	94 (4.88%)	39 (2.02%)	784 (40.69%)

30. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.62	0.58	16 (66.67%)	7 (29.17%)	1 (4.17%)	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)
2040	4.21	0.92	888 (43.53%)	767 (37.60%)	199 (9.75%)	74 (3.63%)	40 (1.96%)	72 (3.53%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

31. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
23	4.91	0.29	21 (91.30%)	2 (8.70%)	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)
2048	4.61	0.66	1365 (66.65%)	544 (26.56%)	70 (3.42%)	22 (1.07%)	11 (0.54%)	36 (1.76%)

32. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.83	0.38	20 (83.33%)	4 (16.67%)	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)
2045	4.44	0.78	1131 (55.31%)	670 (32.76%)	119 (5.82%)	42 (2.05%)	20 (0.98%)	63 (3.08%)

33. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.65	0.65	17 (70.83%)	4 (16.67%)	2 (8.33%)	0 (0.00%)	0 (0.00%)	1 (4.17%)

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)
1929	4.10	0.97	748 (38.78%)	740 (38.36%)	232 (12.03%)	105 (5.44%)	42 (2.18%)	62 (3.21%)

34. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
23	4.74	0.54	18 (78.26%)	4 (17.39%)	1 (4.35%)	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)
2045	4.26	0.90	946 (46.26%)	754 (36.87%)	186 (9.10%)	58 (2.84%)	43 (2.10%)	58 (2.84%)

35. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.75	0.44	18 (75.00%)	6 (25.00%)	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)
2044	4.42	0.79	1108 (54.21%)	699 (34.20%)	113 (5.53%)	44 (2.15%)	23 (1.13%)	57 (2.79%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

36. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
24	4.75	0.44	18 (75.00%)	6 (25.00%)	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)
2045	4.34	0.83	984 (48.12%)	748 (36.58%)	139 (6.80%)	44 (2.15%)	30 (1.47%)	100 (4.89%)

37. 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-4730-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
24	0 (0.00%)	3 (12.50%)	14 (58.33%)	4 (16.67%)	3 (12.50%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1934	88 (4.55%)	645 (33.35%)	759 (39.25%)	269 (13.91%)	173 (8.95%)

38. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.71	0.55	18 (75.00%)	5 (20.83%)	1 (4.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1925	4.30	0.90	981 (50.96%)	683 (35.48%)	166 (8.62%)	52 (2.70%)	43 (2.23%)

39. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.75	0.68	20 (83.33%)	3 (12.50%)	0 (0.00%)	1 (4.17%)	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)
1925	4.32	0.93	1037 (53.87%)	641 (33.30%)	131 (6.81%)	66 (3.43%)	50 (2.60%)

40. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.83	0.38	20 (83.33%)	4 (16.67%)	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)
2042	4.41	0.76	1071 (52.45%)	807 (39.52%)	109 (5.34%)	32 (1.57%)	23 (1.13%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

41. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.46	0.72	14 (58.33%)	7 (29.17%)	3 (12.50%)	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)
2043	4.43	0.79	1167 (57.12%)	668 (32.70%)	156 (7.64%)	26 (1.27%)	26 (1.27%)

42. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
24	4.79	0.51	20 (83.33%)	3 (12.50%)	1 (4.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2053	4.37	0.85	1112 (54.16%)	715 (34.83%)	147 (7.16%)	41 (2.00%)	38 (1.85%)

43. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-4730-001

Total	Individual Answers
17	*See below for Individual Results*

Class was fantastic. However, these are my gripes: 1) Sherriff clearly plays favorites, which is annoying. 2) It was very unclear for most assignments what constituted "full credit" quality, especially for CE & WW assignments. It was basically trial and error until I figured out the pattern that Sherriff/the TAs wanted. 3)I hated Super Mario Bros. 3 and five worlds was WAY more than needed to answer the questions about it. 4) Sherriff didn't actually teach us concretely how to do the project. That was all self-learning. 5) I didn't answer questions in class because I felt intimidated (see: favoritism), which hurt my overall experience. 6) Similarly, I didn't go to office hours because I felt intimidated (see: favoritism), which hurt my overall experience. 7) I wish I had some say in who my group members were.

This class is definitely a worthwhile class for people interested in games, and is taught by a great professor who is knowledgeable and enthusiastic about the subject. All the lectures contributed to the subject and incorporating real-world examples of game design into the class was helpful. The group project was an essential part of this class to better understand game design, and the fact that most people in the class were interested in games helped make the group better because people were more willing to put effort into the project (at least that is what happened in my group). However, one part that I would like to see improved is the gamercard. The gamercard was not fully complete before the class started and is still not yet complete. Although this incomplete gamercard did not ultimately impact my final grade, it would have been nice to be using a more complete version. Overall, the class required a lot more work than my other CS electives this semester, but it was fun and I learned a lot. In the end, I am glad I took this course and will definitely be encouraging many of my friends to take this course.

It was tough being down a member for the project and still being compared to the 4-person groups. Additionally, since one of our group members did not contribute a lot, much more pressure was put on two people to develop the entire game. Aside from my specific group, I feel like 4 people is a good group size for the project.

Amazing course, just need an efficient way to make sure group members that do no work are appropriately graded.

I wish we had done more with achievements, titles, and other extraneous things

My group ended up being pretty much size 2 - we were given only 3 people to start, and one of them did very little work, while us two did way more work than we should have.

The gamification of class content was a bit flaky, but the bits that were implemented did encourage me to perform better in class.

Bless Sherriff

The group was an effective size.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I enjoyed the course overall and completing the game, though I sunk many hours into the game, was satisfying. I think you could have spent less time on the McGonigal material/History (maybe combined the two lectures?) and started the "Game Design" part of the course earlier, which would have allowed for more time on the project. As stated earlier, I think VP, while good at getting students engaged, was less effective due to how late the VP store opened. Also, titles/achievements/etc. weren't really applicable for this semester's course. The project should have been longer, way too much work in a short period of time. Need to learn more game design things. Too many abstract concepts of what a game is. The readings were, more often than not, pretty much useless. I recognize that some people learn better from a textbook than lectures, but if anything they should be an optional supplement. Once in a while they were referenced in class, but by the end I doubt most people even did them. As someone who didn't have a personal relationship with the instructor, it seemed very difficult to get VP. I know some people who you didn't know well got a lot of it, but I believe that you can see that you knew a lot of the people who had a lot of VP decently well. You frequently seemed unapproachable and cranky. You really love games, and it shows. Everything was well put together and was easy to understand. The project was just difficult enough to be a challenge, but I enjoyed it, unlike most of my other projects here. The lectures were generally interesting and useful. The project was fun and gave valuable experience. The team size was good, because it was large enough to get a lot of work done but not so big that communication was difficult. Sherriff is a BAMF Great course, the only change I would make would be allowing for more chances to get VP outside of class participation. I liked Jack's trivia questions that he gave us a few times during lab, which rewarded corrects answers with VP. This class was great. I loved the project and thought the material was exceptionally well organized. I do however have some comments: The reason I said that the team size was not appropriate for this assignment was that I had a particularly bad experience with mine. I think that a team of four people who are all motivated is reasonable for making a polished game. My team basically boiled down to two people doing 90% of the coding, which was completely unreasonable for the scale of this assignment. I think that the gamification was held back by the gamercard. It did not always seem entirely functional and a good number of features were not implemented until we were well into the course. I think that the system could potentially be awesome, but features should be removed until they work and are going to be receiving the same amount of attention as the others (what even are achievements?). There is a ridiculous amount of stuff going on in there too; It wouldn't hurt to get a UI person to overhaul the interface. That being said, XP was amazing. The class also had a slight issue with busywork. I think that the critical eyes and written words were extremely useful assignments for the first few times we did them. That being said, having one due every week was very much overkill. I think about half as many would be appropriate. The later ones just felt repetitive and I think I can honestly say I didn't gain anything significant from them. Peggle was also an annoying choice for a required game. I think it is interesting and fun as a game, but it also requires downloading the sketchy pogo game player thing that seemed like malware (it actually came with a toolbar) and it was Windows only which was extremely inconvenient. I could not find the Mac-demo that the Professor mentioned.

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CS 1110-100 **Introduction to Programming** - Fall 2015

ENGR (17730)

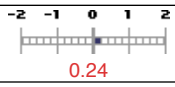
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 162 / Enrollment: 215

Summary: CS 1110-100 Introduction to Programming - Fall 2015 (17730)

Overall Course Rating

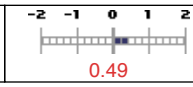
CS-1110-100 Mean 4.15
CS-1110-100 Std Dev 1.00
CS-1110-100 Response Count 807

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 1000-level courses Mean 3.91
SEAS, 1000-level courses Std Dev 1.02
SEAS, 1000-level courses Response Count 10669

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.56
Std Dev 0.66
Response Count 1128

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 1000-level courses Mean 4.05
SEAS, 1000-level courses Std Dev 1.04
SEAS, 1000-level courses Response Count 18192

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

1. How accurate is this statement for you: After taking this class, I am more likely to major or minor in CS.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	3.77	1.20	59 (36.42%)	41 (25.31%)	36 (22.22%)	18 (11.11%)	8 (4.94%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	3.77	1.20	59 (36.42%)	41 (25.31%)	36 (22.22%)	18 (11.11%)	8 (4.94%)

2. How accurate is this statement for you: After taking this class, I have a better appreciation for Computer Science.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.57	0.66	104 (64.20%)	50 (30.86%)	6 (3.70%)	1 (0.62%)	1 (0.62%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.57	0.66	104 (64.20%)	50 (30.86%)	6 (3.70%)	1 (0.62%)	1 (0.62%)

3. How accurate is this statement for you: After taking this class, I personally have a better understanding of fundamental concepts in Computer Science.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.60	0.68	110 (67.90%)	45 (27.78%)	3 (1.85%)	3 (1.85%)	1 (0.62%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.60	0.68	110 (67.90%)	45 (27.78%)	3 (1.85%)	3 (1.85%)	1 (0.62%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

4. How accurate is this statement for you: Pair Programming helped me learn the material better.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	3.70	1.03	40 (24.69%)	60 (37.04%)	39 (24.07%)	20 (12.35%)	3 (1.85%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	3.70	1.03	40 (24.69%)	60 (37.04%)	39 (24.07%)	20 (12.35%)	3 (1.85%)

5. Which topic/lecture in this course was your favorite and why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Individual Answers
152	*See below for Individual Results*

Game design, because I could create my own game with what I've learned.

Lists was my favorite, I don't know why, its just fun working with indexes and stuff.

The gamebox game, because video games are fun. There are also a lot of problems we ran into, so it was much more rewarding when we got them working.

I liked the lesson on image manipulation.

Most were enjoyable

Designing games because I actually created something of my own.

if statements, I just like the word "if" a lot.

Game Project

Creating a game was very interesting.

email project because of the regular exxpressions

Email-hunter. Very interesting using regular expressions

encryption because it was interesting

I really enjoyed the game project because of how exciting it is to watch your program come to life in the form of a playable game.

Games cause they're fun

Video Games, it made the most sense and was fun.

for loops

My favorite was regular expressions. I thought it was an interesting way of finding patterns and using them to find certain words. I was very impressed how flexible regex is.

I liked the if statement lectures because you can play around it a lot.

games

chase game. You can apply what you have learned in class to real challenges

Regex & String Manipulation

When he talked about gaming. I could tell he loved the topic, there was no code, no test to worry about, just learn about game design.

Loops and functions. This really helps me understand how program works.

I enjoyed the video game topic the most. I have always been curious as to how video games are coded, and the topic allowed me to get a basic understanding.

I liked the whole class. It is hard to pick a favorite.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	programming games because it was interesting to see how you could use python to make games that were actually fun to play I enjoyed talking about/creating games because it combined creativity with computer science basics I really enjoyed the gamebox project because I think it really brought the creativity out of all the students. The game project. Because I get to design my own project and actually show it to my friends. Understanding how the physics of games work was very interesting. Also cyphering was very interesting. Learning the basics, because it provided the tools to create very powerful programs right away. Pygame Cryptography was my favorite topic because it involved solving puzzles. Making games I enjoyed making the simple games out of just pure python (nim, hangman, etc). They were kind of like a puzzle trying to figure out how to put all the stuff we learned in class together in the right way. The methods/functions were my favorite because they helped me understand programming better. Encryption. I've always enjoyed things like that and it fun to discover things for yourself. I simply enjoyed learning a new language. I was familiar with most concepts from Java in highschool, but I enjoyed being introduced to Python because it was exciting to expand my arsenal of computing languages. lists/ dictionaries because it helped me think it a different computational way Email Hunt The game topic was my favorite part because it's a very useful and interesting application of programming My favorite topic was image manipulation, because it showed me that basic programming in Python could achieve many of the same results as a piece of software like Photoshop. In other words, it showed me a practical application of the skills and techniques we have spent a semester learning. I like creating our own video games, because it was a visual representation of our coding and was very rewarding creating a game on our own because it showed me how programming is used in gaming Using python to get coordinates for closest wendys. very useful practice File reading, internet, and loops, the wide variety of tasks we could perform using them I liked the game project information because I felt like it was more interactive and fun. The storage of data because it is so relevant to every day life. I enjoyed the game design projects because they were so flexible and creative. The game design unit because it gave me a greater appreciation for the real good games can do. Understanding algorithms by making paper airplanes. It was a fun way of stressing the importance of not being ambiguous. Gaming for sure. It incorporated all the aspects of the other lectures, was done with a friend, and everyone could play each others so the end product was worthwhile as well as the experience in programming. I really enjoyed the Gamebox lectures. It was a nice way to use everything we had learned so far, and making a working game was really satisfying. Sherriff seemed very passionate about making video games, which made it easier to learn. Encryption was fun problem-solving I liked learning about web parsing because it was cool to see how something we use everyday is structured and how we can make it work for us. caesar, learning about ciphers was cool I loved learning about video game building because it combined a lot of computer science concepts and it was also very fun.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Pulling data from the web or other files and looking through it. Seemed to be the most relevant.
	The gamebox/pygame topic was my favorite because it was exciting to use my creativity to make a game on my own.
	Making games is pretty fun because, you know, they're games.
	Understanding how a motherboard works inside a computer was fascinating, as it explored a topic I have never really considered in a computer science course until that point.
	Game project - allowed me to use everything I had learned in a fun and creative way.
	I enjoyed the email hunt the most because I found it applicable and challenging but not impossible.
	games. Because games are fun
	Gamebox. Very engaging and fun to apply the code I learend into making a game.
	Pass by value/pass by reference. Sherriff made this concept very easy to understand by a good example/class activity. He did this with most lectures, but I especially remember this one.
	the email hunt and game design projects
	Regular Expressions; I thought it was pretty neat searching for patterns and what not
	Loops
	Making functions to do computations to be used in other functions. It makes code much more readable and easy to understand.
	Game desing was my favorite because it gave me a huge appreciation for game design.
	Making functions. It has LIMITLESS possibilities.
	The game building section of this course was my favorite because I have always liked video games
	It's hard to say, being everything works together, but I really liked the "tips and tricks" you pick up throughout the course, finding inventive and new ways to use the datatypes and tools you have to solve to problem at hand.
	I liked the HTML parsing and beautiful soup part of the course most because of the applicability of it.
	I liked the encryption stuff because it was pretty interesting.
	My favorite topic in this course was when we learned about gambox and applying the knowledge of for loops and lists and all of the things that we have learned so far this year into something we could visually see and manipulate. I also loved trying to create a story/narrative!!
	gamebox
	gamebox/making the game project. I liked seeing my code work and perform a specific function and getting to be more creative with what it did
	Learning how to use loops; I had absolutely no idea how they worked or even what they were, but now I can't imagine writing a program that doesn't make use of them
	I think my favorite topic to learn about was decisions and loops, because that's when I really got to understand what I was doing rather than just copying down what was on the board. (Like with Turtle before we knew what everything in the code meant)
	Learning how to parse the web and send emails remotely
	I enjoyed the lesson on reading and writing files. I thought that this lesson was very interesting and I could see its many applications.
	I enjoyed the game project, because we had more freedom to do things with our programs.
	My favorite part of the course was doing the game project because it was interesting and allowed me to apply many of the concepts I'd learned throughout the course.
	Game design, due to the fact that I have played videogames for most of my life and really enjoy talking/learning about them and how to make my own.
	I liked most everything. Topics tended to build on each other. I just liked the problem solving aspect and that you could do so much with a few lines of code.
	nothing in particular
	encryption

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Learning pygame was the most fun. game. I really enjoyed the topic of reading files from the Internet. I found the applications of this subject to be almost limitless and that's what I love most about Computer Science. If statements because they were the building blocks for the rest of the coding later on The hacking of the emails. I really enjoyed encryption because it was really interesting to learn how it works in computer science as well as in other forms. I really like the problem solving aspect of this course and when ever I got to solve a problem and it worked with the program I made up, it always was really cool I liked the games we have been creating recently working with data in files/web image manipulation The email one because I can spam my friends all the time. I really like getting to make my own game! Honestly when i think of programming it's the first thing that comes to mind and it was a lot of fun. I really liked pygame. Email hunt. Because it took real problem solving skills to achieve the objectives, and it rewards students for going the extra mile in completing the higher difficulty tasks. I really enjoyed the game development portion of the semester. Using lists and sorting algorithms to analyze data. It felt the most applicable and useful to me, so it really kept my attention. Loops because I understood them and found them very useful. I liked if and for loops Saving images from HTML web pages because I think it could be very useful at some point. Streaming from the web and reading and writing files because it seems quite practical. Gamebox; it showed a practical application of programming, and it was a lot of fun Encryption, I liked learning how code works The gaming project because it allowed me to infuse creativity into programing The functions. You get results, and you're writing code that does something really useful Loops were really satisfying, but video games were the most fun gamebox - it was fun programming the games My favorite topic in the course was the parsing. I found it very interesting and applicable. Writing functions was my favorite because it made so much code so much cleaner and made it interesting. Game design - I am in Student Game Developers I enjoyed everything in this course but the lectures concerning encryption and web scraping were my favorite because I found the topics very interesting and can see a lot of ways in which the topics could be expanded I really liked learning about functions because it made algorithms much cleaner and easier to figure out. All were interesting The game project integrated all of the topics we learned and was a lot of fun Both the game design and email hunt projects as they were more real world based applications that also had plenty of time to fully complete.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Making a game. Because it is very interesting. Making the game because it allowed us to use almost everything we had learned combined with our own creativity to make a cool project. This was a good assignment to end on, because at the beginning I definitely needed structure to be able to learn the material. I also enjoyed doing the chase even though I did not complete it. I enjoyed database design (lou's list and reading and parsing from websites) the most because I found the code the most fun to write Going through websites looking for specific items. Making games because it made me really appreciate all the detail and effort that goes into the ones I play. I truly enjoyed learning about gamebox and applying it to the game project, especially since I am not an avid gamer at all. Although this seems contradictory, I found that learning gamebox helped me further understand the concept of visualizing code, which also allowed me to comprehend the next topic of pixel and image manipulation very well. Email Hunt. Was cool to apply what I'd learned Hard to choose! Probably the encryption chase. It was really fun, made me excited about CS, and made me feel like Alan Turing/like I was in National Treasure. I liked the encryption topics and the video game project because it put the topics we used to real world applications in a fun way. I really thought the topic on data parsing was interesting because it gave me some ideas to think about maybe trying later on. The later challenging POTDs, such as nym and demographics, were my favorite part of the course. game game email hunt project, I thought use of regular expressions was interesting the fundamentals because they made sense and were the most intuitive to use. Encryption, it was mysterious and creative The programming of functions. It helped the class deal with more complex problems, so the POTDs were a little more challenging but rewarding when completed. Working with cryptography; the scavenger hunt activity was well put together and exciting and the cipher lessons were fascinating. the final gaming project because it brought all of my understanding of computer science into one project. Programming is programming. It's all pretty useful. But if I had to choose I would say reading/writing files. gamebox and pygame I loved the encryption lecture and scavenger hunt, because it was a great application of the material we learned in an exciting "hands-on" way. Regular Expressions - Very applicable game design was a lot of fun Image manipulation. This part provides me a fundamental understanding of how to manipulate images and how weather fore cast on TV works. It is very interesting. getting stuff from the internet The video game unit because it was interesting learning how to make games. Loops. loops, easy and fun.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

6. 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-1110-100, Sherriff, Mark

Total	Individual Answers
151	*See below for Individual Results*

basic programming

The storage of data.

Document manipulation and scraping will be useful for any sort of statistical analysis or obscure research I may have to do in the future.

Just the basics of Python were probably the most useful for the future

I have no idea

Thinking through an algorithm to solve a particular problem.

reading files.

Reading data from files/web.

Functions were probably the most applicable subject I learned about in this class.

reading files

Being able to logic through a problem by using the least amount of steps as possible.

Functions and basically any basic thing we learned that can be applied to a wide variety of problems.

Many of them. I took programming in high school, and hated it, because compared to the things I have learned in a few weeks here, I learned nothing in a full year of high school. Sheriff is a great teacher, makes it worthwhile to come all the way to Wilson on a Friday at 3pm. (I live in Dillard)

I think the very general topics taught in the beginning of the course (algorithms, math operations, lists)

The basics in the beginning of the year because the world is getting more modern. Basic computer knowledge will likely be important in the future

the lectures about image manipulations, lots of applications to biometric stuff

Most of the basic programming was very useful

how email works

functions and loops

The topic that I found the most useful was taking in the list of data and manipulating it to do what we wanted it to do. It was fun and useful

Game design, regular expressions, writing functions/files.

The fundamentals of looping and constructing functions, simply because they allow shortcuts to problems which may arise in the real world.

All of them.

while and for loops

Maybe the gaming topic

I'ts difficult to specify exactly which lecture will be the most helpful as I continue to study CS, but probably the most important lectures were the ones in the first third of the semester because they covered basic concepts that I will continue to use whenever I program.

Functions

Functions

functions and general programming

All of them as a whole because I won't be pursuing CS any further.

The topic on functions because it allows me to organize the different factors within a problem and attack them with different methods.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Understanding the basics of python.
	I think a lot of the topics will be equally useful, such as loops, if statements, regex, etc.
	writing functions and files
	The coding that helps sort through data such as in spread sheets which can speed up the process a lot
	searching though websites
	I think I will find it most useful to be able to play with lists and dictionaries as I intend to do research in economics and this serves as the basis for how data is presented and how to clean that data. Perhaps the lectures on cleaning data were most important but it is hard to pinpoint one exactly.
	Writing functions to save time and space.
	The email hunt project taught me a lot in terms of the basics of web design/html tags
	I think I will find the reading data files lecture the most useful in the future.
	Taking data from the web and filtering it
	Learning how to parse through a webpage with Beautiful Soup was very helpful.
	I think the lecture on for loops and if statements were both extremely useful, but I think more time needed to be spent on them. The pace was too fast for me.
	basically all the lectures that went over the basic building blocks of programming (if statements, while loops, for loops)
	Honestly, the problem solving skills and approaches are all very useful.
	Probably the lectures on functions. They were really helpful, and obviously really important to all kinds of programming.
	I think I will find the topic on reading files and webpages the most important because they seem like they have a lot of different applications.
	loops
	loops
	Same as above, the problem solving aspect.
	Probably the lecture on the benefits of a program (i.e. would you rather have it run faster, with less bugs, write it faster, etc.)
	Probably website scraping.
	Image manipulation and organizing data
	reading from the web
	Reading a website using beautiful soup.
	The major concepts (loops and such)
	I think having the knowledge of basic coding will be the most useful for me in the future. I am taking two more CS classes next semester so I hope to use the knowledge of coding and how computing works to work through those.
	Accessing web using BeautifulSoup will definitely be useful and applicable in future uses.
	Basic programming
	While loops
	Basic programming skills will most likely be the most useful.
	I feel that the overall way of thinking that helps me program will help me solve problems in the future.
	Loops. Seems practical to achieve a desired goal.
	The fundamentals - loops, if statements, etc - are needed for any program and therefore the most useful for future use
	html parser

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	How to write a for loop
	Function
	Function
	I believe that the lectures in which we covered how to read data from files and the web will be most useful in the future. Learning those skills will empower me to sort through large amounts of data as I pursue advanced coursework in Commerce.
	Probably being able to manipulate date and download things from the internet.
	Loops
	Just the basic idea of programming and how to think so I suppose if statements
	Greenscreen, grayscale
	data analysis
	Making functions that do mathematical computations, for making programs to analyze data.
	beautiful soup
	All the basic definitions and information
	Reading files, problem solving and general algorithms.
	File reading, internet, and loops
	Games.py/ streaming the internet for information I want
	Saving images from HTML web pages.
	I will not major in CS but I do think RegEx is a great topic
	Learning how to parse the web and send emails remotely
	The email finder was interesting and seemed useful
	I think the lectures on functions and their many uses will be the most useful in the future.
	Encryption and decryption.
	Being able to parse a document or website to return the desired information in a useful way.
	I think the basics concepts of CS (operations, data types, mutable and immutable types, pass by reference vs. pass by value, if-elif-else statements, and for/while loops) will help me in the future. Although I may not code in Python specifically for CS 2110 and onward, I felt that Python was quite a great language to learn for beginners (I did have prior CS experience before this class, but felt I would have enjoyed learning Python as my first coding language) and that it will potentially help me in the future if I major/minor in CS!
	Probably the lectures/topic about regular expressions. They might be useful in my future.
	Function manipulation.
	nothing in particular
	no idea, might not find any of them useful since i don't plan on majoring
	Re: above, something related to methods that could be used in a business setting to reduce work.
	Just basic problem solving programming with loops and stuff
	The fundamental commands in Python.
	being able to manipulate large data sets
	Loops/if statements
	Reading/Writing files and Regex
	It's hard to pick just one. All of the concepts will help me in the future since this was an intro course.
	The logic and organization behind good programming.
	The concept learned that will be most useful in the future is the logical problem solving thinking that computer science requires to code the programs to solve the problems given to us.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think that the lecture about whats in the computer is going to be useful one day. Retrieving data from webpages I think will be pretty important in my future, as I plan on majoring in CS/CPE. Import and create new files. Email hunter. Reading/writing files. The aforementioned for the same reasons. Writing programs for stuff that has applications to it, and writing games. Again, the lou's list code seemed the most useful I think I will find basic coding, such as loops the most useful in the future. Coding functions. I think the most useful topic would be to read and analyze texts from the internet because it would make understanding large chunks of data easier. I think the lesson on reading and writing files will be the most useful in the future. images The whole understanding of loops and how methods work. I feel like those will be useful if I ever need to write a quick thing, or communicate to someone how to write a code for me Streaming from the web and reading and writing files. Overall knowledge of computer science Under the hood Being able to read and write a file and do webpage searches using regular expressions and string manipulations. I think understanding basic loops is very beneficial because they're the building blocks for complex coding. reading files and web pages Just the idea of reading code and figuring out what it will do I think helped develop my critical thinking skills. Functions and methods Pretty much all of it. I think the lectures on Lists and Dictionaries will be the most useful in the future as they both allow for the programmer to do many different things. I think I will find the many tools and methods we learned in python in the future. They help us better understand how to program, and help to prepare us if we want to lean another program language. Just the simple ability to make a program that does math or gives back values. It's a nice base level that I feel like could help me in the future. It's so hard to pick because everything was useful; but I would have to say string manipulation. I don't think I could pick just one, they were all fairly useful and built on one another so it is hard to say one was better or worse. Email Hunt I think most of it will be useful in the future. Depends on the field of study. Maybe the functions working together. I think that encryption and decryption were very interesting and could become useful for me or anybody going into that sub-field of cybersecurity or anybody who wants to work in a related field. Understanding how programs, particularly Python in this case, process actual code seems essential towards understanding how computing systems process information. information parcing

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	functions functions All the lectures are useful. Data processing all the simple programming skills How to search for content on a webpage/ send emails to multiple people Loops, image manipulation The ability to create functions. Getting items from a website. writing functions resize images Writing methods and functions. EVerything Automating the simple stuff, like moving documents or writing a set of documents, stuff like that. I can see myself doing that in any profession I go into. Loops. getting information from the internet
7. 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-1110-100, Sherriff, Mark Total: 150 Individual Answers: *See below for Individual Results*
	The lectures on picture manipulation were kind of difficult for me to follow. I did not think what we learned about regular expressions were particularly helpful. The games. The image manipulation seemed unnecessary The image manipulation lectures toward the end of the semester seemed, for lack a better word, redundant. We never really worked with them and only ran programs using the code found in the lecture notes. I understand that it was just so that we have a better idea of how the algorithms worked, but we never really applied it to much. Probably the image manipulation. Even though it was somewhat interesting, I don't see myself using it in the future. image manipulation is probably helpful but I was uninterested nada The encryption/decryption part of class was fun to learn about, but I thought that the scavenger hunt, though fun, was not very useful since we were only given one class to complete all of it. Image manipulation. I probably absorbed the least from the dictionary lecture. I'm new to programming so I think the idea of dictionaries intimidated me and closed me off to learning about it when it was taught. The cipher code is something I don't think I'll ever deal with again, but I can see it's relevance for other professions. Image manipulation. I do not see myself using this later on. regex under the hood stuff

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The image manipulation seemed a little useless and boring especially since it was left until the end
	making games although it is very fun
	N/A
	N/A
	N/A
	N/A
	.
	Image processing, while very cool, didn't really seem to contribute much to my understanding of computer science as well as other topics within the course. However, I still appreciate how Professor Sherriff elaborated on how colors can be processed in a computer.
	The image manipulation stuff towards the end
	I would say the Turtle lectures were the least useful, but I also think they were a fun introduction to coding, so it's difficult to call them useless.
	-
	I wish he last bit of the course was taught like the rest without just copy and pasting but actually coding in class because that helps you remember well but I understood the material pretty well
	Image manipulation and encryption.
	Personally, image manipulation, but it was still interesting to learn about.
	Sending emails through python
	Can't think of anything
	Image Manipulation
	Image Manipulation
	dictionaries were hard to understand at first
	Beautiful Soup. It was just so confusing that I struggled to understand how things were actually being parsed.
	image manipulation seemed a bit rushed. Programs already exist to manipulate images.
	I did not really see any.
	Maybe some image stuff, but all in all the material was coherent.
	Nothing, I thought the course had a logical progression and all the lectures built on each other.
	Some of the later ones where we didn't actually do the code in class
	dictionaries
	Image manipulation; different types of servers (IMAP, for example)
	the photo and pixel stuff at the very end
	encrypting
	Video game making (just not very useful in the long run)
	A lot of the libraries were just confusing. Beautiful soup, os, downloading files, cimage, date time etc
	Can't think of any
	Image manipulation was just very quick so it was hard to grasp.
	I don't find definition lectures particularly useful. Understanding the actual definition of it personally did no job in learning how to code. I understood better by actually coding.
	I think most things we did in this class are important. I probably won't use image processing?
	Some of the picture manipulation lectures got a bit confusing.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	They all made sense/worked fine. The image manipulation one was cool, but the least useful I would say. Image maipuklation. The turtle activity. image manipulations the image manipulation image manipulation. game design Gamebox, while fun and nifty to learn, was probably the least applicable of the concepts we learned, and coincidentally the one I "understood" the least overall, since it wasn't covered base to base like earlier concepts. None None I felt that the image manipulation topic was difficult to comprehend, even for someone with prior CS experience. Although it was cool to see that Python could accomplish image manipulation very well and although it may be useful in the long run, I felt it was very difficult to keep up with that in lectures alongside the game project outside of class. The pixels lecture. I got pretty lost in that one. Image manipulation- its cool, but I feel like I don't actually know how to do any of it for myself- we're just given the code. I would never be able to write my own I really can't think of any lecture that wasn't useful. I didn't see the point of uploading an image/using certain libraries to code during class. The material was never expanded upon through homework or lab. I understand that a lot of the lectures in the first couple of weeks were slow because of the add/drop, but maybe the fist couple of weeks should be more accelerated for those people planning on majoring in CS The image manipulation lectures. It probably has to do with the fact that it was taught at the end of the semester, and it was harder to pay attention in class because I'm stressing about finals. However, I don't really understand the reason why we learned it, other than that it was sorta cool to know how to do. Sending emails using Python. Image manipulation Image manipulation Image manipulation Game Design Turtle beautiful soup I am a science major in the College so I was less interested in the video game development aspect and more with things that will serve me in scientific computing. I'm not sure. I thought they were all interesting nothing Beautiful Soup image manipulation- I can use photoshop Gamebox Image manipulation seemed a little out of place in the course.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The image manipulation, I do not see myself needing that in the future. Turtle stuff the first two weeks didn't really make sense until much later in the semester. Seemed like it was used to get people to drop before the add drop period. html stuff was rushed, don't feel like i could apply any of it The encoding topics the encryption chase Ciphers regular expression Turtle Encryption, photo manipulation. The lectures after the game project began to really confuse me. I feel like in the long run these may be helpful, but I would have rather stuck to topics that were more important for the class itself. Although image manipulation is an interesting and frequently used topic, the extremely abbreviated description of the lectures, in which methods and functions were simply presented in sample code, led to a far less than complete understanding of the topic encryption Image manipulation - there are countless photo editors like Adobe Photoshop. Honestly, none - all of them were pretty crucial in understanding Python. The encryption classes seemed kind of random. I found every lecture to be educational and useful in one way or another. The topic on encryption/decryption may not be useful for the majority of people. Gamebox wasn't really useful (though it was fun) none I can't really think of one. image manipulation image manipulation image manipulation While I found it very interesting, I wish we learned more about how email is important and how it works. Turtle thing....it was fun. completely useless though. I don't really understand the usefulness of the game project, but it was still fun so I would do it again. pygame turtle There were several things we went over extensively in theory but never had a PotD for/actually used in coding, and as such it didn't feel quite as important, or was confusing due to it's complexity if nothing else. While the image manipulation was interesting, I do not think I will ever use it. Picture manipulation. The Turtle ones The image manipulation The image manipulation I don't think that going into so much depth about the beautiful soup HTML parsing was useful if it wasn't going to be on the midterms. The deciphering. While fun, it didn't seem super worthwhile.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think that all the topics will be useful in the long run. The turtle lecture...while it was interesting, we never used those concepts again and it seemed a bit out of place. I can't really think of any, except for maybe the "sending email" lecture. I couldn't get it to work, and I don't think I really retained the info about IMAP/SMTP and stuff. turtle turtle image manipulation. It was gone over quickly and I didn't fully grasp the concept. I thought it seemed neat but I'm not sure how it is useful in programming As someone who came into this class with no background, I found that the Turtle programming in the beginning was more harmful than helpful. It scared me, and made me think that basic programming was a lot more difficult than it actually was. I believe that people with no experience would be better served by beginning from the basics and moving up to that. They were all pretty useful/necessary. A lot of the html ones since we didn't really learn how to use it on our own none. computers today computers tomorrow computers forever game stuff, it's irrelevant Most topics were necessary. The gaming and cipher were fun and interesting, so I would say none of the topics "did not work". I don't think there is a topic I can call "not useful". Each lecture was thought out and added valuable knowledge to what we had already learned. working on functions specific to pygame Turtle drawing is interesting, but it was really really fast, even though i have had some prior programming experience. Image manipulation and turtle drawings I didn't enjoy the image altering as much as I did the other topics but it was still interesting. All of the lectures were useful to some extent. All of them helped me understand computer science more. The lecture on ambiguity. I do not know A lot of the conceptual things that did not particularly pertain to learning how to programming, such as HTML parsing or image algorithms. Those might have been more relevant in a higher level and more focused class. The ciphers were very interesting and a lot of fun, but didn't seem as important as other topics The chase was really fun, but some of the hints were very difficult for me because I had no idea how to approach certain aspects of the coding. It felt like we were kind of thrown into it right after learning it, so I was not prepared. The image manipulation didn't seem critical. idk didn't like the chase that much Dictionaries if anything, just don't like them. I understand they can be useful, but lists just seem so much better. I thought it was all quite useful but the least useful would be gamebox since it's a specific API that isn't widely used outside of UVA and therefore isn't generally applicable in programming. Not sure

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

8. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	4.12	1.00	55 (34.38%)	37 (23.12%)	17 (10.62%)	10 (6.25%)	1 (0.62%)	40 (25.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	4.12	1.00	55 (34.38%)	37 (23.12%)	17 (10.62%)	10 (6.25%)	1 (0.62%)	40 (25.00%)

9. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	3.97	0.95	42 (26.25%)	42 (26.25%)	29 (18.12%)	7 (4.38%)	1 (0.62%)	39 (24.38%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	3.97	0.95	42 (26.25%)	42 (26.25%)	29 (18.12%)	7 (4.38%)	1 (0.62%)	39 (24.38%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, 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)
161	2 (1.24%)	1 (0.62%)	47 (29.19%)	63 (39.13%)	9 (5.59%)	39 (24.22%)

Results for SEAS, 1000-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)
161	2 (1.24%)	1 (0.62%)	47 (29.19%)	63 (39.13%)	9 (5.59%)	39 (24.22%)

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
162	3.39	0.70	80 (49.38%)	67 (41.36%)	14 (8.64%)	0 (0.00%)	1 (0.62%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
162	3.39	0.70	80 (49.38%)	67 (41.36%)	14 (8.64%)	0 (0.00%)	1 (0.62%)

12. How would you rate the helpfulness of the TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
161	3.24	0.76	64 (39.75%)	77 (47.83%)	16 (9.94%)	3 (1.86%)	1 (0.62%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
161	3.24	0.76	64 (39.75%)	77 (47.83%)	16 (9.94%)	3 (1.86%)	1 (0.62%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

13. How often did you make use of the TA office hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
162	19 (11.73%)	37 (22.84%)	13 (8.02%)	54 (33.33%)	39 (24.07%)

Results for SEAS, 1000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
162	19 (11.73%)	37 (22.84%)	13 (8.02%)	54 (33.33%)	39 (24.07%)

14. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-100, Sherriff, Mark

Total	Individual Answers
101	*See below for Individual Results*

Very nice, really appreciated their help.

Although I personally did not go to TA office hours, the TAs were very helpful during lab with any questions or issues.

They were helpful and able to answer any questions I asked during lab.

knowledgable and helpful

At times the TA was great, other times The TAs would mess up my code even more than how it already was. I think the issue was they didn't first read the POTD themselves.

Many were very useful, competent and helpful

Most of the TAs were great and extremely helpful. I had a few experiences where a TA was not super helpful, but it was never a negative experience.

They are all incredibly willing to help, but they don't necessarily know what we are doing in class. A couple times, I went to office hours and the TA's were unable to help me (ie Nim Game and pygame). In the future, I think it would be helpful if they had a general idea of what we were working on that week in class.

They were all very helpful with explaining the information that I didn't understand in lecture. They were super enthusiastic about my questions which I really appreciated.

They were all nice and friendly.

Very helpful and informative

Eric siegel and Sebastian are gents.

N/A

N/A

N/A

N/A

Sebastian is a bro

The TA's were all very nice and helpful. I wish they knew more about pygame, though... but since this was their first experience with it, it's understandable.

they were very helpful

Generally they were very helpful but there was a range in helpfulness: some would stay with me to see that whatever changes I had made worked and some would suggest something and leave, so it was sort of luck who you got.

Loved the TAs for lab, they were super helpful whenever I had a question, and were able to answer any of my questions regarding any of the big concept questions.

They tried so hard not to give us the answer but lead us, that their wording would be vague and unhelpful and if you couldnt figure it out, they would just leave without you having a fix to your problem.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	My TA is a harsh grader. Nice guys Good Keep doing you fam Whenever I posted a question on Piazza, the TAs were very quick to respond and always helpful. Nice people. The range of helpfulness varies a lot between the TAs. Overall, they were very helpful. None None Most TA's are very helpful and approachable Liked them, most of them were sufficiently knowledgeable None. Very helpful, very approachable during labs; always knew what they were talking about and 9/10 they successfully debugged code when there were problems They should be prepared for lab sections. They were not helpful during the regular expression part of the class. They were good. No Some of the TAs were superb. They were truly caring and helped me understand problems that I encountered. Others, on the other hand, were unsure of what to do and they did not offer much help. n/a Scott Mallory was fantastic They are passionate about computer science. Nope. Nope. Sebastian was always extremely helpful and patient. He would even offer help and stay after the times he was supposed to be doing office hours. They are awesome and very helpful people. Scott is awesome! Good job. sebastian is best TA Nope, no specific comments I didn't ever need to make use to TA office hours since I asked most of my questions on the class Piazza, but all of my interactions with the TAs over Piazza and in person for labs led to very helpful responses and guidance to answer my questions. Some of the TAs are not helpful as others Sebastian, great TA. Had to wait a long time to get help, either a hit or a miss if they were actually able to help. They really know their stuff Very friendly in lab and helpful in reviewing major points before we started to work nothing in particular Very helpful on piazza.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Eric, Isaac, and Sebastian were my lab TAs. Very helpful
	Office hours was wonderfully done. Also, Sebastian was an amazing TA in particular.
	Nope
	generally, they were good and helpful but occasionally they their advice did not really help me because I didn't understand the concept they were talking about whatsoever
	some of the TAs were extremely helpful, while others were very unsure about what they were talking about
	The TAs for my lab were extremely helpful and nice, even when I asked what retrospectively were stupid questions. They didn't make me feel like an idiot if I needed help with simple issues.
	My TA's (Madelyn, Scott, and Will) were really nice and helpful. I felt like I was asking stupid questions sometimes, but they were always nice about it.
	Honestly, the TAs were FANTASTIC. They were friendly and fun and during Office Hours they were very helpful. Shout out to John, Jake, and Marina. They made lab so much fun and were so smart and kind and helpful.
	No they seemed nice and friendly during lab
	Leon was very helpful and nice.
	They're great!
	My TAs are excellent
	Sometimes a long wait, but ususally worth the wait
	Some were great, some were average. It just depended on who you got in office hours.
	Nope.
	The TAs in this class are some of the best I've seen at UVA in my first semester. They were a very fun group of people who were all very passionate about computer science. I really enjoyed getting to know them.
	Helpful
	Plenty of office hours, which was great, especially with how quickly some of the POTDs were due.
	They made lab more entertaining and casual, while still covering material.
	TAs were great, used TA help mostly with the Email project and they were very helpful.
	Sebastian, Isaac, and Scott were really good TAs that I interacted with. I only went to their office hours, because I knew they are helpful and I didn't want to run into getting a bad TA.
	They are ESSENTIAL to the course, I would not have learned without them
	TAs are very helpful
	A few were really good and a few were very unhelpful and sometimes rude.
	Sometimes they tell you what you need to create, which I already know, since it tells us what to program in the instructions. I come to office hours because I don't know how to code it and some of them don't help you at all with that. Giving the students some of the code to get them in the right direction can help get them started, and I found that sometimes if you get them to write some code for you you learn how to write it.
	Sebastian was a really great TA and was able to teach me and help me understand pretty much everything that I didn't know how to do. Some of the other TA's, however, did not really seem to know what they were doing and were not nearly as helpful.
	Scott and Sebastian were the best!
	For the most part they were knowledgeable and helpful
	Yes. Sebastian, Scott, Elisabeth, John, Will and David were VERY helpful in addition to a couple more whose name I don't remember. Other TAs were average, and some weren't even helpful.
	They were a lot of fun to work with! Were good at reviewing and explaining material a second time in a different manner.
	They were a good resource and office hours were extremely helpful if I didn't understand a concept

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

They would ignore my questions and leave me, and often did not know how to help in lab when I had questions. I frequently spent 20 minutes trying to catch the attention of a TA only to have them leave after only listening to my question.

They're great. Helped me understand the concepts better.

TA's were hit or miss, some were very knowledge and persistent to help with problem until it was solved. Others either didn't understand python or just plain unhelpful. I understand that TA's would point me in a direction of a lecture, that was helpful, others just gave me a suggestion, which didn't work and I would have to get back on the queue. The day before the assignment was due the queue was packed, so i ended up going earlier in the week and got a lot more help. Maybe a change in scheduling the TA's would be more effective. Scott and Sebastian were both extremely helpful and not only finish the assignment, but also thoroughly learn the material. I can remember multiple times that Sebastian would stay over an hour past 9pm to help confused students the night before assignments were due. That was incredible.

They were as a group very helpful.

They were pretty helpful in lab.

Good job

Awesome

Not really

Jake Weber was the best TA.

Very, very helpful

The TA's for this class were incredibly helpful and patient with me. Like I said I had no prior programming knowledge before taking this class causing me to ask questions that were arguably beneath their present understanding of coding and they would answer them still. I spent a lot of time in office hours and would usually call back the same TA to get help at different parts of the program and there was never any indication of irritation which I am thankful for. I believe the reason I learned so much and was able to synthesize and habituate that knowledge was a mixture of the assignment structure, the lectures themselves, and the willingness to help that I encountered in every TA that I interacted with. Some of the best TA's I've had at the University yet.

No, I thought they were all great for the most part and very friendly and willing to help.

15. 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-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	4.34	0.66	70 (43.75%)	77 (48.12%)	11 (6.88%)	2 (1.25%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2133	4.09	0.86	724 (33.94%)	1022 (47.91%)	255 (11.95%)	93 (4.36%)	28 (1.31%)	11 (0.52%)

16. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.48	0.69	92 (56.79%)	58 (35.80%)	9 (5.56%)	3 (1.85%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2606	3.92	1.17	915 (35.11%)	789 (30.28%)	317 (12.16%)	183 (7.02%)	142 (5.45%)	260 (9.98%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

17. 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-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.34	0.85	81 (50.31%)	64 (39.75%)	10 (6.21%)	2 (1.24%)	4 (2.48%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2136	4.07	0.92	735 (34.41%)	1026 (48.03%)	204 (9.55%)	117 (5.48%)	47 (2.20%)	7 (0.33%)

18. 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-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.60	0.63	105 (64.81%)	52 (32.10%)	3 (1.85%)	1 (0.62%)	1 (0.62%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2132	3.93	1.04	671 (31.47%)	856 (40.15%)	300 (14.07%)	151 (7.08%)	74 (3.47%)	80 (3.75%)

19. 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-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	3.20	1.22	18 (11.11%)	32 (19.75%)	33 (20.37%)	19 (11.73%)	13 (8.02%)	47 (29.01%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2135	3.40	1.15	252 (11.80%)	417 (19.53%)	425 (19.91%)	153 (7.17%)	111 (5.20%)	777 (36.39%)

20. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.49	0.60	87 (54.04%)	67 (41.61%)	6 (3.73%)	1 (0.62%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2596	3.91	1.05	772 (29.74%)	1102 (42.45%)	341 (13.14%)	169 (6.51%)	108 (4.16%)	104 (4.01%)

21. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.79	0.44	130 (80.25%)	30 (18.52%)	2 (1.23%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2600	4.31	0.87	1215 (46.73%)	864 (33.23%)	224 (8.62%)	62 (2.38%)	41 (1.58%)	194 (7.46%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

22. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.61	0.61	107 (66.46%)	47 (29.19%)	5 (3.11%)	2 (1.24%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2596	4.21	0.94	1044 (40.22%)	904 (34.82%)	221 (8.51%)	84 (3.24%)	59 (2.27%)	284 (10.94%)

23. 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-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	3.84	1.13	29 (17.90%)	27 (16.67%)	20 (12.35%)	4 (2.47%)	5 (3.09%)	77 (47.53%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2133	3.82	1.04	351 (16.46%)	419 (19.64%)	289 (13.55%)	77 (3.61%)	41 (1.92%)	956 (44.82%)

24. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.34	0.81	80 (49.69%)	64 (39.75%)	11 (6.83%)	4 (2.48%)	2 (1.24%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2604	3.80	1.14	754 (28.96%)	907 (34.83%)	397 (15.25%)	221 (8.49%)	136 (5.22%)	189 (7.26%)

25. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
159	4.53	0.69	97 (61.01%)	55 (34.59%)	3 (1.89%)	3 (1.89%)	1 (0.63%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2592	4.16	0.96	1001 (38.62%)	910 (35.11%)	250 (9.65%)	81 (3.12%)	70 (2.70%)	280 (10.80%)

26. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.65	0.62	113 (69.75%)	44 (27.16%)	3 (1.85%)	1 (0.62%)	1 (0.62%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2598	4.08	0.99	965 (37.14%)	876 (33.72%)	371 (14.28%)	106 (4.08%)	66 (2.54%)	214 (8.24%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

27. 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-1110-100

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
162	2 (1.23%)	64 (39.51%)	74 (45.68%)	18 (11.11%)	4 (2.47%)

Results for SEAS, 1000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2143	213 (9.94%)	1190 (55.53%)	533 (24.87%)	160 (7.47%)	47 (2.19%)

28. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
160	4.58	0.69	104 (65.00%)	50 (31.25%)	3 (1.88%)	1 (0.62%)	2 (1.25%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2134	3.89	1.11	742 (34.77%)	786 (36.83%)	331 (15.51%)	177 (8.29%)	98 (4.59%)

29. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-100

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
159	4.64	0.61	110 (69.18%)	43 (27.04%)	5 (3.14%)	0 (0.00%)	1 (0.63%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2135	3.79	1.23	759 (35.55%)	687 (32.18%)	336 (15.74%)	185 (8.67%)	168 (7.87%)

30. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
161	4.59	0.53	98 (60.87%)	60 (37.27%)	3 (1.86%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2595	4.09	0.93	942 (36.30%)	1177 (45.36%)	315 (12.14%)	84 (3.24%)	77 (2.97%)

31. 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-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.17	0.84	65 (40.12%)	64 (39.51%)	30 (18.52%)	1 (0.62%)	2 (1.23%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2603	3.96	1.04	954 (36.65%)	910 (34.96%)	512 (19.67%)	135 (5.19%)	92 (3.53%)

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

32. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-100, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.60	0.60	106 (65.43%)	50 (30.86%)	4 (2.47%)	2 (1.23%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2604	3.95	1.08	961 (36.90%)	927 (35.60%)	447 (17.17%)	160 (6.14%)	109 (4.19%)

33. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-1110-100

Total	Individual Answers
94	*See below for Individual Results*

overall thought this was a fun and worthwhile course. After taking this course, I am planning to take more cs classes in the future

This course should be 4 credits, considering there are 3 lectures a week plus a lab, and homework is requires significant time. 3 programs of the day in one week was way too much. Without the other professor's review sessions and materials, I would not have been properly prepared for the tests. I wish Sheriff would have given specific pages in the textbook that would be relevant to the specific lectures. If there were a screen capture to accompany the podcasts, that would be incredibly helpful because sometimes the pace is too fast to copy all of the code.

Sherriff is the man. I knew absolutely nothing about coding 3 months ago and now I feel like I am very knowledgable.

Loved the course, lots of fun and learned a ton

Professor Sherriff is amazing. I never expected to enjoy CS as much as I did, but he helped us learn the material and actually care about it. From throwing frisbees in class to surprising us with a decryption scavenger hunt on the Lawn, he never failed to engage us in class. I wish all my professors were as amazing as him!

I think Professor Sherriff sometimes crosses the line between being funny and sarcastic to being plain rude, dismissive, and almost belittling to his students. The first day of class he mentioned how on course forum one of the comments said he was "an asshole in office hours", and he just laughed it off. This was the first sign. I think there is a fine line between joking with students and then being rude and making people feel dumb when they ask questions that may be obvious to him. It is clear that he does that in some of his answers on Piazza. It is a really big turn off from a student's perspective to see the professor be unhelpful and just plain rude.

Really enjoyed this course and learned a lot.

sometimes blasting through code he has already written is hard for students to learn when he's going really fast

Mark did a great job making programming more fun and interesting than I thought it would be.

It was a great class!

This is not a easy class for students who never learned cs before. But it is very interesting and worth to try.

Professor Sheriff's CS 1110 was a great class. As someone who entered this class with no background, I was initially worried that I would lag far behind my classmates. Although the first few weeks were difficult, something eventually "clicked" and I now feel like I have a strong grasp of the subject matter. His lectures explained the relevant material quickly and the POTDs definitely served to reinforce the concepts. I would highly recommend it to anyone wishing to gain an appreciation for the basics of programming.

Mark Sherriff is by far the best professor I have had at UVA so far. On top of being an excellent teacher, Professor Sherriff very obviously loves the subject matter and is very enthusiastic about what he is teaching which is a characteristic that is hard to find. The course itself is extremely well planned and taught. This course has even made me strongly consider majoring in CS.

I took an intro CS class in high school and I strongly disliked CS after. This class really made me like CS again. It was easy to understand for someone who had no experience.

this class was so hard for me to get in as an Architecture student trying to transfer... :(

Great course, gave me good foundations for moving forward in the CS curriculum.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I loved this class! The lectures were interesting and the content was fun. I always kind of looked forward to doing my POTD's. Sherriff is a really cool dude (although I'm a tiny bit scared of him), and I liked hearing all his stories about his daughter. (SO CUTE!) Also the collab website is lovely...really well organized. Only thing: the built-in podcast audio player is a bit glitchy. If I paused or tried to scroll to a different time, it froze and I'd have to start over from the beginning. Yeah, but overall, great class, great professor, great TA's.
	Sherriff gave me a extremely effective introduction to CS.
	Very worthwhile class
	The course material became much more difficult very quickly around POTD 7
	Love it, I don't plan to be a CS major, (unless Engineering doesn't give me my first choice), but the whole "understanding concepts" thing is why I love this class. I believe that is what should be emphasized in learning, and Sherriff hits it spot on. He also keeps us interested in the course, the encryption chase is a lecture I will always remember. The fun projects, like the Game Project, allow people to add their own creativity and personal touch to the concepts we need to know. The tests are very fair, concept oriented, just as he says they are. I never feel like I don't know what to study for, I always have materials in front of me. And I absolutely love the podcast idea, its fantastic. If I ever need to review, I can do it on my own time with the touch of a button. Sherriff also teaches us fantastic topics, from how computers actually work, to how to send spam email. I know I wrote a lot, but Sherriff is easily the best professor I have this year. Thank you for making me love computers again.
	Notes from 1112 sometimes help. More notes like that could be posted for reviewing.
	This was a great course. I learned a great deal and had fun while doing so.
	Great course
	I just took the class because I had to. I left this class greatly enjoying the subject.
	Professor Sherriff is a wonderful teacher. He captivated the class every lecture and his enthusiasm for computer science spread to me and my friends.
	CS 1110 was very well-taught and very enjoyable! Professor Sherriff managed to keep lectures very informative, yet both interesting and engaging every day, which I believe is quite a difficult task given the size of the class! This was, by far, my favorite class this semester!
	Professor Sherriff does a very good job introducing students to the field of computer science. Not only are the assignments fun and interesting, the lectures are also worthwhile, especially the ask-me-anything (AMA) Q&A he hosts once per semester! If you want to gain a solid understanding of computer science while having fun, Sherriff is the professor to take.
	Very fun and informative course, not boring at all. Sherriff was very funny and not boring.
	I absolutely loved this class. This was the third CS class I've taken in my life, and even though I've learned a lot, it's been rough and I almost dropped out of this class the first few weeks. But Professor Sherriff made the class so enjoyable I knew I had to stay and I am so glad I did. This class soon became my favorite and most rewarding class this semester and I really hope to take another class with Professor Sherriff in the future because he is such a fun professor and could really relate to his students!
	i think the exams were graded a little more harshly then should be
	Awesome professor and interesting topics. Very good class!
	Homework was too hard. The professor was perfect but as good as his lectures were, the POTDs were way too difficult to be done with just knowledge from class. I had to learn 80% of the material outside of class.
	Great course!
	Professor is wonderful
	This was my favorite lecture this semester! I had bad experiences with CS before this class, but Sherriff taught it in a new way that made me love it.
	Professor Sherriff is honestly the best professor ever! He started off every class by asking if we had any questions. By doing so, students were able to ask any questions in mind and it helped guide other students to understand their query as well. Professor Sherriff has really intrigued me in the fields of computer science and I hope to be able to either minor/major in this field one day.
	Really enjoyed the course and subject material. My one problem was with the test regrade policy. Due to multiple TAs grading hundreds of tests, I understand differences in standards will arise. However, the possibility that a resubmitted test could be scored lower is an unfair punishment to a student who deserved a higher score in respect to their peers. Overall I really liked how this class is structured and how grading worked, but I will be upset if my grade is affected by large differences in TA grading standards. I would really re-evaluate this aspect of the grading. Otherwise, good teacher and good course.
	good class, worthwhile

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Sherriff is a fantastic professor who is extremely knowledgable on the material, but still knows how to explain it to those who do not have any background in the topics. A lot of the professors I have had at UVA are very smart, but lack in their ability to teach people who are not as knowledgable in the topic. This is not an issue with Sherriff. The class was incredibly interesting, and I always found myself looking forward to trying to find a solution to the POTDs. A lot of time gets put into this class by the students, but it isn't too difficult at all when you actually enjoy the material. Thank you for making this my favorite course at UVA so far.
	Loved this class! It has encouraged me to major in CS.
	Definitely the most valuable class I took this semester.
	I liked it
	Very much enjoyed the course. Made me appreciate computer science in a way I did not expect I would. Definitely want to pursue a CS minor/ major now, which I did not think I would before.
	I really enjoyed the class, and hope to take another class with Prof. Sherriff in the future.
	It is a great introductory course to programming. I found it challenging but not overwhelming and would highly recommend it to anyone interested in programming. I had never had any experience with programming before this class and now I am planning on majoring it.
	I LOVED this class. It turned out to be my favorite class this semester by far! And as a confused first year coming in assuming I would major in BME, I was pleasantly surprised to find a class that I enjoyed so much. I plan on taking CS 2110 next semester and hopefully plan on declaring as a CS major! Thanks so much Professor Sherriff!
	The POTDs were helpful but felt hard to keep up with as there were POTDs due almost every class period initially and became trickier along the way.
	I learned a lot and am thankful for the opportunity to be a student of Professor Sheriff's.
	I loved having CS 1110. Especially with Professor Sherriff
	I enjoyed this course greatly. It was my favorite course this semester.
	A few of the POTDs were extremely difficult and did not really correspond to what was taught in class. Without help, these POTDs were nearly impossible.
	I'm really glad I took this course!
	I like Sherriff's style of teaching. Sometimes he went a little fast, but there is a lot of subject matter to cover. However, Sherriff made the class fun and programming enjoyable to learn.
	I loved this class to bits. Professor Sherriff is extremely approachable and nice. The course itself was fun, meanwhile teaching me a lot. The office hours help an incredible amount.
	Sherriff is solid, TAs need to actually learn python because they were not good at helping during office hours
	This was probably my favorite class of the semester. Sherriff made the 3pm lecture time worth the effort, makes himself and his notes and podcasts available outside of class and truly engages students in the material. He was knowledgeable, funny, relatable and definitely one of the best teachers I've had during my career as a student.
	Since the assignments required cumulative understanding of the program, retaining how to code was easier.
	Good course.
	Fantastic class. Sherriff clearly has a great idea of how this class should be run. Although I never had a problem with the pacing, it was clear some students did, and I think he should do more of the "Please stick up how many fingers in the air with how comfortable you are with this topic so far. 1 for 'completely lost', and 5 for 'completely understand'". It seemed to really help for Sherriff to take note of how the class felt and reiterate on a topic if need be, but he only did it a couple times in the middle of the semester and stopped doing it by the end.
	Good Class
	Great class that was a very good introduction to computer science.
	I really enjoyed it, reinforced my interest in computer science and was a good refresher from high school CS classes. The course work was not too difficult and took a reasonable amount of time.
	Awesome class, very glad I took it
	This was one of my favorite courses this semester.
	The way tests are graded needs to be changed. Having to submit a regrade because the TA's failed to take time to grade tests properly is silly and should be changed.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Great teacher, fun course.
	I'm now applying for a CS major in the college because this course was so interesting/beneficial
	Great class, completely changed my perspective of computer science.
	Sherriff made the course a lot more enjoyable with his personality in the classroom. He was a hard guy not to like.
	Professor Sherriff did a really good job teaching this course considering it was the first semester after the switch to Python for intro classes. Very humorous, made going to class worthwhile, great teaching style, kept students engaged. I had been considering CS as a major, but Sherriff just solidified that. For tests, however, I think it would helpful if we could break it up by lab sections and have each lab section take it at a different part of Grounds, it may not be possible, but it is definitely better than taking a test in a large auditorium style lecture hall.
	This was an extremely effective course for learning the basics of Python and programming in general. The first ~3/4 of the course were most effective, because great lengths of time and practice were spent on each topic. If I have one critique of the class, it would be that towards the end of the year topics felt rushed and were explained in far less detail than beginning topics, leading to greater difficulty in comprehension.
	Sherriff kills it
	x=0 while x == 0: print ("This class was great!")
	This was hands down my favorite class. Professor Sherriff is an incredible teacher and very passionate about the material. I was very interested in furthering my education in computing and possibly majoring in Computer Science, and this class has increased my interest in CS and taught me a lot about the extent to which computing can be used. I found that I really enjoy problem solving with programming. Thank you!!
	He is the best :D
	I really liked this course and I think it will be helpful later in life
	game design should be dropped
	Professor Sherriff was by far my favorite teacher this semester; he is a lot of fun in the way he incorporates activities into his lectures and also provides instruction that effectively teaches students the concepts of computer science and how to solve problems using those techniques.
	I loved this class and I couldn't have asked for a better teacher than sherriff
	I came into this class a little apprehensive about taking CS, but I actually ended up enjoying it a lot and am planning to take higher level CS classes in the future.
	Very fun and informative course
	Great teacher I just dont like CS
	The teacher was way too sarcastic and I did not enjoy his teaching style during lectures. Cracked way too many jokes that many people did not understand and went way too fast when explaining concepts throughout the lectures. Overall unsatisfied with the lectures as a whole, however, the POTD's were fun and I was able to learn a lot from them.
	This was a useful class.
	It would be better if the size of the class is smaller, such as 100 people.
	Good teacher, great course, horrible person to deal with however. If you are not smart enough to design an efficient grading system, or your system is so flawed that has problem accepting lab submissions, you need to have a nice tone with students in communications! We don ot owe you anything! We are the ones who should be angry about the system flaws. I wrote a very nice, organized, and friendly letter on pizza about my two missing lab grades. Mark Sherriff's response was as if I was going to be blamed for what happened! Still, very good teacher, great course, but as a human being needs some work to reach UVA professors. (He is the only teacher Im complaining from, I wrote thankful letters for the rest)
	I really enjoyed this class. Coming in with no computer science experience was nerve-racking at first, but professor Sherriff does a great job explaining the course material. My only concern was that the test was made for both classes of CS 1110/1111. On the second test, it was evident that 1111 focuses on different points of the material. Therefore for the tests, since it is a joint test, it's important that both teachers emphasize similar key points.
	This is a very well structured class. I think having 3 really tough POTD's due in a week is overkill though. Maybe try to spread them out so there isn't as much suffering toward the middle/end half of the semester? I think it was the same week that demographics was due, those codes all took like 4 hours individually.
	Loved the course!

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I feel like I knew the material completely for the tests but because of time restrictions could not perform well. I really enjoyed this class. I didn't know using code to solve sort of puzzles could be so entertaining and educational. I initially thought I would be going into biodmed, but Dr Sheriff changed my mind and now I plane on being a CS major. Used a funky weight to determine overall grade. Email project and game project were much larger proportion of grade than I think they deserved. Likely this was used to curve the class. Instead I think curving the tests would be more fair because many of my peers's partners submitted projects late/ incorrectly and as a result a large portion of their final grade was lost. I really enjoyed this class and I feel like I have a really good basis for programming now. I am thinking about minoring in it now because I loved the class so much

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CS 4720-001 **Web and Mobile Systems** - Fall 2015

ENGR (17646)

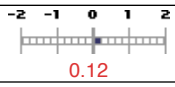
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 25 / Enrollment: 75

Summary: CS 4720-001 Web and Mobile Systems - Fall 2015 (17646)

Overall Course Rating

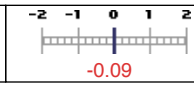
CS-4720-001 Mean 4.24
CS-4720-001 Std Dev 0.69
CS-4720-001 Response Count 124

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 4000-level courses Mean 4.13
SEAS, 4000-level courses Std Dev 0.92
SEAS, 4000-level courses Response Count 9170

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.15
Std Dev 0.88
Response Count 172

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 4000-level courses Mean 4.23
SEAS, 4000-level courses Std Dev 0.91
SEAS, 4000-level courses Response Count 14042

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

1. How accurate is this statement for you: The project was of acceptable length.

~
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)
25	3.88	0.88	5 (20.00%)	15 (60.00%)	2 (8.00%)	3 (12.00%)	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)
25	3.88	0.88	5 (20.00%)	15 (60.00%)	2 (8.00%)	3 (12.00%)	0 (0.00%)

2. How accurate is this statement for you: The project was of acceptable difficulty.

~
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)
25	4.08	0.76	7 (28.00%)	14 (56.00%)	3 (12.00%)	1 (4.00%)	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)
25	4.08	0.76	7 (28.00%)	14 (56.00%)	3 (12.00%)	1 (4.00%)	0 (0.00%)

3. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.

~
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)
25	4.04	0.89	8 (32.00%)	12 (48.00%)	3 (12.00%)	2 (8.00%)	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)
25	4.04	0.89	8 (32.00%)	12 (48.00%)	3 (12.00%)	2 (8.00%)	0 (0.00%)

4. Which topic/lecture in this course was your favorite and why?

~
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*

Learning about how users used applications and the different types of users.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	UI Design Class - Got to gauge good design habits and best practices UI design for both platforms. We can all figure out how to code up an app, but making it nice to use is necessary if we want the app to prosper. Learning about the differences between iOS and Android and what Apple does specifically differently was interesting. I really enjoyed going over Android because I felt like I had not understood any of it from 2110. Going through and talking about encryption and security was fun. I liked the WillowTree Apps presentation and how it wasn't so "Work at WillowTree, we are great." Monetization; it was interesting learning how to make money from our work. My favorite lecture was WillowTree's guest lecture because I found it interesting to hear from a professional company on their process for developing good apps. I enjoyed learning about the Android & iOS Architectures, because that's the kind of thing you don't learn when you're Googling how to make an app. Entire topic base was incredibly useful. Lectures weren't particularly helpful. The lecture on security helped me understand a lot, though. Self-signing, keys, and provisioning were useful topics to cover. UI design, accessibility, security & app signing. These were the broader mobile concepts that I think would translate into how to build better apps, no matter what platform. UI design - fun to discuss and experiment with. I enjoyed learning about the architectures of Android and iOS devices. We use our phones so often, I thought it was interesting to learn how they actually work. I found web services and iOS most interesting but mostly I just don't like Java very much. Security, just something I've been interested in I enjoyed the monetization lecture as it was interesting to talk about the business side of app development. The iOS signing one; it cleared up a lot of things I've wondered about iOS for a while. The ones on UI design. I thought it was interesting to see how different the approaches to UI design on a website or computer application can be from a mobile application Security; it seemed more relevant to the non-mobile world than other topics. I also just find security interesting in general. none Privacy in applications. The subject is becoming very relevant and often not discussed in courses. iOS My favorite lecture was on RESTful services. I don't have a favorite.
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: 23 Individual Answers: *See below for Individual Results*
	Security/privacy RESTful services was the most useful for me in the future because I will be doing a lot of web development in my future career. The lectures on App lifecycle. Important for getting started with app development. Everything relating to the actual parts of the application. REST. MVC as it applies to mobile applications and the Android/iOS app lifecycle I honestly thought they were all generally useful in some way.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	UI design, accessibility, & security. These broader concepts translate more directly into how we develop professional mobile applications, regardless of the platform. Maybe going over specific examples of how to implement these things in either iOS or Android would be a good way to combine some of the demos we did into topics we discussed. iOS and web services. We do Java in other classes so that's new and nice. Web service MVC and its intricacies. REST/SOA none I'm honestly not sure since I don't know how much mobile development I'll be doing in the future. Same lecture described in previous question. Probably the basic app structure ones. Unit tests for Android Accounting for different users, versions, and visual aesthetics. I think that the emphasis on focusing on the users' needs while designing software will be very helpful as I move into the professional world. Honestly, web service stuff. Kind of wish we did spend a little more time on it. Wireframing. Storyboards. Signing apps. The procedure of signing the apps and uploading them to the respective platform stores Security; I probably won't be using many of the design principles and whatnot in my career, but the security lectures were applicable to more than just the mobile world.
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: 21 Individual Answers: *See below for Individual Results*
	The section on web services did not seem very fleshed out, and it may be better to leave out altogether aside from how it solely relates to mobile applications. It's really hard to teach mobile, because a large part of how you learn to develop in mobile is just by doing it. I think spending a day or two talking about core Android / iOS architecture was useful, and maybe going over "here are some cool things you can do -- go find out how on your own!" would have been enough to intro the two platforms. The in-class demos for how to do specific things in iOS or Android got tedious quickly, because either you weren't using that feature, or you could just Google or look at the Github examples if you wanted to figure it out on your own. I felt like REST and SOA should have been useful, but it was a little confusing, so I didn't end up really feeling like I had mastered the material. Nothing I can think of. Specifics of Android and iOS. These were very hand-wavy and could have been condensed to allow for more discussions on general mobile development. I think each lecture was useful in one sense or another. I honestly thought they were all generally useful in some way. I think the testing lectures didn't work very well. Testing is important, but we didn't seem to devote enough time to it. It is covered extensively in other classes, so maybe it's not necessary in this class? My least favorite lecture was the one regarding the WillowTree presentation. It didn't seem useful to the class and was rather a showcase of the company. I could see the relevance of the company with our coursework and I understand supporting local businesses. However, I did not take anything from this lecture. N/A Hard to learn as the professor is also learning

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

n/a

Most of the web services stuff. Could have been much shorter, and then could have made room to discuss things like Heroku, which I was much more excited to learn about.

Privacy policies

I thought the UI lectures were a little overdone, but that may be because I have already taken HCI.

monetizing it important but I supposed not immediately useful for most of us. Still a good topic. They were all fine.

More info on web services please

none

Publishing to the store. I hated Android studio omg. The web services part was interesting but a bit rough.

Monetization and UI guidelines were particularly unhelpful discussions. Monetization should cover how to monetize (integrating wtih AdMob). For UI guidelines, it was never made clear why you wouldn't follow them? I mostly regarding these guidelines as the default of the editor, and thus, automatic.

iOS

Can't think of any off the top of my head that really stick out here.

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)
25	4.31	0.95	9 (36.00%)	4 (16.00%)	2 (8.00%)	1 (4.00%)	0 (0.00%)	9 (36.00%)

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)
25	4.31	0.95	9 (36.00%)	4 (16.00%)	2 (8.00%)	1 (4.00%)	0 (0.00%)	9 (36.00%)

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)
25	4.41	0.62	8 (32.00%)	8 (32.00%)	1 (4.00%)	0 (0.00%)	0 (0.00%)	8 (32.00%)

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)
25	4.41	0.62	8 (32.00%)	8 (32.00%)	1 (4.00%)	0 (0.00%)	0 (0.00%)	8 (32.00%)

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)
25	0 (0.00%)	0 (0.00%)	14 (56.00%)	3 (12.00%)	1 (4.00%)	7 (28.00%)

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)
25	0 (0.00%)	0 (0.00%)	14 (56.00%)	3 (12.00%)	1 (4.00%)	7 (28.00%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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
21	*See below for Individual Results*

None.

Overall, I really liked the freedom we got in picking our projects, and the scope of our particular project fit nicely into the expectations for the class project. Yay! I do think it would have been nice to get a little more time between the MS assignments and the Final Build for each stage. We ended up getting extensions on all of them, I think, and I honestly would not have been able to finish the final builds without those extensions. The weekly MSes is tough, but makes some sense -- however, more time between the last MS and the final build is great because it gives you more time to refine the app to its more polished form.

You can't skip through the podcast and that made listening to them hard sometimes. Because I would mute the recording until it got to minute 31 or whatever I needed and it was very tedious. I think the milestones were a good idea. Also the decision we had to choose one of the two platforms for the final was great. Finally, I liked the demo days. They were fun.

Be more specific about the requirements of the milestones. For example, instead of having the requirement as "send data from one screen to another," make it "send data from one screen to another and show that it is sent."

Longer milestones or milestone flexibility. It was difficult to manage weekly milestones, especially when we have to work in Rice 340 for iOS.

Not really.

iOS can be improved a lot, but this is understandable given that this was just integrated into the course

Better TAs that care about the students

No

I think there was too much focus on "polish" for the final project. For those of us who had never done mobile development before, there was a huge amount of work that went into implementing the functionality for each of the use cases and creating a passable layout. Implementing a useful and well thought out app should not be worth the same amount of points as making it pretty.

not having a Mac and having to do the iOS project in Rice 340 was awful, is there any possible way to alleviate this? I know a Mac is obviously needed for iOS development, but this was a huge pain point.

I hope there would be more clear grading policy... sometimes I get lost and had no idea what TA was trying to look into..

Don't grade app functionality until the final OS build. It was aggravating to be dinged for broken functionality when the goal was to only make sure data was stored, or the camera worked. There should be a separation of expectations of requirements and functionality when grading, I guess.

I think the iOS project had very high expectations given how difficult it was to find help online. I wish there were lower expectations for it than Android.

The guidelines for each project milestone were well laid-out, however the grading rubrics for the overall projects did not seem to follow this same tone. Grading for projects varied greatly from each TA, so some groups got higher grades for comparable projects while others got much lower grades. A difference like this would be expected due to the subjectivity of grading a project, but this difference seemed to be more than 1-5 points. Groups with similar projects would receive grades differing by 10-15 points, solely because of the subjective nature of the grading rubric. More rigorous grading rubrics that lay out requirements for the end projects may help curb this problem as different TAs seemed to understand requirements differently.

Instead of requiring a list of features for the app that all have to be implemented to receive full credit, I believe offering a lot of optional features where only a certain number have to be implemented to receive full credit will make it possible to have more flexibility with the project. I took this class in order to create an app that I wanted to publish on both the Google Play Store and App Store and succeeded in doing this however I found myself wasting time incorporating location and an extra sensor when my app didn't require those things. Before publishing my app on both stores I removed these features. At the same time, I had a ton of extra features in my app that weren't required and demonstrated significant effort.

I didn't realize there were podcasts! I knew you recorded lecture but I didn't realize the format was so easily usable as a podcast.

Honestly, both of the projects are too long. Have one milestone each and take a week off both of them. And be a little more lenient with iOS development. That really doesn't favor those of us who don't have Macs.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

The class feels like it could have benefited from a lab. Lectures often ended early, so perhaps you could condense them into Mon/Wed then use Fri as a lab day, where we can work on our projects with TAs present. It'd also be a big help when learning Swift and xcode, which were a massive pain this semester. Also, the requirement in milestones to "have made significant progress" from the previous milestone is problematic. Sometimes groups want to get ahead on one milestone if they know they will have a busy week the next week, but then they still lose points next week despite having met all requirements simply because of lack of progress, not to mention sometimes progress happens on the back end and isn't immediately visible to TAs.

In the future, I would like to suggest a clearer concept of what you're looking for. In particular, the idea of polish seemed ambiguous and my team suffered initially with lots of points being taken away for polish. When the TAs regraded the same app, most of our points were redeemed. I found this situation to be very frustrating as our course discusses UI and wire framing but not to a level of detail where production ready apps should be expected. In general, it might be a good idea to "showcase" examples of previous apps so that students have an idea for what the expectation is.

The iOS was a little scrambled, partially because Prof. Sherriff was learning along with us it seemed. He did not really have as good of an estimate on time or the learning curve for the iOS deployment. The TAs were resultingly spread very thin because many students were far less comfortable with iOS. It seemed also because of xcode and iOS updates, it was more difficult to find information online because many things were in C-objective or used deprecated methods.

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)
25	1 (4.00%)	12 (48.00%)	8 (32.00%)	3 (12.00%)	1 (4.00%)	0 (0.00%)

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)
25	1 (4.00%)	12 (48.00%)	8 (32.00%)	3 (12.00%)	1 (4.00%)	0 (0.00%)

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)
25	2.64	0.57	0 (0.00%)	17 (68.00%)	7 (28.00%)	1 (4.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
25	2.64	0.57	0 (0.00%)	17 (68.00%)	7 (28.00%)	1 (4.00%)	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)
25	2.56	1.08	5 (20.00%)	9 (36.00%)	7 (28.00%)	3 (12.00%)	1 (4.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
25	2.56	1.08	5 (20.00%)	9 (36.00%)	7 (28.00%)	3 (12.00%)	1 (4.00%)

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)
25	0 (0.00%)	9 (36.00%)	8 (32.00%)	7 (28.00%)	1 (4.00%)

Results for SEAS, 4000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
25	0 (0.00%)	9 (36.00%)	8 (32.00%)	7 (28.00%)	1 (4.00%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
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: 19 Individual Answers: *See below for Individual Results*

All TAs weren't really able to address the problems to the apps. XCode dependent nonsense (especially package management) they particularly were not useful.

Graham was amazing in office hours

Inconsistent grading across TAs. One in particular was a notoriously known horrible grader while the others were known to be more lenient. Rude during office hours and even honest about the fact that some of the work we spend a lot of time on and submit isn't even checked thoroughly.

They were helpful when they could get to you. So many people needed help and the TAs were often at a loss at times. It seemed they could really only help 2 groups in the time they allotted.

3/4 are helpful and understanding. 1, who graded our app, is lazy and out for blood.

No

n/a

Jeremy and Mike were particularly helpful.

There were a few instances of TAs not showing up to scheduled office hours, as well as TAs rescheduling office hours with very little notice. Grading also differed a lot between TAs, sometimes by as much as a letter grade. I also had many experiences where a milestone would have 1-5 points off without explanation, and when I went to office hours the TA would realize that the points were taken off erroneously. I understand this happening once or twice, but it happened to my group and multiple others I saw for multiple milestones.

Mike is the best

Matthew was great. He seemed very knowledgeable on the material and like he wanted to help. Mike was also great. He got grades back pretty quickly and was able to clear up any confusion quickly. I didn't interact with the other two TAs much.

Matthew's da bomb.com. Super nice, super helpful.

They weren't too helpful on iOS

Didn't interact with them much. Seems like they didn't always read our instructions for how to test the app. Grading was always a bit subjective.

Was didn't know much about iOS.

I actually never went to TA office hour for technical support but I did go there a lot. There are too many regrading. Even if both my partners and I tested the app several times, it still went wrong for TA. I am not saying that TAs were not doing their jobs but it gets really annoying to find time to go to office hour during the entire semester.. I hope TA could be more careful...

They were all very nice when it came to questions

Often we would receive a message in the grading that said to come to office hours to demo our app for points. This happened on several occasions despite leaving instructions in the write-up on how to operate the app. I was glad for the opportunity to receive points, but it presents a clear need for just having a demo period for ease of grading and insurance of grades.

The TAs were very helpful and a great asset to the course.

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: 22 Individual Answers: *See below for Individual Results*

Heroku and Swift + XCode

If the web services section is to be included in future iterations of the course, I would have liked to see it more developed and in-depth. It would have been more appropriate to focus it more exclusively on mobile development as well.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I really wish we did end up doing more web service stuff. I know the class is being split, but I wasn't aware of that when I signed up.

NodeJS but I supposed that's in the other class now

I wish we had gone into web services in more depth. For the web services assignment, I was very confused as to what was expected.

Probably security. It would have been cool to go over specific design techniques and maybe talk to a company about how they go through the design process -- I know WillowTree was supposed to do this, and they touched on it a little, but not much. A lot of the hard parts about building an app are more "soft skills" and how to understand the user's needs and what they want out of the app -- incorporating that more into the class and the project would have been cool. Mobile app design is a much harder skill to teach, but tends to be more valuable to know. I would be interested in knowing how people who are very experienced in mobile app development develop their skills in crafting an app experience (not just in coding it up). It would also have been cool to hear examples of apps from different industries -- health tech apps are very different from financial apps, and so on. Getting a more representational sample of the industry, either through a talk or through guest lectures, would be really cool.

Nothing comes to mind.

More about actual iOS work in Storyboard (constraitsssssss).

web services

I wish we had better lectures in iOS but I figure this is only due to the fact that it is the first semester iOS has been taught.

N/A

SOAP

Analytics

None that come to mind.

n/a

Design an app together as a class in-class

Web services making your own API

Mobile device hardware

Web services.

None

Web services are very important for most apps today and I felt that they deserved more time.

Game scenes, memory management, debugging tools, actually creating unit tests. All of these should have been required in the final project.

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)
25	3.96	1.02	9 (36.00%)	9 (36.00%)	4 (16.00%)	3 (12.00%)	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)
25	3.96	1.02	9 (36.00%)	9 (36.00%)	4 (16.00%)	3 (12.00%)	0 (0.00%)

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~ 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)
25	4.16	0.75	8 (32.00%)	14 (56.00%)	2 (8.00%)	1 (4.00%)	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)
1831	4.32	0.76	831 (45.39%)	786 (42.93%)	134 (7.32%)	38 (2.08%)	13 (0.71%)	29 (1.58%)

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)
25	4.16	0.90	11 (44.00%)	8 (32.00%)	5 (20.00%)	1 (4.00%)	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)
2014	4.18	0.97	882 (43.79%)	696 (34.56%)	206 (10.23%)	95 (4.72%)	46 (2.28%)	89 (4.42%)

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)
25	4.24	0.60	8 (32.00%)	15 (60.00%)	2 (8.00%)	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)
1838	4.26	0.83	798 (43.42%)	810 (44.07%)	128 (6.96%)	73 (3.97%)	18 (0.98%)	11 (0.60%)

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)
25	4.52	0.59	14 (56.00%)	10 (40.00%)	1 (4.00%)	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)
1838	4.10	0.94	644 (35.04%)	676 (36.78%)	213 (11.59%)	90 (4.90%)	27 (1.47%)	188 (10.23%)

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)
25	3.00	0.00	0 (0.00%)	0 (0.00%)	2 (8.00%)	0 (0.00%)	0 (0.00%)	23 (92.00%)

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)
1836	3.68	1.11	251 (13.67%)	308 (16.78%)	240 (13.07%)	86 (4.68%)	44 (2.40%)	907 (49.40%)

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~ 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)
24	4.12	0.74	7 (29.17%)	14 (58.33%)	2 (8.33%)	1 (4.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2001	4.01	1.01	696 (34.78%)	800 (39.98%)	244 (12.19%)	138 (6.90%)	52 (2.60%)	71 (3.55%)

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)
24	4.12	0.90	9 (37.50%)	11 (45.83%)	2 (8.33%)	2 (8.33%)	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)
2010	4.53	0.68	1217 (60.55%)	654 (32.54%)	89 (4.43%)	29 (1.44%)	6 (0.30%)	15 (0.75%)

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)
25	4.24	0.72	10 (40.00%)	11 (44.00%)	4 (16.00%)	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)
2007	4.31	0.82	956 (47.63%)	756 (37.67%)	175 (8.72%)	53 (2.64%)	20 (1.00%)	47 (2.34%)

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)
24	4.12	0.74	7 (29.17%)	14 (58.33%)	2 (8.33%)	1 (4.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1827	4.05	0.92	611 (33.44%)	778 (42.58%)	256 (14.01%)	91 (4.98%)	30 (1.64%)	61 (3.34%)

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)
24	3.46	1.22	4 (16.67%)	11 (45.83%)	3 (12.50%)	4 (16.67%)	2 (8.33%)	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)
2003	4.07	0.98	762 (38.04%)	762 (38.04%)	248 (12.38%)	130 (6.49%)	38 (1.90%)	63 (3.15%)

The information in this document is private and confidential. Please handle accordingly.

~ 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)
25	4.28	0.74	10 (40.00%)	13 (52.00%)	1 (4.00%)	1 (4.00%)	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)
2004	4.30	0.88	973 (48.55%)	735 (36.68%)	156 (7.78%)	73 (3.64%)	29 (1.45%)	38 (1.90%)

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)
25	4.60	0.50	15 (60.00%)	10 (40.00%)	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)
2003	4.19	0.89	804 (40.14%)	805 (40.19%)	214 (10.68%)	64 (3.20%)	34 (1.70%)	82 (4.09%)

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)
25	1 (4.00%)	6 (24.00%)	14 (56.00%)	2 (8.00%)	2 (8.00%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1839	113 (6.14%)	650 (35.35%)	766 (41.65%)	238 (12.94%)	72 (3.92%)

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)
25	4.24	0.78	10 (40.00%)	12 (48.00%)	2 (8.00%)	1 (4.00%)	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)
1832	4.14	0.90	727 (39.68%)	781 (42.63%)	216 (11.79%)	77 (4.20%)	31 (1.69%)

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)
24	4.08	0.83	7 (29.17%)	14 (58.33%)	1 (4.17%)	2 (8.33%)	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)
1835	4.14	0.96	768 (41.85%)	728 (39.67%)	201 (10.95%)	97 (5.29%)	41 (2.23%)

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~ 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)
24	4.38	0.58	10 (41.67%)	13 (54.17%)	1 (4.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2005	4.29	0.76	856 (42.69%)	944 (47.08%)	148 (7.38%)	41 (2.04%)	16 (0.80%)

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)
25	4.32	0.56	9 (36.00%)	15 (60.00%)	1 (4.00%)	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)
2004	4.36	0.82	1050 (52.40%)	718 (35.83%)	168 (8.38%)	47 (2.35%)	21 (1.05%)

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)
25	4.20	0.65	8 (32.00%)	14 (56.00%)	3 (12.00%)	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)
2013	4.21	0.93	929 (46.15%)	745 (37.01%)	221 (10.98%)	78 (3.87%)	40 (1.99%)

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
16	*See below for Individual Results*

None.

I think that 2 people for team is an ideal size. One person would be overwhelmed with the amount of work. More than two people would have necessitated higher standards for the app and more time spent on it, above what is appropriate for a 3 credit elective.

I'm not really sure how this course could be taught better. I attended every class and felt like they were good but not like I could have learned it all from the comfort of my own bed. Professor Sherriff is extremely engaging and a wonderful lecturer; however, a lot of this material is things that you kinda just have to figure out on your own or just try out. I appreciated Prof. Sherriff's enthusiasm and knowledge on this material and his availability also. While I never missed a class, he did record the podcasts which was helpful to go back and listen to (except for the whole "have to wait forever to get to a specific minute in the recording," as mentioned previously). I also wish he had addressed partner issues more. I personally did not enjoy working with my partner but it was hard to switch in the middle of the semester and it was rough. I think he should take the partner evaluations more seriously. Finally, I think the grading was, at times harsh, I would receive a low A (high A-) for something but receive comments like "Great job!" and that was unsettling at times. a 94 or 93 sounds high but it also deducts around a percent from your overall grade. But I think that deals more with the TAs than the professor. Thanks for a great semester!

Instuctor would occasionally seem annoyed when asked for clarification and would take the absences of other students out on those attending lecture, but over all interesting course.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Very few of the lectures were useful. Off the top of my head: Android storage, security, wireframing, accessibility, usability laws were useful. The rest were just 20 minute reviews of the reading / whatever the slides had / Android docs or Apple docs. Compressing the Android app components into two lectures is probably useful. I think a split between theory and application would be helpful. I feel we went over application too much in lectures. I liked having the resources,of course, but it also made lectures which were just read-through of the slides unhelpful. Finally, I really wished we had covered HTML5 and CSS3 and Javascript, as they are major players in the mobile space regarding hybrid apps. Facebook React and Ionic are particularly strong. I was a bit annoyed by the subjective grading and the general milestone system which did not afford room to get ahead in order to take a lighter week in the future. The class could really benefit from a lab session. I think Mon/Wed lectures would be sufficient, then a Fri lab where we could work on our projects and get help, and we could also demo and discuss milestones instead of hoping for TAs to figure it out on their own. Thanks for a great semester! It would've been nice to have more in-class participation stuff. Maybe make a few classes into workdays, or maybe when we cover a certain topic, have a little mini-assignment that we work on in class. That could be a good way to bring lecture material and implementation together, use some class time, and encourage more active students. I understand that this is the first iteration of this course, however I feel as though Professor Sherriff could have pushed the TAs a bit more to grade projects on-time and to give better feedback on grading. Professor Sherriff also seemed very frustrated with the lack of participation in lecture, but often this was due to him budgeting time for questions on a topic that the class understood without additional discussion. I believe many of these issues will be worked out in future versions of the course, however the issues with TAs regarding the projects were frustrating throughout the course. I liked my partner for the projects however I believe working alone should be allowed. Before taking the course, I knew what app I wanted to create and how I wanted to create it and I was fortunate enough that I ended up with a partner who was on board with my idea but that could have not been the case. I believe the grading for the first exam was unfair. The questions asked were short and rather open-ended yet the rubric for the exam was specific in what responses were expected to receive full credit. Also, before the exam the instructor made it seem as though brevity in answering the questions was preferred and rewarded but when the grades were released, the max-score example responses were all long-winded. I took a hit on the exam because I kept my answers concise even though I have a pretty good understanding of the topics taught in the course. I find it odd that I probably would've done much better if I produced longer answers to each question that included information that isn't even necessarily specific to the questions asked. Overall a good class. Android was done well, but iOS can be improved. The size of project teams was good, and I think overall what was expected for them was pretty fair. I'm glad Sherriff posted lecture recordings and was also understanding if we missed multiple classes, given that this is the semester that many of us are interviewing for jobs Test grading seems unfair and arbitrary. It's strange to require "discussion" for the types of questions that were asked. Way too subjective for a CS course. Project was okay, iOS was pretty bad though. Really good class. It's nice to actually learn something in school that will be used in the real world. I had done Android development before and it was nice to experience how horrible iOS development is. Sherriff is as cool as ever and I do enjoy his lecture style as well as his, relatively excellent, site. I do have a problem with how a lousy partner can completely ruin your semester and I am a bit bitter about the inconsistent grading among TAs. My TA would grade ridiculously harshly, and when I get it regraded by another, they would just wonder why we were penalized so much. Was expecting to quite easily get an A in this course but, alas... -_- Also, the Game Design class had a lot of cool aspects such as the XP system that really should have carried over to this class because it was so good. Professor Sherriff should definitely gameify this class as well. Also, we've got to do something about iOS. Having to spend nights in Rice 340 is a pain. All in all, though, I liked this class. Definitely a worthwhile elective. Two people on one project works pretty well. As a whole, the course was worthwhile. I found the content to be very appealing and it was interesting to learn both Android and iOS, an experience I hope is kept in the future with this course. While I appreciated the content, I did not enjoy the lectures as much as I expected. It seemed as though the lectures would take a while to start and once we were discussing the topics, I felt as though the lecture was directly read from the slides. Because of this, I felt like a student is not required to attend class in order to pass the class if it weren't for the attendance surveys. In the cases where I did miss class for interviews or whatever other reason, I found that listening to the podcasts was very frustrating because the lecture wouldn't start until about ~12 minutes into the podcast. It would be great if the podcasts were perhaps in a different format so that it was easier to forward and rewind. I had a bad experience doing this through the Collab site so it would be useful if we could download the media from collab and listen to it on our computer via a program. As for the grading, I was dissatisfied. Although I was fine with my grade in the course, my concern was rather on the way grades were handled. For the first midterm there was basically a no regrade policy. For some of the milestones, there were unnecessary points taken off and the grading was inconsistent across TAs. I can let you know that the grading was so inconsistent that several students admitted targeting one specific TA to have him grade the milestones by the end of the semester because a few of the others were a toss up. I know it was said that the grading was done through all TAs but in reality, it seemed as though your grade was drastically dependent on the TA who graded it. I was extremely upset with the was the final was handled and noticed a lot of my peers got the same grade as I which made me assume it was an estimate before I even read the email. The way it was handled made no sense to me and I didn't feel it was fair to have students have to reach out to you to get a grade they deserved in the first place. All in all, the course content is useful and for that I recommend it to several students. I just wasn't impressed with the way things were handled in the course. Nonetheless, thank you for the semester.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	This isn't exactly a helpful comment so I'm sorry for this, but I thought I'd just throw out my opinion that I wasn't very fond of the two-person group dynamic. With only having one device and (for my group at least) one obviously superior computer, it led to one of us doing most of the work since it was way more convenient that way. I'm not sure how that could be improved however, besides maybe getting a device for each person but that seems unlikely. Anyways, there just seemed to be too many factors that could contribute to one person doing most of the work.

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CS 1110-001 **Introduction to Programming** - Spring 2016

ENGR (17452)

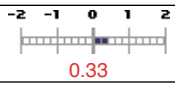
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 203 / Enrollment: 316

Summary: CS 1110-001 Introduction to Programming - Spring 2016 (17452)

Overall Course Rating

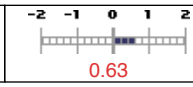
CS-1110-001 Mean 4.17
CS-1110-001 Std Dev 0.93
CS-1110-001 Response Count 1006

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 1000-level courses Mean 3.81
SEAS, 1000-level courses Std Dev 1.06
SEAS, 1000-level courses Response Count 8187

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.59
Std Dev 0.62
Response Count 1405

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 1000-level courses Mean 3.96
SEAS, 1000-level courses Std Dev 1.01
SEAS, 1000-level courses Response Count 16860

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

1. How accurate is this statement for you: After taking this class, I am more likely to major or minor in CS.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
203	3.59	1.28	62 (30.54%)	55 (27.09%)	47 (23.15%)	19 (9.36%)	20 (9.85%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
203	3.59	1.28	62 (30.54%)	55 (27.09%)	47 (23.15%)	19 (9.36%)	20 (9.85%)

2. How accurate is this statement for you: After taking this class, I have a better appreciation for Computer Science.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
202	4.51	0.66	119 (58.91%)	69 (34.16%)	12 (5.94%)	2 (0.99%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
202	4.51	0.66	119 (58.91%)	69 (34.16%)	12 (5.94%)	2 (0.99%)	0 (0.00%)

3. How accurate is this statement for you: After taking this class, I personally have a better understanding of fundamental concepts in Computer Science.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
202	4.56	0.58	122 (60.40%)	71 (35.15%)	9 (4.46%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
202	4.56	0.58	122 (60.40%)	71 (35.15%)	9 (4.46%)	0 (0.00%)	0 (0.00%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

4. How accurate is this statement for you: Pair Programming helped me learn the material better.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
203	3.70	0.99	45 (22.17%)	82 (40.39%)	51 (25.12%)	21 (10.34%)	4 (1.97%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
203	3.70	0.99	45 (22.17%)	82 (40.39%)	51 (25.12%)	21 (10.34%)	4 (1.97%)

5. Which topic/lecture in this course was your favorite and why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
184	*See below for Individual Results*

Game project. Learn more practical skill.

Learning how to make a game was really cool because it gave me such an appreciation for all of the video games today and how complex their code must be.

N/a

Encryption because it sounds super cool, and it's important in the real world too.

Video Games - It combined many aspects of what we learned into something that was both fun and useful to create

learning how to solve the problem

Pygame, because it was the most comprehensive.

My favorite topic is image manipulation, because it combines most of the topics during the all semester, and it's much more fun.

The for loop/while loops because it was tough at first but then easy to grasp

I liked the encription.

loops because they make things easier

Game Programming. They were the most fun to work at

The game topic/project was probably my favorite aspect of the course because it gave us free reign to be creative and create something unique and tangible.

For and while loops, make coding so much easier

I enjoyed the gamebox topic because being able to have the freedom to create a game of my choice was fascinating.

I found the game project to be really fun and engaging. This was my favorite.

The game projects and material were a really fun and interesting way to apply what we had been learning the whole semester.

My favorite part of the course was opening files and manipulating files. I could see the correlation between computer science and other fields such as statistics

Coding

Encryption, I find that stuff interesting, the POTDs were fun, plus the chase was fun (we got 3rd!)

I think my favorite topic was functions because I learned the most out of it.

Reading files was my favorite because I think it will be the most useful to me in the future.

N/A

Creating games. It was fun.

I enjoyed learning about .csv files and manipulating files from the internet.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	-
	animation was cool
	Functions
	I liked gamebox because I thought it was the easiest to understand.
	The game unit was the most interesting because I felt it was the most applicable to the real world.
	luo's list because it provided a very useful technique that can be used practically to sort through data--it is an important skill to have
	I personally believe my favorite topic was the loops, for and while loops, because I just found the idea very interesting and useful.
	I liked the beginning basic lectures because they were much easier to follow in class.
	Gamebox because we were able to do our own thing.
	games because games
	dictionaries
	The gaming, because you could play it.
	Building a game because games are fun and it felt like putting together a puzzle to try to figure out how to make it work as I wanted it to
	Functions were fun to write. Gamebox was a fun thing to do as you get the most satisfaction from your creations.
	didn't really have one
	I really enjoyed the topic of looping and functions because I think efficiency is an inherently amazing thing about computer science, and the logic behind it is applicable to other aspects of life. In essence I think that it is cool to see how we can condense things to make then easier.
	The scavenger hunt
	My favorite topic in this course was gamebox because I enjoyed making video games.
	I thoroughly enjoyed the game development portion that used pygame, as it allowed me to create programs that looked professional in the sense that it created an output that one could manipulate via a continuously running program,
	I really liked the data parsing from the Internet because I feel like even if I'm not a computer science major I could use this in the future for research.
	Honestly, I enjoyed a lot of lectures from this course. I don't have a favorite per se, but I really enjoyed those where we learned to code with gamebox, how to manipulate images, and tinker with online data. The gamebox lectures were just fun. Manipulating images was also fun but are also practical and cleared some misconceptions I had about image files. Manipulating data from/in files and from online is just really cool but also practical.
	My favorite topic was encryption because it was interesting and I can see myself using it in the future. It also helped me in another class, ECE 2066.
	programming
	I thought encryption was pretty cool just because personally I like cracking codes (and the scavenger hunt was a great lecture). I found most topics interesting and empowering in that it brought many capabilities within my scope even as a novice programmer. I also actually found the lecture on computer hardware pretty interesting even though I was familiar with the topic beforehand.
	Image manipulation because it was really cool to see all the stuff you can do to images with simple code.
	I really enjoyed learning regular expressions because they clearly have very useful applications.
	Encrypting files
	My favorite topic was learning how to create games through python.
	I really enjoyed making a game because it was fun to be creative but also use coding.
	The Encryption Chase Day. It was very fun to go out on a nice day around the lawn while doing CS.
	The game project was by far the most fun part of the course, however I think that all of the topics were interesting and helpful in learning python.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The encryption lecture, because it introduced a new topic in a fun and engaging manner.
	game project/pygame in general was very interesting
	game project I love it since my partener and I could actually build a game of our own.
	Game. Because designing my own game is cool.
	I really like the part of making your own games.
	My favorite topic in this course was image manipulation because I never thought about all the code that went into seemingly simple changes to a picture.
	Gaming, because it was fun!
	turtle, because it has a cute name and you can do pretty amazing things with it
	The topic about gaming, as it was an application of the culmination of topics
	Loops
	The lecture where we went outside and had to go around grounds and decode messages at specific locations was a particularly fun day.
	Games, funnest topic to learn, most enjoyable
	Image manipulation
	Image manipulation
	Talking about the 'under the hood' elements of a computer. I have taken CS classes before and even worked on several of my family's old computers, but it was nice learning more specifically about memory.
	gamebox was fun to play around with
	The game project was the most fun!
	I liked looking into encryption mainly because it was something interesting and different to dive into.
	Functions because I felt like it was the most useful
	Regular expressions and how powerful they are
	the game unit, it was fun and gave us a nice physical output to play
	Learning to use loops to more effectively solve problems was great.
	I liked the topic of game development because it showed how programming can be applied to something fun and simple, such as pong. It was also interesting to see how coding applied to physics of games and how they run.
	developing a game because it was interesting to see how coding could produce a game
	My favorite topic in this course was learning how to interpret .csv files because these are the files that people commonly face in the real world.
	I like the earlier part, the part before midterm 1. Even though we were just learning the basic programming at that time, I felt like it really helped me to build up my logic thinking. Those materials really helped me a lot in understanding the later materials.
	I really enjoyed gamebox, as we used previous concepts in order to create code that is entertaining.
	All of them. I had fun in learning for the entire semester.
	I didn't have a particular favorite.
	I loved almost every topic, but the game project/gamebox was my favorite because it was extremely fun and made me feel confident about my coding abilities.
	Pygame because it showed how coding can be synthesized into everyday activities/showed us the mechanics of a game.
	I really liked the stuff where we read through text files and drew out stuff.
	gamebox
	coding

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Image processing because I was not able to do this topic in my high school computer science class.
	I have really enjoyed the video game programming we have been doing as the semester ends. It has helped reinforced a lot of the basic things we have learned in a fun way that I actually enjoy working on.
	game
	It was a rewarding experience getting to design a game because it allowed us to use everything we learned and our own creativity to come up with something I once thought was unfathomable.
	I enjoyed the game project the most because it was a very good way of combining a lot of what we learned throughout the semester into one broad topic. That and it was fun!
	I like the game
	Designing functions and reading data files
	Encryption and loop. Because these two build fundamental algorithms and are important in cs
	I really liked learning about the basic decision making structures like for and while loops because it was obvious that they would be hugely important as the course continued, and because their logic seemed easy to follow.
	Making the game, it was fun
	Turtle
	My favorite was the encryption chase because it was really hands on.
	The encryption section was a lot of fun
	Data manipulation by stripping data from webpages because it seems like a very applicable skill for future use.
	Functions, since I found them very useful and hope to be able to apply that knowledge in future CS classes
	CSV Data Manipulation and Functions - Very practical use in the real world Pygame - It was cool to show my friends and family something I created
	Functions, because I think they are an extremely useful way to make code more legible. Also they're fun--they have the word fun in them!
	reading csv files because it was the most useful for other subjects like statistics
	The game project was interesting to do since it was something we build from scratch.
	Pygame is my fav cuz i can code games! Fun!
	The game project
	Game project - allowed me to express my creativity in addition to programming
	turtle drawing, even though it did not work out too well in the end for our team, it is fun as a starter.
	Loops because they made sense and were widely usable
	Encryption, because I have a firm grasp of logic and reasoning.
	If statements
	game making because it was a chance to show my creative side and it was a lot more fun to program.
	I enjoyed several lectures throughout the course. I really enjoyed the first lecture with the paper airplanes. Very interactive. Also, I liked the lectures on Looping and Decisions. The lectures were easy to understand and the professors teaching method helped a lot to understand the material.
	I enjoyed the gamebox project because I'm interested in game design.
	I enjoyed the game project.
	game project It's so much fun to design games on our own.
	I liked talking about vignere codes
	I liked the lectures where we did regex/ word parsing and found words from each presidential candidate/ world health statistics

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I thought it was really interesting when we went over the parts of the computer. That was something I wasn't familiar with before but I think it is really important to have a basic understanding of the parts of a computer.
	Boolean logic and loops, I like modeling
	I really enjoyed the game making lectures
	Problem solving
	My favorite topic was definitely the game topic because it allowed a lot of creativity.
	Games
	Reading/Writing to file, and Gambox. image manipulation was useful but I did not grasp it as well. (although the only time I missed a class was the first day of image manipulation. Although listening to the online podcast helped.)
	Under the hood
	Gamebox because it was funny and gave instant gratification when it works properly
	Loops; the were easy to understand and I liked the logic behind them
	I liked it all
	Gambox-though much of this trying to understand how to program a game was a trial and error process, I was learning the material better.
	Gamebox
	Gamebox
	Learning about different data types and how they're used was the most interesting and enlightening part of this course.
	Gamebox because we can make games.
	creating games
	Gamebox was a fun lesson. We got to be creative and make our own games while learning a lot about CS. It introduced to a little more technical programming and really helped me understand how to use a library effectively.
	turtle
	Image manipulation because it was very interesting to see how filters work
	pygame because you can create a game
	I liked learning about loops because they make your code so much more condensed.
	Dictionaries because they have such a wide use.
	game project was fun to actually make something, never would have thought that was possible for me to do last semester.
	I liked learning about regular regressions. It was fun to figure out the patterns.
	keywords finding from a text page, which is very practical and makes me feel very good about myself
	Gaming
	Gaming
	The lecture on computer hardware was my favorite because That kind of stuff is what really got me interested in electrical engineering.
	Learning how to parse through data was the most interesting topic to me because of how useful it seems in a variety of situations.
	Game Project, it was fun, interesting, and educational
	Python
	Application of code outside the code itself, such as to text files. It gave me an understanding of the application of code in a more real life setting.
	When we were learning all the basics of CS

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	hello world- that was the first thing I have ever coded so that was so cool to me that I made the computer talk back Functions, because they are really helpful and fun game because it was very fun functions I really liked doing the game project because it was fun to create something that we could actually play and use Encoding, cuz it's fun I really enjoyed gamebox and the game creation portion of the class. I think I enjoyed this most because creating a game only requires logic statements and prior class knowledge to create. Gamebox. Making the games was one peak of the class The Game Project was my favorite topic because after I learned the basic format of the game, I was able to experiment and really felt like I was developing a code from scratch. pygame/gamebox GAMEBOX and GAMES!!!!!!!!!!!!!!! The website readings because it was useful material and good to learn. making the games was fun I liked the general homework setup of taking in inputs and generating a desired output. Reading files/web addresses and doing things with the extracted data. Just seemed very relevant to real world application and considering that we got this far in an introductory CS course was pretty great in my eyes. The Chase! It was a fantastic trip on the lawn and great experience in the world of encryption. Encryption scavenger hunt, because I like solving puzzles and riddles. And we got to go outside and see the Rotunda on a nice day. Encryption, due to its puzzle-like nature Making the final video game and putting our learned skills into practice. My favorite topic was pygame and being able to make our own games. It made the coding part of it more entertaining to learn and it was nice to be able to play it after coding. Overall, it was nice seeing it all come together. First few ones Making Games because it's an enjoyable topic. It's applicable to what we as students would want to do if we ever wanted to pursue making an app or a fun side project. for loops are fun and so so useful, i feel silly now that i ever didnt understand them also the game is really fun encryption, it seemed applicable to daily life Loops because of its usefulness and ease. My favorite topic was learning about the gamebox. I really enjoyed creating a video game. encoding I liked the chase a lot, it was a fun process and I learnt a lot.
6. 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-1110-001, Sherriff, Mark Total: 184 Individual Answers: *See below for Individual Results*
	the simple problem solving seemed like something i can use everyday Writing my own programming functions, I feel, is an extremely useful skill.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think that the basic POTDs that we completed toward the start of the semester will be very useful in the future. As a non-CS major, it is really great to have an understanding of how to develop any basic program to help speed up processes for other work/subject area.
	Having declared as a CS major, I think I will find the basic programming topics most useful.
	Interpreting data files because there are data files literally everywhere in the world.
	N/a
	functions/algorithms
	Pulling files off the internet and searching through the information to find useful data will be very useful in the future.
	The lecture on harvesting email and data seems the most relevant.
	The data parsing techniques.
	Maybe the picture editing lectures
	I think the under the hood lectures were really useful because it's good to know more than just programming
	Since I am not planning on majoring/minoring in CS, for me the most applicable topic was creating programs that can scan through documents and find information within them, as I could see myself using something similar to this in the future.
	everything in python.
	algorithm, while/for loop, decisions, almost everything
	Loops, etc. The foundations of programming
	The lectures covered by Midterm 1 will definitely all be useful in the future because they lay the foundation for learning about Computer Science. The basic principles I learned and continue to learn will help with mastering coding and learning new languages along the way.
	How to code
	Creating functions
	I think the most useful topic was the image manipulation lecture.
	Data reading and sorting.
	N/A
	for and while loops
	I think being able to read code and understand what it does will be the most useful in the future. I do not plan on coding myself in the future but I can see myself working with other individuals who do.
	-
	-
	Reading/Writing to a file, Gamebox, and beautiful soup. although I do not really now how to fully use beautiful soup.
	Functions
	Functions
	Functions
	Functions
	After the second exam, I feel like we have covered very little information that was interesting. The game project seemed to be a bit hard since we have not used gamebox before in lecture.
	learning the concept of how computers work in general
	Loops. Loops come up allllll the time and it is crucial for programmers to nail this topic in order to succeed in the future.
	N'a

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think the topic of image manipulation will be useful, as I want to do something on the side with graphic design.
	Reading files and searching through them (for example, with regular expressions) was very useful. I actually used my program that I wrote for a homework assignment (finding emails) to help with a project for another class.
	I will most likely find the topic of reading the web.
	I don't think there's anything specific I will use in the future, as I will be doing chemical engineering. However, I still enjoyed the course and think the general concepts of programming will be helpful in the future.
	I think a lot of the intro basic ones
	Again, probably the lectures in which we learned about looping.
	Development of search functions and importing documents.
	The pycharm. The for loop
	iteration -- can use this to do small tasks in a wide variety of fields to save time
	I think the code that we did with data analysis is really useful. The programs we learned can really help to make the analyzing process faster, and I think these programs can be used in every day work in our future.
	Understanding how mass email lists are built
	Regular Expressions
	The entire class is a class that will most likely become essential to know.
	If else, function
	loops
	loops
	loops
	I think the most useful lecture is learning how to manipulate data sets from/in files and from online. I really liked applying the functions we create to help us sort through the data. Doing this also helped me understand my functions.
	The lecture about computer parts and how a computer works.
	All the topics we learned were useful to teaching the fundamental topics in computer science.
	I think I will find the general logic of loops and the defining of functions and methods most useful.
	I think that loops and functions will be useful in the future when I do more programming
	CSV Manipulation and Functions
	The html parsing and basic skills that can be applied to web development
	Process of programming defining variables and making statements
	The regular expressions
	Using lists and regular expressions
	Critical skills to code
	The beginning basic lectures because they permit me to do simple programming, which is all the knowledge I will hopefully need.
	File/website readings and finding specific elements in large data piles.
	I cant pinpoint one more relevant than the others Perhaps the courses about image manipulation? I do have an interest in medical imaging so that might be useful.
	I think image manipulation is easily used everyday.
	The whole class material will be useful in the future because I now have programming experience.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The ideas about why you make functions that are easy to read (for organization, partner work, etc.) because it applies to other aspects of life for taking the time to make your work organized for future reference.
	Generally being able to understand and write basic code.
	The lecture about the components of a computer will probably be most useful, especially so I can guess what's wrong when my computer is acting up.
	Scanning through documents to search for and organize information
	potd
	Loops
	Loops
	The intro lectures where we learned the basics of programming
	the game, because it's actual usage of what we have learned to make a product
	csv manipulation
	Most useful was the one about data structures: the arrays, lists, and dictionaries as they build the backbone of coding in storing data.
	Regular Expressions - spamming
	Being able to take data from the internet and look through it, or manipulate it, or do something useful with it.
	I this the most useful topics from lecture will be the basic concepts of devising an algorithm because that is applicable to a wide array of topics.
	Manipulation of data from a file or a webpage
	Being able to build the basics of a program to analyze large data sets
	Writing functions
	Problem solving skills, specifically for tougher algorithms like Roman and Nim
	read files
	The topic of manipulating images and making games.
	regular expression, loops, functions, image manipulation
	coding
	Regex
	I think that loops are useful and made me a better problem solver overall.
	Probably writing functions and reading files.
	After taking this class, I am planning to major in CS, so I would say just about everything is very applicable.
	The essential coding units from the first major exam were the most useful because I could use that same logic to teach myself other languages.
	All
	Same answer as before
	loops and the "under the hood" stuff
	anything with reading files, websites, etc.
	Probably learning the different application of programming in our lives, and seeing that just with the knowledge of 1 semester of CS the applications and abilities we already have.
	reading csv files
	Learning how to do loops, lists, and dictionaries.
	function wrting

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	decryption
	downloading things from the web especially when explained in the context of mass emailing people
	Probably the majority of the material. I feel like all the basics will be helpful at some point
	wendy game
	luo's list--downloading information from the internet and sifting through can be very useful when doing research in any career
	Being able to write functions is has already proven useful.
	Loops, same reason. Also reading files
	open url and find specific things on the internet.
	For loops and text manipulation.
	If statements
	If statements
	not sure yet
	The Under the Hood lecture because I can apply that knowledge to my home computer usage.
	Loops, because the logic behind them seems transferrable to lots of problem solving.
	Probably the general logic used to solve problems
	The topic I'll find the most useful is probably parsing data from webpages or local files.
	To add a filter to picture.
	I think the topics about loops, strings, and lists will be the most useful in the future.
	Functions, because they have such a wide array of uses.
	All of it.
	The fundamentals/theory of programming
	Data analysis (open and reading files) will probably be the most useful from this class.
	How to take apart data and do what you want with them will probably be the most useful.
	All of them since this class taught the basics/fundamentals of programming in Python
	Problem solving
	The topic where we discussed how to critical think.
	Again, the encryption lecture, since it gave me perspective on an issue that is increasingly important within our society.
	I think the functions topic will be most useful in the future because of how effective and useful it is.
	Image manipulation I am a CG hobbyist, and image manipulation will definitely be one great asset to me.
	coding with web pages because I was able to search through documents easily
	the logical thinking
	LOOPS
	All of the regex type stuff, that required a different way of thinking about things that I probably wouldn't have gotten had I not taken this class. (I was considering trying to test out)
	Data Processing, Image Manipulation
	The parts that make you practice and learn to understand basic algorithms. Also gamebox stuff.
	Lecture on computers and what is actually useful.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I really enjoyed learning about functions. I knew a little bit about functions but was unsure of their use and how to effectively use them. It was something that I learned that is very important in CS and Sherriff explained it well.
	I think reading the web because it seems the most applicable to real world life.
	File manipulation stuff
	Learning how a computer's logic works.
	Reading websites and data extraction.
	Data manipulation
	If statements and loops
	keywords finding from a text page
	Decisions (>,<,!=,==), Also looping was good. Additionally, the main thing I got out of taking this CS course is that I now know I can use CS to solve problems I might encounter or use CS in ways I hadn't thought before.
	they all seemed important
	All of it
	Probably lectures that involve pulling information from data sets.
	Functions, see above
	Reading basic code
	being able to take data from a file or webpage and analyze it.
	I feel like loops are going to be most useful in the future.
	Data analysis / regular expressions
	Game design/ problem solving
	functions
	sorting data
	if and else statements, fundamental
	I think this whole class will be useful. I think programming is a very important skill to learn and I'm glad I took this class.
	I think the ability to read files and websites and sort datas is very useful.
	Knowing how if statements work I think will be very beneficial in the future. They are used in many programs and understanding the logic behind it is very important.
	Learning how to write functions
	I believe I will find my favorite topic, the loops, the most useful in the future for creating some simple programs.
	Funcions
	The lecture about functions.
	I think the topic about reading internet files and csv files will really be helpful.
	Loop. Because it is one of the basics.
	Parsing through different types of data.
	writing functions
	some algorithm
	I found the topic on lists, if statements, etc to be useful on homework assignments and general python usage.
	accesing files
	The beginning ones, teaching about the fundamentals, also how to use functions

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	the cyphers were cool First few ones encryption, function writing The most useful topic was probably just the general coding, being able to come up with a plan to work out a problem and then going through with it. learning about algorithms Making the computer read internet articles and search for words/topics/themes I think the general knowledge of how coding works and the idea of computer science thinking / analysis will be most useful in future. I think that url reading and file reading will be the most useful because I feel that reading webpages is an important part of coding. Opening files and websites
7. 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-1110-001, Sherriff, Mark Total: 175 Individual Answers: *See below for Individual Results*
	Even though the game was fun, it probably wouldn't be useful unless you were going into a job creating games. I would say all the topics were useful in the long run. The encryption chase was fun, but a lot of individuals just left the class because they had the freedom to explore. Despite learning a lot about encryption there wasn't a lot of stuff on the exam. Incorporating more test items involving encryption would be more useful. The first day of functions was a little rough because the TAs ran the class, and weren't as effective as getting the concepts across as Sherriff. Image manipulation was very fast and I did not understand the algorithm behind it totally. The two topics at the end (image manipulation and under the hood stuff) were important, but weren't really that interesting. Image manipulation didn't seem that useful because Photoshop and other image editors already exist for us to use. I found that the regex section was too short for the complexity of the topic, especially since we only spend one assignment on it. I did not think turtle drawing is useful in the long run. Turtle was interesting, but not very useful. not sure, most things are really useful, and it really builds up Turtle drawing, while fun, doesn't seem like it will be particularly useful in teh long run. Image manipulations photo manipulation I can't think of anything. picture algorithms regular expressions regular expressions I think the image manipulation stuff wasn't too helpful. The regular expression lecture with the online website trying to decode the information "did not work" for me. It was too confusing and I ended up just looking up how to do if from the book. Turtle was a bit stressful because although we've now learned how to do just about everything we did at the beginning of the semester, it was overwhelming. Gamebox, while being a fun project, really only gives practice with a specific API.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The first few lectures before we started coding
	I understand why image manipulation is helpful but I don't see its use in long run (in terms of how much we actually did of it).
	Image manipulation seemed pointless to me
	Beautiful soup--we barely used it and the thought process behind it to me seemed the same as regexes.
	I enjoyed all the topics
	image
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	stack/hard-drive lectures were confusing--would have preferred all the computer fundamentals lectures together and all actual coding after
	I didn't like the ones about image manipulation. did not make intuitive sense and were really confusing.
	Image manipulation was a complete waste of time. The two lectures on the topic at the end of the semester feel totally tacked on and should be removed to go more in depth about a previous topic.
	not really
	Pictures because it was very difficult to understand
	-
	I honestly dont have one specific one
	The encryption lectures were cool, but I fell behind quickly, and found no actual use for them.
	Nothing really
	can't think of any
	Not necessarily a specific lecture, but I was a little disappointed in the fact that this class was taught in Python, when the next level courses are taught in Java, which makes the transition harder for people who does not have any experience with Java.
	the later topics such as image reading and file reading have been very confusing.
	None, they were all useful
	Beautiful Soup felt very out of place since it discussing the parsing of webpages required us to mention HTML and the structure of webpages, which we weren't expected to know anything about in the long run.
	The initial turtle lectures were confusing, and added minimal long term benefit.
	The paired programming, I think, is highly dependent on who you get as your partner in terms of how beneficial it is and a lot of the times can result in lopsided partnerships where one person does the majority of the work.
	One topic that I did not find as useful was image manipulation because I would use Photoshop over Python to manipulate images.
	I don't think that the lecture about computer hardware, while very interesting to me, necessarily needs a place in this course.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Turtle drawing
	Nothing really. The small stuff built into bigger more relevant topics
	None
	None
	None
	None
	A lot of the information with respect to memory and different anachronistic technology
	none of them
	There is not really a topic that I think should be deleted from the course, but if the time is limited, I think the class "Speed, Simplicity, Correctness" is not that necessary.
	turtle drawing, since we does not address it anymore now.
	I think the game stuff was a little bit on the less useful side, but I still enjoyed it.
	The image manipulation part of class seemed pretty useless. With all of the software already at our fingure tips, there is really no use in knowing how to do it all through code.
	gamebox isn't useful in the long term but it was enjoyable.
	the storage stuff and the hardware
	I struggled to understand encryption.
	image editing and beautiful soup
	Turtle drawing, though it was fun, it is probably not very useful in the long run
	None - almost everything we learned was important or interesting.
	image manipulation, interesting but not necessarily useful
	Personally, I don't have an interest in games or designing video games, so that subject was least useful to me.
	The class did move faster than I anticipated especially after the first exam. I had no programming experience when I started this class, so I felt like I was behind or not good at programming as some of my peers.
	I think all the lectures were useful, but there were some lectures that I honestly just did not understand.
	While some topics were more useful than others, I didn't feel as though any topics were useless.
	pixels
	n/a
	n/a
	n/a
	n/a
	Image manipulation
	Image manipulation
	I have had trouble understanding the last few lectures on images and pixels.
	I think the lecture structure did not work too well.
	how computer's work seemed a little superfluous and not that interesting
	Turtle
	Not sure that I'll ever do any image manipulation, but it was still cool to learn about.
	I thought the beautiful soup topic was kind of difficult to understand, and could've been explained much better. I do not see it being very useful in the future though.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	CSV and file opening and regex was very confusing and still is
	Encryption, Image Manipulation
	Beautiful Soup
	The lectures on Turtle did more harm than good.
	Information about how the computer actually works, unless you're someone who will be building their own computer with own parts this won't be useful and someone that passionate about computers needed more than the basics we covered in two classes
	gamebox
	Image Manipulation, much easier to do through dedicated programs rather than code.
	coding
	The topic that I thought was the least useful was probably encryption.
	I think that the encryption lectures were interesting, but not super helpful. I think if it were more focused on how encryption is used in everyday programming, it might be more applicable later.
	turtle drawing
	Dictionary. I don't know what it is
	Encryption
	Encryption
	I dont have one
	The image manipulation topics aren't as useful because that's something that I'm not interested in.
	Nothing--I thought this course was incredibly well taught and designed
	photoshop maybe? The app itself is much more advanced than pycharm codes.
	Turtle
	Turtle
	picture/hardware
	I do not think the image manipulation was as useful because you can do that on the computer or through an application much easier.
	Maybe the turtle topic or the gamebox. Everything is useful.
	more difficult image manipulation
	encryption
	encryption
	Beautiful soup.
	none
	none
	none
	none
	none
	I do not think that any topics "did not work". One could argue that gamebox is not all that useful in the long run, but it was certainly interesting to learn how to create simple games.
	Creating games. Not really useful in most fields
	image manipulation
	image manipulation
	image manipulation

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Under the Hood
	I am still kind of confused about void statement in function.
	Memory and Stack-As someone who probably will not use CS in the future, I did not really enjoy learning about the components of the computer as a whole
	Encryption was not my favorite topic and I can't picture myself using it in the future. While the chase made it a bit more entertaining, it wasn't something I was very interested in.
	Nothing comes to mind.
	I think that the turtle lectures at the beginning of the year were a little superfluous.
	image manipulation, just because I didn't get to practice it much
	Gamebox / pygame
	Encryption and decryption seemed to just be a time filler.
	-Image manipulation was cool but I don't think its as useful.
	the storage and memory and hardware stuff that we learned
	pygame
	picture/image adjustment
	image proccessing
	Enjoyed most
	Games; I don't think that I will ever find the need or desire to make a game.
	The image manipulation stuff
	Pygame lectures were fun, but I don't see myself using the skills again
	everything was very useful
	I think that image manipulation will not be useful to me, because we went through examples in class but did not do any ourselves, and it seems specific to a certain type of career.
	Turtle was a weird introduction. It was at the beginning of the course when not many people really understood what a function of for loop was, and I feel that it really threw some people off.
	I stopped paying attention during turtle lectures as well as the "parts of a computer" lecture.
	I don't really see myself making games in the future so while it was "fun" I didn't really get too much out of it
	Some of the image manipulation has gone way over my head in understanding
	I did not find image manipulation very useful in the long run.
	turtle was cool, but never referred to again
	The picture/pixel stuff. I don't see how that's applicable to anything.
	Review sessions.
	turtle
	turtle
	Beautiful Soup should be very helpful however I didn't learn much
	I do not see how I could personally use image manipulation in the future.
	I found the topic of regular expressions to be very complex and not useful in the homework assignments.
	Can't really say because I deemed all lectures useful since I knew nothing about coding before this class.
	Image manipulation and encryption. I also still don't really understand Beautiful Soup.
	I still don't really understand the point of beautiful soup

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I think beautiful soup, while barely utilized, was a bit confusing and may have taken away from the purpose of our topic on read files.

maybe the image thing?

Pygame, for it had a rather limited scope

I enjoyed most of the topics we covered, but if I had to choose one I would probably say encryption was the least useful for me in the long run. Even though the encryption chase was one of my favorite, if not my favorite lecture.

A lecture topic that did not work was the encryption chase, from what I saw a lot of people did not take it seriously/didn't learn much from it.

I guess the vignere code just because it wasn't really 'coding'

idk

I personally believe all the topics were useful or at least interesting and worthy to learn.

my python didn't work

Can't really think of any.

game box actually, but it was fun

The hard ware stuff?

Something about the hardware

8. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
201	3.99	1.02	55 (27.36%)	48 (23.88%)	26 (12.94%)	12 (5.97%)	2 (1.00%)	58 (28.86%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
201	3.99	1.02	55 (27.36%)	48 (23.88%)	26 (12.94%)	12 (5.97%)	2 (1.00%)	58 (28.86%)

9. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
201	3.88	0.95	40 (19.90%)	54 (26.87%)	33 (16.42%)	9 (4.48%)	2 (1.00%)	63 (31.34%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
201	3.88	0.95	40 (19.90%)	54 (26.87%)	33 (16.42%)	9 (4.48%)	2 (1.00%)	63 (31.34%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, 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)
203	7 (3.45%)	3 (1.48%)	50 (24.63%)	47 (23.15%)	28 (13.79%)	68 (33.50%)

Results for SEAS, 1000-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)
203	7 (3.45%)	3 (1.48%)	50 (24.63%)	47 (23.15%)	28 (13.79%)	68 (33.50%)

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
202	3.17	0.69	65 (32.18%)	111 (54.95%)	22 (10.89%)	4 (1.98%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
202	3.17	0.69	65 (32.18%)	111 (54.95%)	22 (10.89%)	4 (1.98%)	0 (0.00%)

12. How would you rate the helpfulness of the TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
202	3.06	0.78	60 (29.70%)	101 (50.00%)	34 (16.83%)	7 (3.47%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
202	3.06	0.78	60 (29.70%)	101 (50.00%)	34 (16.83%)	7 (3.47%)	0 (0.00%)

13. How often did you make use of the TA office hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
201	28 (13.93%)	26 (12.94%)	24 (11.94%)	76 (37.81%)	47 (23.38%)

Results for SEAS, 1000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
201	28 (13.93%)	26 (12.94%)	24 (11.94%)	76 (37.81%)	47 (23.38%)

14. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
115	*See below for Individual Results*

One the TAs in my lab (Elizabeth) is amazing and so helpful and if there is some kind of award for TAs she should get it

TAs are very passinate and helpful in this course.

They were approachable during lab and very funny.

I honestly can't comment other than my interaction with them during Labs...

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Some of my questions were not always answered.
	no
	no
	no
	no
	The TAs were really helpful and willing to work with you and teach you. They were not as helpful with the game POTD mainly due to the fact they hadn't learned it very thoroughly.
	some of them were really unhelpful if you were working ahead on POTDs and needed help.
	A TA for my lab, Elizabeth, was super helpful whenever we asked questions. She always knew what the problem was and instead of just telling us outright, she helped guide us through the problem without making us feel stupid.
	My TAs were the best
	Very helpful
	The TAs were really helpful, but the TA taught lecture was not good. That being said, that only happened once.
	TAs did a decent job
	good
	Because most of the TAs took this class when it was taught in Java, it seemed that some of the TA's lacked a bit in Python
	They were helpful during lab
	seemed cool
	The TAs were super helpful and I really liked the way that office hours were set up.
	They were very helpful but at times hard to get to as there arent enough
	They seemed knowledgeable.
	none
	none
	The TAs are extremely helpful and knowledgeable.
	The TA's were very helpful overall
	Nope
	Nope
	Nope
	Nope
	Most were good and helpful
	They were awesome.
	Nothing particular comes to mind.
	I loved the ability of the TAs, however I did not like when different TAs would tell me different ways to solve the POTD because it was confusing. It seemed as though they had their specific way of solving it and did not want you to solve them any way but their way.
	I think the application process should be a little more strict. TAs definitely know more than me, but not to the extent where they can explain concepts. They can code well, but they seem to lack in understanding why they're doing what they're doing.
	I felt like some of them would answer questions on Piazza just to get credit for answering them and would not put any effort into it.
	They were good!

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Marco Gomez is a great TA, he helped me through some of the more difficult POTDs and helped me get a better understanding of some of the more difficult topics.
	The TAs were useful and helpful when needed. They were eager to help and made sure we understood the topic very well.
	The TAs werent very good at leading the class in the beginning,
	some TAs are great, others are not that that that helpful or good
	The TA's were helpful, but oftentimes gave help that did not completely solve my problems.
	I don't know her name, but I am in the 9.30 Rice lab, and the blond TA was super helpful and good at answering questions/helping to fix code when errors arose.
	TA's were helpful and generally knowledgeable but were not always able to troubleshoot code issues, or explain why things didn't work.
	They were good Stephen read is my best friend.
	The lab TAs often had no idea what was going on.
	TA office hours are probably the only reason I'm going to pass this class
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	Need more TAs during office hours because sometimes the que got way too long, would wait over an hour to get help. Could get confusing sometimes when one TA had one way or doing something and then next TA would have totally different advice on how to do something.
	-
	No comments
	The head TA of my lab was great!
	Thanks for your help!
	Overall they were really helpful.
	NA
	NA
	On few occasions, I've had TAs that couldn't really help me understand what was wrong with my code. I've also had some TAs that sat down with me for some time and helped me rethink my code which was really useful because the guidance helped me see how other people would think and work a certain problem. This was especially nice because they didn't just give me an answer but helped me understand the concepts/algorithms.
	Soemtimes helpful sometimes not. For such a large and sometimes difficult class I do not think TA's would be of that much help unless they told you exactly what to do which they obviously cannot do.
	sometimes they expected you to know everything when you actually just needed an explanation, some had a bad attitude while helping.
	TA's were super great!
	Sebastian rocks
	Abdullah is the man

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The TAs were really helpful for me. I didn't go to office hours until an extremely challenging POTD, and Sebastian and Will were great. They worked me through a solution for my own code, which I didn't expect (I'm glad they didn't say there is a "right way to do it" - they took the time to look and figure out a solution for my original idea). After that, I went to hours almost every other week.
	The TA's should know specific ways to solve the POTD. I found that if I went to office hours, one TA who would help me would say, "This is how you should go about coding this." And if you called for help again and another TA would help you, they would say that way is not the best way and to change it. This happened several times when I used office hours.
	While most of the TAs are phenomenal programmers and great people, these same people also tended to be pretty unhelpful in explaining topics and consistently not accessible. I'll try to balance out my assessment when I say that that they did make CS more fun at times, but because all of them are so good at CS, I think it makes their ability to relate to our issues difficult.
	Sebastian is awesome
	They were super helpful and I love the set-up of the queue. I always got someone who was willing to help me or ask another TA if they didn't know how to help me.
	The TAs in my lab (Sec. 107) were so so so helpful; I appreciated their feedback to my programming questions and they were so approachable and kind. Honestly all of the TAs are extremely kind and I get the sense that they genuinely want to help us understand CS which is so appreciated. TA office hours are such a valuable resource for me and keep doing the process for choosing TAs because they are all wonderful.
	nope
	nope
	The office hours were sometimes very frustrating because I would know where EXACTLY my problem was (down to a handful of lines) and the TAs would still not know what the problem was.
	None
	None
	The TAs were helpful especially during lab, but because of the number of students needing assistance a lot of the time they would fix the problem without giving a full explanation of hat was wring and how to avoid it in the future.
	some TAs are much more useful than others..... they are definitely not created equal.
	The TAs for my lab section (2pm at Olsson) have been super helpful
	They were nice and seemed to be trying their best-- a couple of them were a bit condescending at times, especially (ironically) when they couldn't figure out the answer to the question but most of them were really really nice!
	TA's were very helpful, and truly interested in helping you succeed
	They were chill
	None.
	While I did not use office hours very often, the TAs were tremendously helpful and very good at explaining topics in lab.
	Some were very helpful/knowledgable, others not so much
	Scott Mallory is the man, he was always willing to help me whenever I needed it.
	They were always helpful and friendly!
	Very knowledgeable and helpful when they were available.
	They are so cool.
	No. Overall they were helpful it just depended on the TA.
	It is hard to get help in lab because there are so many students, but the TA's did a very good job of trying to get to everyone.
	I hope that the TAs when addressing the potds at least, can be bit more uniformed with what code to teach. Otherwise it is rather confusing when talk to multiple TAs.
	No
	n/a
	n/a

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	n/a n/a The TA office hour queue didn't work for me. I waited hours for assistance and didn't receive any help. They were AWESOME! I owe my success in this class to them! Some are better than others they are pretty good Nope. most TA's were good. I think they had varying levels of knowledge though, so some were better/more helpful than others They were overall an excellent group of TAs. They were a little unhelpful sometimes but generally helpful. The help offered by the TAs varied pretty dramatically and it seemed like there wasn't necessarily a clear amount of help they were allowed to offer. They were very helpful and helped me to understand the material. Sometimes they didn't really know how to solve the potds themselves. coding
15. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-001, Sherriff, Mark Total: 137 Individual Answers: *See below for Individual Results*
	I wish we had covered some more specifics of PyGame in lecture because I found that I had to learn most things about PyGame through trial and error with my lab partner. Nothing comes to mind I feel that we could have learned about while loops a little more effectively. They seem to be pretty important in CS but I rarely find myself using them in the homeworks. Difference between python and other coding programs N/a N/a I think the image manipulation was a topic that could have been covered more in depth. Also, different functions of the game. I think they were all covered well and in depth. I wish we did more examples with regular expression. input/output try except I wish we could have spent more time working on turtle. I would have liked to have done more with encryption software and then how to program something to break an unknown encryption sequence I wish we had given a sample of the other languages, so that you can be better prepared to take other classes. Image manipulation. I wish we had time to do some more in class instruction with the game because there is so much cool stuff to learn with games.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I hope the professor could cover more deeply on the topics of game.
	Web design, graphic display
	I would have liked to look at modeling, like in cad, and how basic computer science is applied.
	I would have liked to spend more time at the beginning of the semester on basic programming concepts. As a student with absolutely no prior experience in CS, I had a lot of trouble catching up on the very basics and my grade definitely suffered because of it. As I mastered the basic ideas toward the middle of the semester, I enjoyed the course a lot more.
	I would love to have covered the imports more. I felt like often I was given an import such as game box or url lib and just told to run with it but I dont really understand where they originate from, etc.
	I wish we could have covered html and file reading more. Perhaps more with beautiful soup.
	I think the content on the first exam could have been covered much more thoroughly than things we learned later on. That's because the earlier stuff is what is essential in understanding the later subjects.
	everything should been covered more deeply
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	I wish we could've done more with image manipulation. Having a POTD would've been helpful because working on it independently really helped me.
	I wish we could cover app development (even at a very basic level) or talk about the beginning programming languages.
	Image manipulation and the logic behind a lot of codes (reading web, with html tags, getting image from the internet)
	-
	-
	I would have liked to learn more about image manipulation and game design.
	The difference in for and while loops. Pass by value and pass by reference stuff.
	I wish it wasn't just assumed that some of the basic stuff should automatically make sense to me. For me it was like once we got past the REALLY basic stuff, the fact that some students had experience really started to stand out in this class.
	Image Manipulation
	NA
	NA
	NA
	I wish we had time to cover some operation related to math (matrix,graph,trigonometry,etc.).
	Pygame
	wish we had more time to go over image manipulation--still shaky on that
	More on how programming actually works within the totality of the computer would be cool to see.
	image manipulation seemed to be hard and not useful/
	Some intro into theory and things like Turing machines would be interesting
	image manipulation. We covered it a good amount but I wish there had been a POTD on it or a lab on it because I feel a little unpracticed in it for the final.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I wish we spent more time on the introductory portions of the course so that I had more time to catch on in the beginning of the semester.
	Everything seemed correctly timed or spaced.
	More work on functions. They weren't explained as well as they should have been.
	Games.
	I would have liked more ways to practice basic code functions like very simple practice examples just to see how certain codes work.
	BS4 thing. The instructor went through this way too quickly, I can not understand the code very well.
	None
	None
	None
	None
	None
	maybe the idea of directory?
	More time on encryption
	Maybe statistical analysis with Python.
	A friend of mine majoring in CS said that recursion was an important part of coding, and he found it strange that we did not cover it.
	Recursion, Classes
	I took what was given to me, perhaps I wish I had the ability to answer this question, if that counts as a topic.
	They are super helpful
	n/a
	n/a
	n/a
	n/a
	n/a
	n/a
	n/a
	Not sure.
	Not sure.
	More real world application of python and ways we can impliment our knowledge. I also wish there was a more in depth of "Where do I go now that I've learned this language?"
	nothing
	I wish we had spent some more time on for loops because it took me a while to actually get it and I had to go to office hours for help.
	I would have liked to cover Boolean variables a bit more, specifically flags.
	I wish we had discussed where to go with CS from here. Especially as I am a college student, and therefore cannot minor in CS, I'm unsure about my options for future classes/independent study.
	other uses of CS
	I never felt like I was missing anything
	coding
	the game

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Everything
	I wish we had spent more time on encryption as a whole.
	regular expression
	seemed like good coverage
	I wish we could have covered the topic on regular expressions more in depth.
	Basic skills in other languages
	I wish we spent more time on game design.
	I may be in the minority, but as a 4th year who is going into strategy consulting next year, it would have been interesting to have a lecture on python for financial data analysis.
	image manipulation. or at least more practice
	Small lecture on cyber security / digital currency
	Dictionaries
	none
	none
	I wish we could have covered functions more deeply.
	I wish we had covered data files more deeply.
	I wish we covered regexs more, as I thought it was kind of difficult to understand with the amount of time we spent on it.
	The game project would be better if you could do multiple drafts of the game.
	more games that was the highlight of the class
	I don't have anything.
	Data to graphs
	Game development
	I wish we had gone into more detail with pygame. I think it would have been really interesting to have been able to design more detailed games.
	More on Functions
	I would have liked to cover more on creating animated objects, or creating webpages, although python is not necessary known for that.
	nothing really
	I dont know
	App development
	I wish we could have done more with turtle
	I wish we worked a little bit more on BeautifulSoup.
	I wish we went a little more into the very basics at the beginning of the course. As someone who barely knew anything about computer science / languages, I felt lost pretty quickly.
	Games
	Can't really say.
	Hacking the Internet
	I don't know
	i think everything covered that was important was given the appropriate amount of time and depth of material
	I wish we had gone into more depth on web page analysis. We only talked about decoding very specifically formatted web pages. I would have liked something a bit more complex.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Game programming maybe, I thought image manipulation was not all too useful. csv and file opening Dictionaries, more stuff with lists/dictionaries/lists of lists Class structures and building classes, which is more important an applicable to other languages I wish we did something besides partner programming in lab. I didn't feel like I learned much during lab, more information on encryption/cloud computing More large data manipulation more work on algorythms functions, definitely. Nothing in particular more stuff like green screen and animation or movie cs graphics Beautiful Soup! Maybe packaging and writing python code to be executable as a bash or something, so that it's a functional program not a runnable line of code. Not sure Not sure

16. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
202	4.39	0.64	95 (47.03%)	89 (44.06%)	17 (8.42%)	0 (0.00%)	0 (0.00%)	1 (0.50%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1638	3.99	0.92	482 (29.43%)	814 (49.69%)	217 (13.25%)	81 (4.95%)	40 (2.44%)	4 (0.24%)

17. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
199	4.57	0.61	124 (62.31%)	66 (33.17%)	7 (3.52%)	2 (1.01%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2412	3.75	1.17	626 (25.95%)	833 (34.54%)	313 (12.98%)	222 (9.20%)	132 (5.47%)	286 (11.86%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

18. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
200	4.36	0.79	98 (49.00%)	85 (42.50%)	9 (4.50%)	6 (3.00%)	2 (1.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1637	4.05	0.88	502 (30.67%)	840 (51.31%)	180 (11.00%)	77 (4.70%)	31 (1.89%)	7 (0.43%)

19. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
201	4.56	0.65	130 (64.68%)	55 (27.36%)	15 (7.46%)	1 (0.50%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1637	3.81	1.19	553 (33.78%)	555 (33.90%)	237 (14.48%)	161 (9.84%)	99 (6.05%)	32 (1.95%)

20. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
202	3.38	1.07	21 (10.40%)	47 (23.27%)	45 (22.28%)	21 (10.40%)	7 (3.47%)	61 (30.20%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1640	3.27	1.16	138 (8.41%)	254 (15.49%)	291 (17.74%)	129 (7.87%)	81 (4.94%)	747 (45.55%)

21. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
200	4.49	0.68	115 (57.50%)	71 (35.50%)	12 (6.00%)	1 (0.50%)	1 (0.50%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2402	3.83	0.99	535 (22.27%)	988 (41.13%)	373 (15.53%)	171 (7.12%)	59 (2.46%)	276 (11.49%)

22. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
202	4.75	0.55	159 (78.71%)	37 (18.32%)	5 (2.48%)	0 (0.00%)	1 (0.50%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2411	4.24	0.82	893 (37.04%)	965 (40.02%)	191 (7.92%)	51 (2.12%)	30 (1.24%)	281 (11.65%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

23. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
202	4.71	0.55	149 (73.76%)	49 (24.26%)	3 (1.49%)	0 (0.00%)	1 (0.50%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2411	4.24	0.76	841 (34.88%)	1037 (43.01%)	187 (7.76%)	36 (1.49%)	21 (0.87%)	289 (11.99%)

24. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
201	3.72	1.11	35 (17.41%)	33 (16.42%)	34 (16.92%)	9 (4.48%)	5 (2.49%)	85 (42.29%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1635	3.65	1.06	243 (14.86%)	345 (21.10%)	298 (18.23%)	94 (5.75%)	38 (2.32%)	617 (37.74%)

25. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
202	4.35	0.73	97 (48.02%)	81 (40.10%)	21 (10.40%)	3 (1.49%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2411	3.73	1.12	513 (21.28%)	842 (34.92%)	335 (13.89%)	182 (7.55%)	116 (4.81%)	423 (17.54%)

26. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
200	4.60	0.63	132 (66.00%)	57 (28.50%)	9 (4.50%)	2 (1.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2405	4.13	0.83	742 (30.85%)	1010 (42.00%)	249 (10.35%)	68 (2.83%)	26 (1.08%)	310 (12.89%)

27. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
200	4.68	0.50	138 (69.00%)	59 (29.50%)	3 (1.50%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2408	3.77	1.11	606 (25.17%)	787 (32.68%)	367 (15.24%)	226 (9.39%)	90 (3.74%)	332 (13.79%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

28. 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-1110-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
202	2 (0.99%)	71 (35.15%)	101 (50.00%)	22 (10.89%)	6 (2.97%)

Results for SEAS, 1000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1644	161 (9.79%)	841 (51.16%)	504 (30.66%)	103 (6.27%)	35 (2.13%)

29. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
202	4.55	0.66	127 (62.87%)	62 (30.69%)	10 (4.95%)	3 (1.49%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1639	3.75	1.19	510 (31.12%)	595 (36.30%)	258 (15.74%)	166 (10.13%)	110 (6.71%)

30. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
201	4.56	0.73	135 (67.16%)	48 (23.88%)	13 (6.47%)	5 (2.49%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1637	3.59	1.33	529 (32.32%)	463 (28.28%)	262 (16.00%)	214 (13.07%)	169 (10.32%)

31. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
202	4.54	0.62	122 (60.40%)	68 (33.66%)	11 (5.45%)	1 (0.50%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2411	3.95	0.95	668 (27.71%)	1206 (50.02%)	379 (15.72%)	57 (2.36%)	101 (4.19%)

32. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
202	4.15	0.91	82 (40.59%)	83 (41.09%)	26 (12.87%)	7 (3.47%)	4 (1.98%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2409	3.74	0.99	573 (23.79%)	936 (38.85%)	696 (28.89%)	118 (4.90%)	86 (3.57%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

33. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
201	4.55	0.68	127 (63.18%)	61 (30.35%)	9 (4.48%)	4 (1.99%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2407	3.73	1.08	641 (26.63%)	884 (36.73%)	597 (24.80%)	170 (7.06%)	115 (4.78%)

34. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Individual Answers
112	*See below for Individual Results*

Sherriff makes a good introductory course to computer science, it is hard to teach a class like this but he did it very well.

Mark Sherriff is a teacher that i would like to have again.

I didnt like how the POTDs were mostly on material we hadnt learned yet and they took way too long to figure out in the second half of the semester. It was also frustrating to see you teach the exact topic we needed for the POTD the day after it was due. Also, the grading policy for lab was pretty unclear

Great class!

Great class!

The fact that I scored a 91.5 and 97 on the first two exams, a 100 on my game project, and if I score a 100 on the final I will still receive an 88.7 in the class. This is absolutely ridiculous and a B+ is not an adequate representation of the amount of work I put into this course. I received a 63% for lab participation because I miss only 3 labs, for one of which I was too sick to attend. By missing one POTD (the same week I missed lab), my HW grade dropped from a 90 to an 85. I enjoyed this course, but the fact that I am only going to receive a B+ due to an unbalanced grading system is infuriating.

Overall, very good course, easy and comprehensive course with fair amount of difficulties in assignments.

I am a second year heading to the Comm school next year with no intention of majoring or minoring in CS, but professor Sherriff ran an engaging, enjoyable class that I would recommend every UVa student take before graduating (comparable to Elzinga's ECON2010 in my opinion).

Sherriff is a fantastic lecturer, I would recommend this class highly to anyone. Some material was much more useful than other material, but generally even the less useful material was interesting and fun.

Great introductory course

Sherriff is a great lecturer. Definitely knows how to make CS entertaining. Kind of a jerk outside of lecture because he often assumes we know too much but that is to be expected when were essentially asking him questions about the alphabet in the realm of CS.

I came into the class hating CS (without any prior experience) because I thought it was going to be boring and awful. I came out of the class thinking programming was kind of fun and would consider taking another CS class. I now do appreciate the art of coding and think of it more like a puzzle to solve. Sherriff was very very knowledgeable about the material and one of the best teachers to convey the material to a gigantic lecture with a wide variety of skill levels. Having no prior CS experience, I thought he was great professor. 10/10 would recommend this class with him as the professor.

This was one of the best courses I have taken at this university!

an okay course, needs more time to sink in to concepts

shrerriff never change, you're one entertaining dude

I am very glad I didn't choose to skip this class, some of my peers were saying I would be bored, already having some CS experience, but I learned some very useful things and enjoyed the class.

N/A

N/A

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	N/A
	N/A
	Professor Sherriff is far and away the best professor I have had thus far at UVA. He really sparked my interest in CS and I think this class really lets students discover if CS is for them.
	This was a good course and Sherriff was one of my favorite professors this semester.
	-
	This class was my favorite class this semester.
	why not learn functions earlier in class, like before the list?
	Good class
	I felt like this course was designed out of convenience for the professor and staff to have as little work as possible. For one, being combined with 1111 made it confusing and the pace was a too rapid for intro classes. Also, the labs were completely useless I felt like they were a superfluous addition to the class in order to differentiate it between 1111 and 1110. It felt as if little to no effort was put into them and they were very similar to the homework after we had already completed them. Also, I felt threatened to submit questions about a regrade. He stated that if we questioned a certain part of our test, he has the right to go through it and take points off other things. I understand that it's a big class but this is an inappropriate way to treat students. Finally, during lecture he would make simple computing mistakes and have to look things over or hear suggestions from the audience to fix them while on tests if I forgot a comma or put a single = sign rather than a double, I would lose many points. I understand that departments feel pressure to have tests so that they can get grade distributions but the things I would lose points on are quick fixes that pycharm would take me right to the error or I could just experiment with input to see the answer. These tests seem like a formality that teachers use so that they can create a good distribution of grades.
	I didn't know what to expect coming into my first CS class, but this was an awesome experience that taught me a lot! I'm really glad I took it! I now more greatly appreciate the CS behind our modern information infrastructure.
	Good course learnt a lot about coding and feel comfortable with basic coding. It would be helpful if lectures were done at a slightly slower pace. This would help students keep up especially ones like myself who had no coding experience coming in. Overall it was a great course though!
	The POTD's could be spread out a little bit of time, not 2 or 3 a week during the beginning. This is hard especially for beginners.
	Professor Sheriff was by far the best CS teacher I have ever had, and quite possibly the most enjoyable lecturer I've had in my years of school. However, after class when I approach him, he seems to be a bit annoyed when I ask him questions so he became a bit intimidating to talk to. Overall though, one of my favorite teachers at UVA.
	I really enjoyed this course. Out of all the classes I've taken at my two semesters at UVA, this has definitely been my favorite course which wasn't what I expected because I didn't think I'd ever like anything that dealt with programming. I really enjoyed working on the POTDs, even though at times they were frustrating (towards the end of the semester). Also, the lectures were always interesting and engaging because Professor Sherriff is a fun and enthusiastic lecturer. He explains things very clearly and makes note of what is really important to remember which I think is super helpful when preparing for exams.
	Really enjoy Professor Sherriff's course and thought he was an excellent lecturer. He always kept me coming back to lectures with his stories and jokes.
	It was awesome!
	Maybe this isn't directly related to this course, but I wish first year engineers got exposed to Matlab. I know one of the sections spent part of the time on Matlab, and I think that should be incorporated into all first year's education. Especially for BMEs and ChemEs, you are expected to know how to do it going into second year.
	This was one of my favorite courses that I've taken at UVa because Mr. Sherriff made the material super interesting.
	excellent teacher, confusing and stressful class
	I wish this class could have been structured better for the purpose of learning coding.
	Very useful class for my major
	No specific comments
	(I'm an Engineer) Thanks Sherriff. You did a good job showing us how coding can be used to solve problems of the future. I know that is what you wanted us to learn. The tools you gave us were useful. You're pretty entertaining, which is a good thing to be for teaching an intro level class. I'm fairly confident in using my python knowledge as a Systems Engineer. Thanks.
	really great professor who made class interesting and worth going to

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Excellent course for an intro programming class. Learned a lot and really enjoyed going to lectures because Sherriff made it entertaining and worthwhile. I feel like I will be able to use this in future classes or in future internships/jobs.
	Great course, great teacher.
	None.
	Great course! I've been recommending it to all my friends.
	Experienced. Best lecturer I've had in such a large setting.
	This class was extremely interesting and I learned a great deal, but I felt that there was a lot of information that was assumed as background knowledge that I had to pick up on my own right from the start of the course. I could have benefited from more of a conceptual approach before jumping straight in to programming.
	Good and interesting course, POTDs were very helpful in learning material
	This was without a doubt the most fun course I took all semester. Keep up the good work.
	n/a
	While prof. sherriff was an excellent and effective lecturer he was rather unhelpful and hard to work with one on one
	Coming into this class, I thought I would hate it and only took it to get a basic skill set. However, I really enjoyed the class and gained a lot from it, it was one of the more interesting and engaging classes I have taken and Sherriff played a large role in making this an enjoyable class.
	Absolutely wonderful!!! I had my doubts/uncertainties about my programming skill coming into the class and was worried it would be too difficult, and at some times I did feel slightly overwhelmed, but I learned to use the resources provided (TAs, lecture notes, podcasts, code from in class) and I was able to improve my understanding and go from fearing CS to enjoying it, which is a pretty difficult feat. Thanks for a wonderful semester! Loved this class.
	Had a great time learning CS! Hope to learn more CS in the future!
	na
	very good class, I had never taken a CS class before but now it is my first choice major
	I personally enjoyed this course a lot and found it really helpful. However, I am also a fourth year and (obviously) not intending on being a computer science major. I have heard from other computer science majors I am friends with that there maybe should be a separate class for those who do intend on being computer science majors/minors. Those friends think that java is a better first language to learn and that going from java to python is easier than python to java. But as a student who never intends on majoring in CS, I much preferred learning python and decided to take this class after it was changed to python. Perhaps two separate CS 1110 classes could be something to think about in the future.
	Sherriff wasn't a super approachable instructor, at least to me. Gave me sarcastic answers and wasn't helpful to me when I would ask him questions. Grades are very skewed in this class because of the large percentage of students with prior coding experience which is unfair to a student like me with 0 prior coding experience. For example, I had spoken to many kids in lecture who had 4's and 5's on the AP computer science test. I'd like for someone to tell me how that's fair to me. People taking classes for easy A's and screwing kids like me that are just trying to learn the basics.
	I know we saw this in class today, and I understand some people do understand CS faster than others. However, at least half of the class have done CS before, so there was a gap in terms of the skills students had. Since I knew of this problem, I tried to get into CS 1112, but since I am not an engineer, I was not able to get in. In my opinion, for everyone's benefit, I would open another lecture for CS 1112, so no one will be overly challenged.
	I would recommend this course to my friends, even if they were not interested in CS because it is a good skill to have.
	coding
	Possibly favorite class I have taken in my life thus far
	good
	This was the best course I have taken so far, and Professor Sherriff is definitely the best lecturer I'll probably ever have.
	loved this course. no complaints
	Sherriff is great, really made me appreciate computer science and I feel that I now can identify using it would be beneficial and possibly write simple code to solve problems which I know was his goal from the start for us as students.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Sometimes it would be nice if we could move a little slower in class. Also, I would have liked to have more potd's about the final lectures because potd's helped me learn the material best. I really liked this class CS was my favorite class this semester and Sherriff is my favorite professor I have had so far. I am a much better problem solver because of this class and I am extremely sad to leave Sherriff. :(Mark Sherriff is a great professor, he makes the class very engaging and interesting. good class, definitely my most useful/productive course during my first year at UVa A lot of times I felt like we weren't really taught the explanation behind what we were doing, just told to do a certain command, etc. Also there were several questions where the answer involved knowing a command that we never went over, which makes it easier for people who have already programmed. But overall the course was fine for me, even though I've never programmed in my life before this. Some of the wording for homework assignments were a bit vague/confusing. This might just be from translating over from java, but it caused a few problems with submission when some formatting for inputs wasn't specified. This was rarely a big problem, though. I enjoyed this course, but did not feel that I was always prepared to complete the homework or test questions on my own. I thought the overall course was laid out well and taught me a lot, but there were times where I felt like professor Sherriff glazed over things in class and didn't take the time to explain concepts in the detail they required. The TAs were helpful. Strong introductory level course, really pushed the way I think and approach problems. Thanks Sherriff Great course good stuff A lot of the material was skimmed over too quickly, and seemed to bias towards kids with prior experience in that respect. This meant I often had trouble with the POTD's, and had errors that added up and eventually brought down my grade. I feel this was easily avoidable by cutting out lectures that had no real life application such as encryption. The POTD grading method was also extremely flawed in my opinion. I found it annoying that if I left a small error in my code, I had to wait two hours to know about it when I could have fixed the problem immediately. I feel that a three submissions per 2 hours would have been a lot more effective, as it maintains the goal of keeping people from repeatedly submitting assignments, while also giving them a more fair chance at success. great intro to programming class The course was organized and taught clearly. Because of the informative lectures, I felt very prepared for all the exams and assignments that were given. Great lecturer. Great guy. Great subject. The only thing was that the way coding is taught/learned initially is very much of a culture shock at the beginning. I think it is important to teach the earliest parts of CS a little slower just because if your foundation is strong it'll be much easier to learn the harder subjects. Sherriff is kind of annoying with the way that the assignments are set up, and is not a great lecturer. Overall this class was helpful to learn Python but would have been a lot more difficult if I hadn't had programming experience in High School Mark Sherriff is a great teacher. I wish he could be my computer science teacher for the next computer science courses I plan on taking in the years to come. He is a wonderful person and very humorous. I enjoyed his class, and always made sure to attend his lecture. His lecture would often be the highlight of my day. excellent class Very good Love this class! The class was a little all over the place; some of the things we learned were super random (like the photo stuff). I'll be happy when this is over, and I'll never have to code again. great intro course, however, i would have like to seen more coding that covered basics like class structures

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	When I first began this programming class, I was generally interested in computer science but I didn't really know what it was (it was a class I wanted to take for fun). Now, I want to major in computer science. Every lecture was interesting, and I loved every minute I spent coding, whether it be program of the days or labs. The program of the days helped me so much, and I actually procrastinated other hw doing computer science hw because I thought it was fun. This class has been my favorite class so far at UVA, Mr. Sherriff is an amazing teacher, the TAs were awesome and I loved all the topics. Thanks for an AWESOME semester :)
	First off, why a course that doesn't meet for 4+ hours a week isn't worth 4 credits is beyond me. Second, the course was very well-designed. I loved taking it. Sherriff was a good enough lecturer. My one big issue with him is that he is way too much of an authoritarian. His responses to questions, via email or in class, were terse, sarcastic, and sometimes belittling. Great class but he needs an attitude check for sure.
	The course was a lot more challenging than I expected, but I learned a lot. It was worth taking it, but at the same time, I'm not sure if it was worth only 3 credits.
	ððððððððð good stuff goà±¦Ô sTuffð thats â some goodððstuff rightððthereððð rightâthere ââif i do Æ½aÖ¯ so my self ð¯¡ i say so ð¯ thats what im talking about right there right there (chorus: Ê³á¶¦á*µ*Ê°á*µ á µ*Ê°á*µ*Ê³á*µ*) mMMMMá·Ðð¯ ðð ðÐO0Ðà¬ OOOOOÐà¬ à¬ Oooo*á µá µá µá µá µá µá µá µ*ð ðð ð ð¯ ð ð ð ð ððGood stuff
	interesting and helpful introductory class
	Great course. Like the POTD assignments and how there weighting in the final grading. However it is extremely annoying to take the tests on paper, I found that a lot of people that I talked to that took CS last semester had a way to take it on the computer that was fair and efficient. There is so much muscle memory I have with CS programming now that not being able to just kinda let my fingers type my translated thoughts on the computer was tough. If on the computer I doubt the tests would have felt as time pressured as they did for me this semester
	This course has raised my interest in Computer Science.
	Coming to this class with zero prior experience or knowledge in coding (I even did not know how to install Python properly), I was scared that I would not pass the class or have a lot of troubles with learning the materials. I took this class to fulfill my major requirement, not necessarily because I was interested in CS or programming in general. BUT I actually really enjoyed this class and learning programming, which even made me consider to major in BACS/changed my career path. I'm just worried that I won't be as good as I was in this class in CS 2110 since it is taught it Java, but overall this class gave me a good fundamental skills and understandings of programming, and most importantly, got me really interesting in the CS field!
	The course was extremely awesome and Professor Sherriff really cares about his students LEARNING the material instead of just memorizing and dumping it. That was really awesome in my opinion. He has, so far, been my favorite lecturer at the University, he is able to make a large lecture hall seem like a small classroom, which isn't something that professors can do often. I think other professors all accross the university should take steps to be more like him in regards to lecturing and the way he approaches material. I was able to enjoy the class without prior coding experience, and succeed. 10/10 would CS again.
	I truly enjoyed lecture. Sheriff is an entertaining lecturer, relates the material to real world applications, and uses humor to keep students engaged.
	I would have liked to have more times for tests
	I would not say that overall I am a huge fan of CS but this course was a huge help in how I thought about my computer and writing algorithms with logical thinking skills.
	While the POTDs were certainly helpful, I found that half of the time I was spending on POTDs was trying to find the proper syntax or method to create two to four lines of code out of the whole POTD. Almost without fail each POTD would require one or two methods/syntax that had not been covered in class and were very difficult to figure out online or with a friends help. For example, the Syllables POTD used var.replace("a", "e"), and the majority of the POTD was spent trying to figure this out and how to format that one line as it wasn't discussed in class. Similarly with the Lous list, finding out how to do is None in an if statement took the majority of the time spent on the POTD. The POTDs overall were very helpful, but could use a little more tweaking for each program.
	This course moved very fast for beginner programmers. Beginners had to use a lot of time outside of class to learn python in order to stay on top of the material. Overall, the course was fair, but more tailored towards experienced programmers.
	I found the second part of this course to be so interesting, but so overwhelming. I spent so many hours on the POTD and in office hours that I was just really feeling behind my friends who had already been taught some of this coding. I think this stuff is cool to know but when it came time for the second test I was struggling to shift through what is important and what is not and how to even do some of the basic things (like and input with float) because we had not done those on a potd in so long. It all seems so nice in the beginning and jammed pack at the end. The beginning stuff however is much easier to understand. This course has however been where I have learned to most things and I have actually enjoyed going to the lectures. I am not in the e-school, and took it for fun, and would still suggest other people willing to put in a lot of work to take this class because you just learn that much information.
	Can touch deeper in the material in order to prepare for second level coding class.
	Awesome

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	POTDs took up a lot of time sometimes and I wish there was more of a range of difficulty in assignments near the end rather than just hard VERY good class. Loved the teacher and 100% would take again Interesting, informative and fun. I loved that the instructor started each classes asking if we had any questions. He was always very personable and non threatening. loved this course

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CS 4720-001 **Web and Mobile Systems** - Spring 2016

ENGR (20235)

INSTRUCTORS: **Sherriff, Mark (mss2x)**

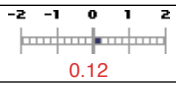
Respondents: 37 / Enrollment: 83

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

Difference from Category Mean, Expressed in Category Standard Deviations

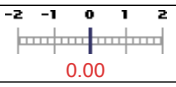


SEAS, 4000-level courses Mean 4.16
SEAS, 4000-level courses Std Dev 0.92
SEAS, 4000-level courses Response Count 9801

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



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 ~*

1. How accurate is this statement for you: The project was of acceptable length.

~
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	4.35	0.54	14 (37.84%)	22 (59.46%)	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)
37	4.35	0.54	14 (37.84%)	22 (59.46%)	1 (2.70%)	0 (0.00%)	0 (0.00%)

2. How accurate is this statement for you: The project was of acceptable difficulty.

~
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	4.38	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)
37	4.38	0.55	15 (40.54%)	21 (56.76%)	1 (2.70%)	0 (0.00%)	0 (0.00%)

3. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.

~
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)
36	4.08	0.84	12 (33.33%)	17 (47.22%)	5 (13.89%)	2 (5.56%)	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)
36	4.08	0.84	12 (33.33%)	17 (47.22%)	5 (13.89%)	2 (5.56%)	0 (0.00%)

4. Which topic/lecture in this course was your favorite and why?

~
Question Type: Short Answer
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
31	*See below for Individual Results*

Monetization

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	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 Virturla 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 participles 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.

The information in this document is private and confidential. Please handle accordingly.

~ 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*

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.

The information in this document is private and confidential. Please handle accordingly.

~ 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
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.

The information in this document is private and confidential. Please handle accordingly.

~ 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.

The information in this document is private and confidential. Please handle accordingly.

~ 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%)

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~ 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

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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%)

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~ 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%)

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~ 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%)

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~ 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%)

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~ 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.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	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. tl;dr 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.

The information in this document is private and confidential. Please handle accordingly.

CS 1110-001 **Introduction to Programming** - Fall 2016

ENGR (17556)

INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 163 / Enrollment: 230

Summary: CS 1110-001 Introduction to Programming - Fall 2016 (17556)

Overall Course Rating

CS-1110-001 Mean 4.19
CS-1110-001 Std Dev 0.93
CS-1110-001 Response Count 812

SEAS, 1000-level courses Mean 3.79
SEAS, 1000-level courses Std Dev 1.14
SEAS, 1000-level courses Response Count 12394

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.51
Std Dev 0.72
Response Count 1140

SEAS, 1000-level courses Mean 4.10
SEAS, 1000-level courses Std Dev 0.98
SEAS, 1000-level courses Response Count 21553

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

1. How accurate is this statement for you: After taking this class, I am more likely to major or minor in CS.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	3.66	1.32	54 (33.13%)	52 (31.90%)	22 (13.50%)	18 (11.04%)	17 (10.43%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	3.66	1.32	54 (33.13%)	52 (31.90%)	22 (13.50%)	18 (11.04%)	17 (10.43%)

2. How accurate is this statement for you: After taking this class, I have a better appreciation for Computer Science.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.56	0.65	101 (62.35%)	52 (32.10%)	8 (4.94%)	0 (0.00%)	1 (0.62%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.56	0.65	101 (62.35%)	52 (32.10%)	8 (4.94%)	0 (0.00%)	1 (0.62%)

3. How accurate is this statement for you: After taking this class, I personally have a better understanding of fundamental concepts in Computer Science.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.49	0.65	90 (55.56%)	65 (40.12%)	5 (3.09%)	1 (0.62%)	1 (0.62%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	4.49	0.65	90 (55.56%)	65 (40.12%)	5 (3.09%)	1 (0.62%)	1 (0.62%)

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~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

4. How accurate is this statement for you: Pair Programming helped me learn the material better.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	3.70	1.04	44 (27.16%)	48 (29.63%)	52 (32.10%)	14 (8.64%)	4 (2.47%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
162	3.70	1.04	44 (27.16%)	48 (29.63%)	52 (32.10%)	14 (8.64%)	4 (2.47%)

5. Which topic/lecture in this course was your favorite and why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
151	*See below for Individual Results*

Lists, because I use them the most

Functions- Found it easy and extremely important for coding

I like reading files, because it makes me feel that we learned something really powerful and useful in terms of data analysis. I also like image manipulation and testing, because they are pretty interesting to me.

Defining functions because it made coding a lot simpler

Image manipulation because I never knew how easy it was until after we took this class

Game Project

Game Project

The game project. Computer science aims to solve problems and creativity is the key to solving problems. Having us make a game made us utilize the tools we had learned throughout the semester in a creative and original way which was both instructional and inspiring.

game project! it was fun

Working on pygame and gamebox was really fun and makes me want to continue taking computer science courses so that I can try to create games for the app store

Games, I love playing games and it was pretty self-explanatory.

Game projects. It's more fun than just coding.

Opening and reading files on Python because it seemed very helpful and relevant in the workplace

Function and files. Cause they had a lot of for loops and I like for loops

They were all very good.

The decoding exercise on the lawn

Encryption Scavenger Hunt, because it was fun to run around and do a scavenger hunt instead of sitting in a lecture.

I can't really narrow it down to just one. I enjoyed learning about all the topics and they are so interconnected it is hard to single out one. Professor Sherriff made the large lectures very engaging and entertaining.

I don't have one in particular, I think all of the topics we covered were very interesting and helpful for the future!

I liked learning about image manipulation and making the games.

functions cause of simplicity of coding.

Reading csv files because I enjoyed its applicability for analyzing data.

If/Else statements were a particular favorite. I enjoy using them to problem solve and recognize their critical importance in many computer science applications.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Functions
	Game project. It was the first time we could do our own work without being told what to do
	I liked working with the games, gamebox, pygame, etc.
	Game development! Because how could it not be!?
	gamebox because we had the most freedom to play around with it.
	The Game course
	The POTDs were really interesting and fun
	My favorite "lecture" was the AMA, as I literally fell out of my seat laughing. My favorite topic was functions.
	I don't have a specific favorite, I enjoyed how each topic we learned stacked on top of each other and increased our overall understanding.
	Functions because it can be used to make all kinds of code.
	My favorite topic was gamebox because it was fun to see what we could do with our coding skills.
	Game Project because it was applicable and enjoyable
	Gamebox; seemed applicable to producing a final product; it was fun
	The game project was very fun. We could really see fun results from our code.
	I enjoyed learning/using pygame
	POTDs. A lot of variety and really helped me learn the material.
	loops
	The Game Project because it encapsulates all the material we've learned during the semester into one big topic/project.
	Learning while and for loops because it made compsci similar.
	I liked the image manipulation topic because it was based on algorithms which I enjoy.
	The game project. It's interesting,useful and easy to understand.
	I liked the topics on the first test because in lecture and for the POTDs you could really see how useful the topics could be.
	I really enjoyed almost all of the topics/lectures in the course as they were are really engaging.
	Pygame was very interesting and provided a medium to utilize my creativity in a useful manner for class.
	loop
	I liked learning about loops and applying everything we learned to make a gem the best. It was a fun way to improve and test what we learned over the course of the semester and a fun activity to do.
	Game project because it involves a lot of creativity and it allowed me to revisit many of my childhood games.
	Question day
	gambol
	I enjoyed the encryption chase because it was a chance to run around grounds while interacting with classmates in an engaging and competitive way.
	Making videogames
	Making functions using imported files
	Decryption was my favorite section in this course because I love ciphers and puzzles.
	Game programming. Only code that I personally benefited from.
	pygame and simple game programing. because it's fun.
	Opening browsers on the web because we got to create a program to find the closest Wendy's

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Game projecr because it was the least stressful I liked the part were we made games because it was more creative and fun Website analysis The final project has my favorite; I had a fun time designing and programming a game for myself. My favorite was probably the game topic. It's fun to make something complex that you encounter outside of school. Games because they're fun Game project since we can manipulate all variables and create games on our own, it's a great experience. lists, if statements This is probably very bizarre, but I really liked if statements/loops. I really appreciate the basic logic that is required in that type of exercise. n/a Game project allows us to display creativity Downloading and parsing/analyzing data from the internet. I had never realized how simple and useful it is. The first game lecture where I got to play Sherriff's game in class As simple as it sounds, my favorite part was learning Python. I had never learned a programming language before, and learning the syntax of a language was exciting to me. Gaming: it was the most fun. gaming, it allowed us to be creative The game project stuff because if was fun to be able to create interactive programs with pygame. For and nested Loops and Functions because they were applicable to everyday life. I liked the general programming as it allowed me to solve problems that could be accurate to me as I am working on other things. gamebox The Game Project game design, because it's really fun to create Game Project because it allowed you to be creative Test reviews. I got the most out of them. Gamebox. Because I get to actually create a game from scratch!` Game project because the thinking wasn't too hard, but the output was very satisfying and there was room for creativity. I enjoyed the game design aspect because I have a background in game design. The game project. It was nice to be able to create something from what we learned in class Learning how to make a game, because it involved creativity. doing Pong because i am a video game enthusiast and now i understand how games are coded (relatively) It was really interesting to learn about encryption. The scavenger activity for that was really fun The game project because I personally loves games and this makes me feel the importance of CS and it is really interesting. regex I like image manipulation The game project at the end of the course was my favorite because it allowed me to be creative while still exercising the computer programming skills learned in class.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The game project and image manipulation. The game creation process was my favorite overall topic I enjoyed the final game because it was an encapsulating project in which we could be creative. I really enjoyed Gamebox because it was interesting to take the skills we learned up to that point and use them to make games. The most entertaining part of this course was the last third which allowed us to unleash our creativity to design cool but simple games with gamebox. Making our own games. Because I can turn the theories I learn into real things that I enjoy. pygame I liked the class when Professor Sherriff explained how mutables and imutables work by using boxes and objects. Reading and processing files because I can use it to do a lot of useful things. Gamebox because it's fun I guess for loops because it really expanded what we were able to do in class and for the potds encryption chase Loops (doing many things at once) I liked learning about loops because it's a very useful concept in Computer Science. I found ciphers incredibly fascinating since I have never learned about it but have always wanted to. I enjoyed just the basic lectures on things like variables/lists/dictionaries etc. because they helped me understand how programs work Game lab I loved the game project! It really put my skills to the test. I also enjoyed the Wendy's lab. After that lab, I thought, "Oh my goodness, I just performed magic!" The encryption section of the course was my favorite, because it was really like a puzzle, making it fun to work on. The encryption lecture was very interesting because that has always fascinated me. I enjoyed learning about methods of organizing and parsing data, as it was what i found to be the most useful topic covered in the class. I enjoyed doing functions because it was like figuring out a puzzle. I enjoyed creating the video game because it allowed me to use all the tools I had learned over the course of the semester. I enjoyed the game project stuff because not only was it enjoyable but I felt like I was actually accomplishing something. Reading data files and parsing websites. I really enjoyed the POTDs like hangman and scrambled and the related material Games, I like videogames a lot game project because it put all of my skills to the test! Gaming the game project. Although I loved the game project, I also very much enjoyed each POTD. I thought they were very fun because I love problem solving text parsing My favorite lecture was the one with the q and a of the professor. I enjoyed making a game.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I really enjoyed learning about creating functions because it was useful, challenging, and it applied all of the concepts we previously learned. My favorite lectures were definitely the ones in which we learned to take information from a website and perform operations with it (usually parsing it), and I actually wish we could've done a bit more of this. Although I enjoyed everything we did up until then, this was the first time that we had taken our new skills and applied them to real-life situation. I was only then that I realized how valuable computer science can be in analyzing and drawing conclusions from data. functions game project, because I never thought I would ever program a game Gameproject because I was able to see real results with my code in a fun way rather than failure messages.... game project, because it allows me to creatively incorporate knowledge I've learned so far in this class with my game ideas. General programming before the game project, because I enjoyed learning how to make repetitive tasks easier and faster to do. Image Manipulation: I'm interested in photo editing and photography. game I really liked gamebox and pygame because it was cool to be able to apply things that we learned into a full game. Game. Interesting movements. The decoded hunt was refreshing and fun. Game project. Because it's the most interesting. The video game design unit near the end was a fun way to use material from earlier in the course and flex my creative muscles. Gamebox because it allowed for creativity. For/while loops and if statements interested me the most because they greatly expanded our problem solving ability and showed me just how much programming is capable of. Functions, they are so applicable to the real world Game because it was new and different from the things that I have previously done Making the game was my favorite because there was an actual finished product that we could look back on. The first few about basic concepts were very enjoyable, because the topic was interesting and Sherriff is GOTY. I just enjoyed general coding where I didn't have to pull from other sources. Game design. I liked pygame
6. 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-1110-001, Sherriff, Mark Total: 144 — Individual Answers: *See below for Individual Results*
	Making functions Learning how to open and read things from the internet seems useful. The general programming language and how it works will be the most helpful to me as I had no prior experience in it. The first few. Again, I found the game project to be the most useful topic we learned, because I love video games, and I hope to create video games in the future.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The ability to think critically through an algorithm. I learned to pay attention to detail and not skip over any one step.
	defining functions and loops
	Lists
	I think all of the topics have helped me in some way. Even if it is not CS related, it has helped to think critically or accept different perspectives.
	Using data from the internet or another file and being able to turn it into significant information through counting and looping.
	Functions
	Files
	what we did with finding emails, manipulating text, i can use that knowledge to edit my word text, instead of searching through the whole text to delete multiple occurrences of a punctuation, i can just have python do it for me
	The fundamental topics of computer science covered in the first third of the semester were the most useful because these fundamentals allowed me to tackle the more complex work later in the semester as well as break down difficult coding problems.
	As a gov major, I think the programs we did on percentages and electoral data will be the most useful.
	Decision structures
	General overview of programming
	Functions, loops, manipulating data
	Learning about data strutures I think will keep carrying for the future.
	The most useful lecture or topic would have to be for loops because they are just so useful for every opportunity in CS.
	Writing and reading csv and other files.
	applications of code
	I think the most useful one will be loops and problem solving.
	I feel like a learned a new language, so all of it.
	For loops
	For loops
	I'm not sure
	Game and image manipulation.
	I think I will find writing functions most useful because it allows us to solve a multitude of problems more efficiently in the future.
	All of them.
	just learning the basics of programming
	Parsing large amounts of data from some data source and manipulating it to yield useful information.
	Probably the basics of coding.
	Functions
	Functions
	Functions
	Functions
	Functions
	Functions
	Functions

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The first "section" highlighted important basics i.e for loops, if statements, etc..
	lists/dict
	the entire course really
	I think the whole class will be useful in the future, no one lecture/topic is more important than the others
	Reading data
	I think I will use most the basic structures for building for while and if loops.
	I think that learning how to write my own functions will be the most useful in the future.
	loops
	lists and dictionaries
	Writing functions, reading and evaluating files and websites.
	Sorting
	Reading datafiles and being able to analyze them
	loops are good
	I found looping to be extremely useful, and programming was much easier once I learned how to do it.
	I think I found all of the POTD related lectures really useful as we then did the POTDs and applied the knowledge right away.
	Everything.
	As I mentioned above, it is hard to single out just one important topic as they are all so interconnected. However, the topic which connected our pycharm codes with the internet was very interesting and will probably prove useful in the future.
	They were all equally useful
	Basic coding
	Functions.
	Definitely extracting information from websites and files because these skills can dramatically simplify the process of analyzing and drawing conclusions from data.
	The basics- loops, lists, dictionaries, etc.
	mostly everything
	datatype characteristics, because without knowing pass by value or reference and mutable and non mutable you cannot code
	n/a
	Loops
	dictionary's and lists
	The entire course
	Logical thinking in general; for instance, how to approach a problem incrementally.
	Writing functions.
	string processing
	General programming
	Generally learning the basics of programming and coding- I'm surprised at how much we learned in one semester.
	How to read files
	All contents are useful

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Either functions or more general 'art of computer science' discussions of critical section of algorithms or predicting the nature of your data set, or looking for ways to use this skill in life.
	The basics
	listï¼
	gamebox
	The function part, reading file
	All were important basics
	Reading files and being able to pull data from them.
	Pygame/gamebox
	I'm not sure, probably most of them.
	Using lists and organizing data
	Learning about if, for and while loop as well as functions since these are the basis of computer language that will be applied anywhere.
	Data structures
	I think parsing and going through html links will be helpful.
	Control Structures, because I feel it will be applicable in a lot more than just computer science.
	I believe the topics involving reading and writing data files have very real world applications that, once recognized, could be very useful in the future.
	Learning how to program Python
	The ability to open files and parse through them.
	Loops and functions
	The short cyber security section, since that is really becoming increasingly important in modern-day life.
	Searching documents for certain keywords
	for loops
	for loops
	functions and regex seem to be pretty useful, and image manipulation would probably also be used.
	Probably the more fundamental aspects such as loops and functions, because they will be useful in basically all programming classes in the future.
	The POTDs were helpful in enforcing the topics learned in the lectures.
	opening datafiles
	Encryption
	Regular expressions, and reading the web.
	reading files, writing functions and loops
	I will find the math logic most useful (ie using if and for loops to handle information)
	pygame
	Possibly everything
	The introduction into various algrithem.
	Processing files and data.
	Reading data files and processing large amounts of information.
	I think the most useful topic will be understanding different data types because although fundamental, I was not taught this well in the past but now I feel that I really understand it.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The problem solving/thinking behind cs. The knowledge of some of the fundamentals and basic concepts in computer science. functions or calling from files/internet Just the idea of looping through problems has made me a better thinker. Encryption, writing, and reading files Practicing logical thinking will be useful in the future, in CS or in other areas. Reading and manipulating files coding way of thinking Basic coding concepts. Learning for and while loops because you use those in every language. Web crawling. functions functions functions functions functions functions Data processing Programming. everything from the first unit and functions Reading through data and analyzing it using code. Reading files from the internet. final game design For/while loops will perhaps be the most useful. Many practical applications have multiple trials/scenarios that must be run, and they can be run by for/while loops. The lectures in which we learned how to process data from web sources. game if/for/while loops Addressing faults and errors in code (problem solving) The part of reading files is most useful because it can be used to analyze large data. The professor AMA Algorithms I think learning the basic structure of programs will be important for future classes The basics of Python and computer languages in general will be very useful. Opening and reading files on Python
7. 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-1110-001, Sherriff, Mark Total: 141 Individual Answers: *See below for Individual Results*

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think the explanation of functions was a bit difficult and confusing to follow at first. Their application was fine, but the concept of it was a bit harder to grasp.
	Images
	Regular expressions were not quite as useful to me since I don't plan on doing web-design or textual analysis
	Algorithms are definitely useful, but image manipulation I don't see as useful.
	The image manipulation seemed cool, but don't really use it.
	Beautiful soup, image manipulation
	Our encryption lectures seemed a little rushed and I never got a full grasp on the material.
	sorting
	I thought that image manipulation was covered a little quickly and didn't seem to tie in as well.
	The turtle part maybe.
	DK
	regular expressions
	The sorting methods (bubble, insertion, etc)
	regex
	N/A
	N/A
	N/A
	N/A
	N/A
	I think all the topics were pretty useful, as all of them showed how programming can be used for different things.
	Functions
	I was pretty confused with lo shu. I liked how it dealt with items in a list, and how to do "for item in list," but the whole square idea really threw me off. It distracted me from learning the actual concept of for loops and items in a list.
	testing code was kinda random
	The emphasis on the different kinds of sorting was not exciting for me and did not mean much to my understanding.
	Image Manipulation
	Main functions
	The sorting section was a little blase, and I really didn't see much use in it.
	Mutables and immutables.
	The image lectures felt rushed. They were like 'here is the code, but you don't need to know it.' The principles behind the manipulation were easy enough but then going through the code just made it harder to understand.
	NA
	Gamming
	stuff from the second unit
	The unit on beautiful soup kind of went completely over my head.
	The turtle segment seemed out of place especially at the beginning of the course.
	Can't think of any at the moment.
	Beautiful soup, the range of application is limited.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I loved everything :)
	last topic
	Testing
	The game project was less helpful than the rest of the material.
	NO
	Image manipulation.
	The turtle cram in the beginning.
	The Beautiful Soup lecture was pretty confusing and seemed rushed.
	I was confused with the lecture about passed by value/passed by reference but I believe that it is a topic that students may have to research themselves to receive a better understanding.
	The game project was fun, but personally did not look to have much significance to me in the future
	beautiful soup or algorithms
	I saw little use for the image editing lecture as I do not think that I would ever write a program to edit an image. The types of sorts are also not something I believe I will remember in the long run but I see how they could be helpful to understand for someone focused in computer science.
	Levy C curves
	None
	None
	None
	Game design. It was fun, but I don't think very useful.
	Turtle.
	Image manipulation, while it was "cool" and a nice bit of frosting on the cake, probably isn't going to be super useful in the long run for most people.
	pixels
	Testing and Algorithms. Seemed useless to me in comparison to the rest that we learned in the course.
	n/a
	n/a
	n/a
	Image manipulation
	While I really enjoyed the gamebox project, I didn't really see it being that useful. Quite honestly, after a couple weeks I wanted to do another POTD.
	beautiful soup
	I did not like turtle
	I saw every topic as useful for me in the long run.
	Turtle did seem kinda pointless... but it was fun and taught some basic functions/logic.
	Beautiful Soup was not useful because did not cover it in depth. In addition, gamebox and CImage are not useful in the long run because they are not universal programs.
	None
	the manipulating the images were challenging concepts that does not relate to me yet, but I'm sure it will eventually
	beautiful soup.(I did not understand it very well)
	I was very confused by the beautiful soup lecture and I understand its usefulness in parsing text but not how to do so.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	turtle at the start was ridiculous and scared people off due to its complexity
	image manipulationâit was kind of cool to learn about certain image processing algorithms, but I'd rather just use image processing software
	turtle drawing
	basic data types need to be hammered into people's heads more, dictionaries need to be discussed further.
	Beautiful soup, turtles
	Beautiful Soup. I think we went too shallowly into that topic for anyone to really add it to their toolbox.
	the first three lectures on turtle drawing
	Image stuff
	I found all of the lectures helpful/useful in the long run.
	I still am not quite sure what or how to use Beautiful Soup...
	The game project and most of the last third of the course feel like filler.
	None, I found all useful.
	cipher chase
	Most of the gaming lectures.
	Turtle
	Turtle
	Turtle
	Turtle
	Turtle
	The importance of Computer.
	Gamebox, unless you decide to pursue game development.
	I felt like most lectures were useful
	Beautiful soup
	no
	none
	none
	none
	The section on sorting seemed very odd and out of place. I understand why it would be beneficial to know conceptually but I felt like we didn't do any practical application of it
	algorithms
	algorithms
	Sorting and turtle I did not think were too helpful.
	I think they all worked! Although there was the very rare boring but necessary lecture, which Professor Sherriff admitted himself.
	Knowledge of the sorting functions.
	image manipulation
	THE CYPHER, I GOT LEFT BEHIND
	Ways of sorting
	While I quite enjoyed learning turtle, I'm disappointed there's not much we use it for on a regular basis.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Very little. The cypher lecture if anything. The cypher scavenger hunt may have been fun, but I feel we could have slowed down other lectures for understanding and maybe used that lecture as one for actual material. Having time to just give away a lecture to a scavenger hunt really showed we could have learned more in class since we had "extra:" time. Encryption Encryption The end when we were talking about computer malfunctions i wasnt completely sure what was going on The turtle topic. Turtle!! I'm still very confused and didn't think I learned anything from it. Besides it didn't make CS interesting in the beginning, only intimidating. End of semester lectures very lost on opening files; useful in the long run but had the most trouble with it Turtle was fun to learn about but wasn't necessary for me for grasping important concepts, especially at the beginning of the course. Turtle seemed kind of useless, but it was pretty cool. I think materials in this class are generally very useful in the long run since they are the basics. The image manipulation topic. Not applicable. Dictionaries... turtle turtle turtle turtle turtle in python. NONE! Some of the lectures/labs were on tests/ in class, but didn't seem to 'connect' to anything else/were not used in the rest of the class (beautifulsoup, turtle, etc.) code encryption meh The image manipulation lectures were not particularly high on my list sorting was a fun lecture, but I wasn't sure if I really had any crucial takeaways from the class. Parsing data The one where we went through the irish jig sorting thing. While the image manipulation lectures were certainly interesting, I felt like they were a bit rushed and could've been more in depth. We didn't have any assignments that covered this topic and the lectures consisted, for the most part, of us copying code into pycharm while professor Sherriff talked about it. Nothing really I didn't really understand turtle learning cyphers We never used turtle, but I guess it was to help us learn how to think. Beautiful soup was never used, so that could be considered not useful.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

8. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.02	0.85	34 (21.12%)	42 (26.09%)	24 (14.91%)	4 (2.48%)	0 (0.00%)	57 (35.40%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
161	4.02	0.85	34 (21.12%)	42 (26.09%)	24 (14.91%)	4 (2.48%)	0 (0.00%)	57 (35.40%)

9. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	3.86	0.95	31 (19.38%)	33 (20.62%)	29 (18.12%)	8 (5.00%)	0 (0.00%)	59 (36.88%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
160	3.86	0.95	31 (19.38%)	33 (20.62%)	29 (18.12%)	8 (5.00%)	0 (0.00%)	59 (36.88%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, 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)
162	3 (1.85%)	2 (1.23%)	32 (19.75%)	42 (25.93%)	21 (12.96%)	62 (38.27%)

Results for SEAS, 1000-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)
162	3 (1.85%)	2 (1.23%)	32 (19.75%)	42 (25.93%)	21 (12.96%)	62 (38.27%)

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
161	3.09	0.86	57 (35.40%)	72 (44.72%)	23 (14.29%)	8 (4.97%)	1 (0.62%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
161	3.09	0.86	57 (35.40%)	72 (44.72%)	23 (14.29%)	8 (4.97%)	1 (0.62%)

12. How would you rate the helpfulness of the TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
162	3.07	0.82	55 (33.95%)	68 (41.98%)	34 (20.99%)	5 (3.09%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
162	3.07	0.82	55 (33.95%)	68 (41.98%)	34 (20.99%)	5 (3.09%)	0 (0.00%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

13. How often did you make use of the TA office hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
162	22 (13.58%)	22 (13.58%)	29 (17.90%)	63 (38.89%)	26 (16.05%)

Results for SEAS, 1000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
162	22 (13.58%)	22 (13.58%)	29 (17.90%)	63 (38.89%)	26 (16.05%)

14. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
105	*See below for Individual Results*

TA's were occasionally helpful, but most of the time were not.

I wish that the lines for office hours weren't so long towards the end of the semester, but overall the TA's were helpful

no

no

Thank you for your quick comments on Piazza

They are the best TAs I've ever encountered. They are so friendly and helpful.

Helpful and nice

Some of them were really helpful and some were not at all.. Spending an hour in line and then not getting helped was inconvenient and frustrating at times.

TA are helpful but takes too long to queue up.

I never had to go to TAs since the course was pretty straight forward.

The TA's are helpful and good at explaining the topics learned in lecture!

They were helpful but there were usually several aspects I still had to figure out myself, which I guess is a good thing.

They are good TAs!

I just wish there were more TAs during office hours so the waiting time wouldn't be like thirty minutes to an hour.

Alyssa, Jack and Marco were really great and helpful

The only time I needed one was to check if polling.py was working correctly.

TA Office hours were helpful.

Is there anyway to gauge the time when the most students come in and have the most number of TAs available then? There were so many times when I was in the queue and had to leave after a few hours because of another commitment.

Some of the TAs were very helpful and sweet! Would not have made it though this class without them.

office hours were very busy at certain times. assign mroe ta's to busier times

Learn to use Macs.

Nope

none

none

none

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	none They didn't seem like they knew what was going on for most of the time. Some were useful but some didn't understand our codes and made suggestions on how to change it to a more effective way instead of explaining what I needed to work on They were usually very helpful at fixing problems and explaining concepts without directly giving away code. Although I don't go to TA office hours very often, they are very approachable and helpful when I asked them for help. I had no issues once a TA came, just took so long Some TAs were really knowledgeable, and others not so much. There was one problem I had and I had to go through 3 TAs til one was able to give me an answer. One or two were helpful. The rest of them couldn't help. So I fixed the problems myself Long wait for the queue I loved by TA's They were a huge help Sometimes the TA's would act very rushed. I understand they had a lot to do, and were in a hurry to get to the next student. But it definitely made me feel flustered and it distracted me from the questions I had. Other times they would text on their phone while I was explaining a problem I had, and of course that would be pretty frustrating after having waited for two hours. But I would like to point out the TA's who did an EXCELLENT job, the ones who sat down, LISTENED, and actually explained how to do certain concepts by giving me small examples to practice with, or they would kindly explain what I was doing wrong, and how I could properly head in the right direction. N/A N/A N/A N/A N/A Office hours needs better staffing I appreciated the review sessions, but they did not always listen to questions fully and sometimes didn't answer the question asked. From what I've heard they were helpful, but I never personally used them that much. It might be better to have more. Some of them explain a problem to you as if you were their equal in terms of computer science knowledge and not a student. It makes it very hard to understand the reasoning behind their suggestions. They were super helpful in lab! Especially Jack N.! Some were more helpful than others Jack N., Marco, and Alyssa were really good TAs. the TAs were helpful sometimes and not on others. It was on and off. It would have been nice if the TAs had done the potds before hand themselves instead of seeing for the first time during office hours. The Lab TAs were very helpful and easy to talk to. Some of the TAs were not prepared at all/clueless about the POTD or what it is about before coming to office hour. They were very helpful during both office hours and lab time. In particular, I thought that Jack N. was very helpful and knowledgable during lab time. He just always seemed to know the answer but would try to help us reach it on our own through hints. Sebestian Lerner, Sophie Mester, and Rachel Weaver are some of the most amazing TAs and I would like to personally give them a shout out for going above and beyond when helping students out. My lab TA's (Callie Phillips, Kathleen Ross and Summer Thompson) were really helpful and available. I had a lot of issues installing gamebox/pygame and their help was immensely important. When I went to office hours, I recall Irena was really helpful and knowledgeable.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Some of them were really good and walked through the program with you. However, some of them kind of just told you what to do to fix your program without actually explaining what that entailed. It was frustrating to me when I would go to Office Hours and the TA would only spend 3 minutes telling me what to do rather than explaining it and helping me actually do it.
	Nope.
	Jack, Alyssa and Marco have been very helpful during lab time
	Jack N. was great
	Very helpful.
	Some TAs were very friendly and helpful. Other TAs talked about concepts we hadn't learned and expected us to understand.
	There should be more
	The way they moved through the queue during office hours was highly inefficient, and some TAs did not seem knowledgeable at Python and were therefore very little help.
	Alyssa, Jack P and Marco are the best TA's that have ever graced the CS departmment
	Y'all are great
	The TAs were helpful but they should try to do the POTDs themselves before coming into office hours.
	They are great.
	Helpful during office hours
	The only female TA in Lab 107 was particularly helpful and easy to understand.
	None
	TAs were very helpful during lab.
	In a class this big, with this many TAs, TAs are either incredibly competent, or simply abysmal. It pains me to say this, but this *is* a course eval right?
	They were very helpful. No complaints.
	I heard from friends that the waitlist at TA office hours gets prohibitively long.
	TAs were great and helped me a lot with assignments
	A very broad range of usefulness. Some were focused on sending you away, while others did a very good job at explaining and working through problems with you.
	Need more available TAs and they need to be able to help a student until their problem is solved thoroughly.
	Very good.
	During the pong lab something wasn't right with our code and the TA's were not able to point out the problem. This is understandable but sort of frustrating because I would have liked to at least know what was causing the issue so I could avoid it later on.
	TA office hours was great for the POTDs
	Kat, Callie, and Summer were all amazing.
	some of them had no idea what to do
	Really helpful!
	No
	No
	The office hours queue could be better, but I understand that it gets busy around the time POTDs are due.
	n/a
	n/a
	n/a

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Please have more TA's available to help. Office hours should have more TAs before POTDs are due. have more TAs available in office hours the hours right before hard assignments are due Some TAs were really good at helping me debug! I wish we could have more TAs like that They are generally helpful.But sometimes, they still cannot solve my problems. -- They were very helpful in lab. They are really good and helpful. They did a nice job They're knowledgable but not the best at explaining I like all the TAs in our Thursday 12:30p.m. session, and they are all really helpful. As to TAs that I encountered during the office hour, most of them are disappointing, so I rarely go to office hour because it's so inefficient to have them help me with problems. The TAs worked well together as a team to make sure students always got the help they needed. They were helpful when I was stuck on the POTDs. Nice people, helpful TAs Piazza answers were usually very timely and useful. They are really helpful, but there is always so many people at office hours that you have to wait a long time for help.
15. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-001, Sherriff, Mark Total: 113 Individual Answers: *See below for Individual Results*
	I wish we didn't do games, because I didn't learn too much from it. I can't use it that much in a job, because Pygame is a small program that's never used professionally. Like I said, sorting would have made more sense to me if we had covered more practical examples of it I wish we would have spent more time on Pygame! I wish we could've covered a lot of the basics for a longer period of time and deeper so that I had a better understanding I am not sure as there were many topics that we did cover that I did not know could be programmed using the program that we did use. I think giving such a short introduction to algorithm was useless, if it had to be done, it should have been done more thoroughly. graphing and data analysis Since I'vs enjoyed game the most, I wish we spent more time developing different games and learning different methods we can use. Programming Raspberry Pi with python. Nothing comes to mind Is there a way to make graphs with pycharm? not sure not sure Program language

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Other than the image manipulation topic, I wish we spent more time discussing the logic behind python functions like we did in the discussions of various sorting methods. I think that understanding the logic behind python and its many built in functions is very helpful in learning how to be a good programmer.
	I still think each concept could have been covered in depth. More specifically, the while and for loops.
	I wish we went over dictionaries more
	Applications of dictionaries and the integration of dictionaries/lists in functions
	None that comes to mind at the moment
	building a website
	Data parsing, search algorithms and encryption. Encryption in particular felt extremely half-baked. It's a highly arcane area of programming, as far as I'm aware, but it would have been nice to delve into it formally a little more. Also, testing!
	I think it would be interesting to work on image manipulation a little further because we only touched on that briefly.
	I wish we had covered computer gamming more because it was the most difficult section of the course
	I have no idea. Maybe how the internet works.
	Scrambled - referring to the POTD
	I wish we went a bit slower when we went over loops and functions.
	encryption
	I wish we could have gone deeper into effective design for user interaction (game design, user inputs, outputs)
	none
	none
	none
	none
	sorting
	Dictionaries
	I would have appreciated learning more Python syntax at the end of the course, instead of doing the game and learning things like image manipulation.
	No recommendation.
	how websites work
	OOP
	I wish we had spent more time establishing the basics and little nuances of the data types. I also wish we had spent a class simply defining CS "lingo" because some of the vernacular used was foreign to the average non-CS nerd.
	Software development
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Gamebox/game design I wish we could've spent more time on video games and perhaps other games or ways to write games besides just gamebox and pygame. BeautifulSoup Functions Dictionaries. They were very integral in tests but we only spent one half of lecture learning them. I would have liked to have gone deeper with how our programming can utilize the web and online data or HTML. Everything was pretty nicely covered. Object oriented programming in python. We should change the last 1/3 of intro to CS to incorporate introductory ideas of object oriented programming. I wish that we could've learned more about encryption and decryption. Everything was covered really quickly I had trouble catching up Games dictionaries More simple tasks to run, and functions that are doable in Python. dictionaries Everything after the game project needed a bit more time. Other ways to use Gamebox not only for platforming type games. Programming examples. How to create a website. Can't think of any I wish we had done more labs which involved using the internet and sending out emails through pycharm. Sorting files. Image manipulation. I would have liked to cover game coding more I wish we had gone more into image manipulation. Code and decode part maybe. Hacking the NSA more about real things we could use code for Image How to actually run our code outside of Pycharm None None NA. I wish we were given more time to understand and work with Image Processing and Beautiful Soup. Both of those topics were rushed and are a little confusing because of how little we were exposed to them. More with changing other files I would like to know more of the theory behind coding. functions

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

functions

The regex was very confusing

Testing, perhaps.

opening files; splitting, stripping (seemed applicable to many things - building algorithms to find key words in transcripts etc)

Image manipulation and how to make something like gamebox

I wish we had gone into topics about how to protect your code from being stolen/copied (such as how Microsoft and Apple keep their respective OSs obscured).

I wish we could have gone over algorithms for a little longer as well as spending more time with regex because it seemed so cool.

Building Websites

Data analysis

n/a

n/a

n/a

n/a

n/a

n/a

Image manipulation

encryption

--

I wish we did more stuff with recursion.

Websites

Not sure.

more application of code

Encryption was an interesting topic that I think we could have gone deeper into.

I wish we talked about big picture stuff like where python is used in the real world and how it could be applicable outside this class.

nothing

none! good coverage

I wish we covered more about what you could do with computer science and the internet.

Not sure

Not sure

16. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.34	0.63	69 (42.59%)	79 (48.77%)	14 (8.64%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2475	4.10	0.88	823 (33.25%)	1206 (48.73%)	256 (10.34%)	94 (3.80%)	48 (1.94%)	48 (1.94%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

17. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.48	0.72	96 (58.90%)	54 (33.13%)	10 (6.13%)	2 (1.23%)	1 (0.61%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3086	3.90	1.16	1024 (33.18%)	960 (31.11%)	339 (10.99%)	266 (8.62%)	141 (4.57%)	356 (11.54%)

18. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.42	0.74	86 (53.09%)	63 (38.89%)	9 (5.56%)	3 (1.85%)	1 (0.62%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2484	3.95	1.11	844 (33.98%)	1136 (45.73%)	180 (7.25%)	163 (6.56%)	155 (6.24%)	6 (0.24%)

19. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.52	0.63	94 (57.67%)	61 (37.42%)	6 (3.68%)	2 (1.23%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2476	3.85	1.12	780 (31.50%)	981 (39.62%)	319 (12.88%)	227 (9.17%)	122 (4.93%)	47 (1.90%)

20. 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-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	3.44	1.19	24 (14.72%)	18 (11.04%)	37 (22.70%)	10 (6.13%)	7 (4.29%)	67 (41.10%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2479	3.11	1.20	183 (7.38%)	380 (15.33%)	420 (16.94%)	253 (10.21%)	166 (6.70%)	1077 (43.44%)

21. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.35	0.87	88 (53.99%)	54 (33.13%)	13 (7.98%)	6 (3.68%)	2 (1.23%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3078	3.92	1.04	881 (28.62%)	1285 (41.75%)	371 (12.05%)	195 (6.34%)	115 (3.74%)	231 (7.50%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

22. The instructor was knowledgeable about the subject matter.

~

Question Type: Likert

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contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.74	0.53	125 (76.69%)	36 (22.09%)	1 (0.61%)	0 (0.00%)	1 (0.61%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3087	4.35	0.82	1434 (46.45%)	1018 (32.98%)	249 (8.07%)	55 (1.78%)	34 (1.10%)	297 (9.62%)

23. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.60	0.63	108 (66.26%)	48 (29.45%)	4 (2.45%)	3 (1.84%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3076	4.33	0.83	1315 (42.75%)	1040 (33.81%)	212 (6.89%)	59 (1.92%)	38 (1.24%)	412 (13.39%)

24. I received adequate preparation from the prior courses in the curriculum to be successful in this course.

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Question Type: Likert

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contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	3.71	1.20	29 (17.90%)	24 (14.81%)	23 (14.20%)	7 (4.32%)	6 (3.70%)	73 (45.06%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2480	3.53	1.23	313 (12.62%)	389 (15.69%)	307 (12.38%)	107 (4.31%)	123 (4.96%)	1241 (50.04%)

25. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.28	0.83	75 (46.01%)	69 (42.33%)	9 (5.52%)	10 (6.13%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3085	3.91	1.02	850 (27.55%)	1186 (38.44%)	417 (13.52%)	223 (7.23%)	80 (2.59%)	329 (10.66%)

26. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
162	4.49	0.72	97 (59.88%)	50 (30.86%)	13 (8.02%)	1 (0.62%)	1 (0.62%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3067	4.22	0.88	1145 (37.33%)	1100 (35.87%)	257 (8.38%)	96 (3.13%)	41 (1.34%)	428 (13.96%)

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

27. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
163	4.62	0.56	107 (65.64%)	50 (30.67%)	6 (3.68%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3074	4.08	0.93	997 (32.43%)	1195 (38.87%)	353 (11.48%)	145 (4.72%)	49 (1.59%)	335 (10.90%)

28. 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-1110-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
163	4 (2.45%)	56 (34.36%)	74 (45.40%)	20 (12.27%)	9 (5.52%)

Results for SEAS, 1000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2485	175 (7.04%)	1107 (44.55%)	911 (36.66%)	226 (9.09%)	66 (2.66%)

29. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	4.58	0.60	102 (62.58%)	54 (33.13%)	6 (3.68%)	1 (0.61%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2479	3.88	1.13	843 (34.01%)	959 (38.68%)	342 (13.80%)	202 (8.15%)	133 (5.37%)

30. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	4.56	0.72	109 (66.87%)	42 (25.77%)	7 (4.29%)	5 (3.07%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2478	3.77	1.25	866 (34.95%)	807 (32.57%)	370 (14.93%)	234 (9.44%)	201 (8.11%)

31. The course's goals and requirements were defined and adhered to by the instructor.

~

Question Type: Likert

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contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	4.52	0.66	98 (60.12%)	54 (33.13%)	9 (5.52%)	2 (1.23%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3076	4.06	0.93	1057 (34.36%)	1437 (46.72%)	400 (13.00%)	83 (2.70%)	99 (3.22%)

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

32. 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-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	4.04	1.01	65 (39.88%)	58 (35.58%)	25 (15.34%)	12 (7.36%)	3 (1.84%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3072	3.94	1.02	1082 (35.22%)	1087 (35.38%)	633 (20.61%)	182 (5.92%)	88 (2.86%)

33. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
163	4.55	0.69	102 (62.58%)	52 (31.90%)	6 (3.68%)	2 (1.23%)	1 (0.61%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3077	3.93	1.05	1050 (34.12%)	1197 (38.90%)	520 (16.90%)	187 (6.08%)	123 (4.00%)

34. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Individual Answers
96	*See below for Individual Results*

Interesting and fun course. Was very stressful when I could not figure out problems, however

Sherriff is super entertaining and really walks you through Computer Science conceptually

Sherriff was an engaging and animated teacher!

I don't know how to improve effectiveness, but Programming should be an intimate one on one endeavor

no

Jack N is one of my favorite people.

There were times when the professor coded without explaining and expected students to understand what he was doing. There was not enough time given for the amount of problems/code on the first and second tests.

POTD policy is unnecessarily rigid. The order in which we learn parts of programming is redundant. We didnt even do classes.

CS was one of the hardest classes I took this semester but it was a very good class

I wish the 1110 course would go further into OOP in the realm of Python. Right now the course seems very superficial, which isn't necessarily bad for an intro course, but perhaps 1112 might better serve that purpose.

Most entertaining class ever

Good course, but geared towards kids with prior experience

Great course. Made me pursue CS as a concentration in my cognitive science major.

This course has been by far the most rewarding and interesting course this semester. I admire and respect Sherriff, and genuinely enjoyed the vast majority of the lectures. He covers such a broad span of material in a logical progression allowing for the easy learning of the material. Knowing a large amount of students will never take another programming course, he manages to make it applicable to everyone's life.

Great course, definitely would recommend to anyone, even if they don't want to major in Computer Science.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I enjoyed this course. It was interesting and fun.
	I thought this class was very helpful, if you were able to follow along with everything. Having no computing experience before this class I was completely lost for most of the class. I wish we could've gone slower throughout the first part of the class and spend more time on basic concepts such as loops. I spent so much time going to office hours for POTD help and I still don't think many of the longer POTD's helped me. The last sections, after gaming, such as sorting and images seemed to go by very fast and I wasn't really able to grasp the concepts that were presented. Overall, I think this would've been a great class had there been more detail on the basics.
	There was a high amount of enthusiasm from the instructor and that contributed to an overall positive experience.
	This is a great course
	I really enjoyed the class, and although I don't plan on taking many more CS classes I think that I'm definitely more adept with programming and computer problems.
	Awesome class
	Take this class! No matter which major you are. The course will provide you new way of thinking and working.
	I found Sheriff's teaching style to be difficult to follow. He would program at the front of the class, and talk while doing it, which was fine when the concepts were easier. However, when the concepts got more complicated, it would be impossible to follow. If you didn't type as fast or didn't pull up the right thing fast enough, you would be behind and it would be hard to figure out what he was doing. The lectures would have benefited greatly from powerpoint slides explaining concepts, and a slower pace.
	AMAZING Course!!! I was so nervous at first that I would totally fail, but it was such a fun and worthwhile course.
	great class, great teacher, i hope i am able to continue studying CS as a major
	The grading of codes is sometimes subjective. The tests are very hard and the averages are brought up by people who have prior experience with coding.
	MARK IS A ROCK STAR. This class was impossibly hard with very high expectations that were sometimes completely unrealistic. The hours I had to put into this class were off the wall unreasonable. But I'm glad I took the course, even though I'd never do it again.
	N/A
	N/A
	The workload was pretty big for a 3 credit course, and the homework became difficult after the first mid-term. Overall, it is hard for students who had zero experience with CS, but it is a worthwhile course and you indeed learn a lot.
	Thank you Professor Sherriff for sparking my interest in pursuing a CS major. You were fantastic!
	Great course and I especially think everyone should take it with Sherriff. He truly cares about his students learning the material and make it fun at the same time.
	It's fun taking this class. I really enjoy it!
	Mark Sherriff is one of the best professors I've had at UVA. He managed to inject enough humor and enthusiasm into every single one of his lectures, keeping most students of the 100+ size class coming to every lecture. It was the most engaged I had ever seen a lecture hall sized class. He even would walk around and help us individually during some exercises. He taught the course material extremely well and made me very interested in majoring in Computer Science. Great instructor!
	Great class, but should go more in depth on some subjects.
	I enjoyed this course.
	10 / 10 would take again. In the email hunt PotD, there was an extra challenge, which was finding particularly intensely obfuscated emails. If that could be a part of more PotD's, even if it were simply 'see if you can write your program in less than x lines', that would be fun. Aside from that, I thought Sherriff was a masterful lecturer.
	Not much comments...it was a fun class and I enjoyed it for the most part. I took it mostly to fill out my requirements, but I gained more than I think.
	The lectures were good, tests were extremely stressful.
	Thank you! I really enjoyed this course!
	Professor Sherriff is by far one of my favorite professors here at UVA. He makes all lectures very enjoyable and explains all concepts in a manner that is understandable. Overall, this is probably my favorite course this semester.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	This course was definitely my favorite this semester and has significantly influenced my decision to major in CS. Professor Sherriff was very knowledgeable and I felt like he always explained concepts fully and in multiple ways. I really appreciated how he maintained a website kept it updated with the information from each lecture because it was a great reference if I was ever working on a POTD and needed to clarify something. Finally, I enjoyed most of the POTDs and thought that they were fun logic puzzles.
	very good class. I learned a great deal
	Not sure how well this will help me for future CS courses, but I'm trying to continue on the CS track
	Mark Sherriff is a good teacher
	A course worthwhile to take.
	NA
	Mark is a little scary.
	Great course overall. Though it would be nice if we had more time on the midterms. I'm one of those "drink coffee, stare at birds and mess around while working leisurely" types, when it comes to coding. I think I did a marvelous job on the POTDs, but usually I'm too nervous to come up with a decent solution to the long coding questions on those. I just keep looking at the clock. Maybe in future, you could make the final worth just a whee bit more than the midterms?
	This class was amazing. Professor Sherriff is an amazing professor and is also extremely entertaining. His lectures were easy to follow and made me excited about programming!
	Really enjoyed the course! significantly changed my outlook on my goals and aspirations in the future
	Very interactive teacher with passion to teach computer science.
	I wish we did more examples in class that were relevant to the code we learned in class. Also, sometimes the class went way to fast and we were getting ahead of the other classes when we did not need to be so ahead.
	Sherriff is a great lecturer and an overall entertaining guy.
	Professor Sherriff is a FANTASTIC teacher. Compared to other intro courses he is able to explain things in simple terms and in ways that any one can understand. Best class ever, everyone should take it. Please teach object oriented programming .
	I never expected to enjoy Computer Science. However, after taking this course I understand how helpful and worthwhile it is. It has transformed the way I think about things and I would recommend to everyone that they take this course.
	There was one Potd where the submission thing broke the night before it was due and then didnt give feedback until 10 am the next day, 1 hour before the assignment was due. By the time i recieved the feedback that i had failed one of the tests, i was in class so i had to wait until it was late in order to resubmit it, so i got a 9/10. not a huge deal, but at the time i was pretty mad that i was penelized even though the machine was broken for like 12 hours before the due date
	professor joked around too much in class and it was hard to follow along. i would have preferred powerpoints or a more structured method of presenting new information.
	Most enjoyable class I took this semester.
	It was awesome. I really really enjoyed it.
	loved it
	Sherriff is a great professor!!
	I appreciated the review sessions and the recorded lectures online- they really helped to understand the material better.
	I have troubles catching up to the lecture because we speed through it. I don't understand a lot of things and it seems like there was an assumption that we all understood some things prior to coming into this class even though it is said that no programming experience is required and we do not need to read the textbook.
	This is the first computer science class I take. I think it's a great class, I have learned a lot and really like it.
	Great class, worth taking!
	Sheriff is great in lecture but a little cold in person!
	Really good teacher. The lectures were fun. The POTD's were helpful. I wish there were more smaller POTD's towards the end of the semester.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I always thought I would hate programming and computer science but Sherriff made it very fun. Probably one of my favorite courses at UVA.
	It's a great intro class to computer science
	Good course. Sometimes too many irrelevant jokes.
	Great guy
	This is a very useful and important course for anyone to take. Mark Sherriff did a good job in teaching it, and managed to make some very dull concepts more fun. The homework assignments were too frequent and took much too much time.
	LOVE THIS COURSE
	Good class!
	It was interesting but involved too much work for an intro class.
	Early in the year, we coded along with Mr. Sherriff and it was very helpful for those of us who had never coded before or had no experience with that particular lesson topic. Later in the year, it became more watching him run through code than explaining the parts and practicing. It was made clear at the beginning of the year that the textbook was not required however there were a couple POTD's that required knowledge found in the textbook and not found in lecture.
	n/a
	n/a
	n/a
	Good class
	The POTDs were extremely helpful in pushing me to thoroughly understand the material. Professor Sherriff was my favorite teacher this term and I will actively try to take another one of his programming courses.
	Sherriff is amazing. My only complaint are on the lecture podcasts, because often things are typed out as examples but deleted for the final code for each lecture, making it difficult to follow with sound and final codes only. If there was a video to go along with the podcast, they would be much easier to follow
	Professor Sherriff was one of the funniest professors I'vs seen and CS1110 will be one of my favorite classes in UVA. I wish the department offers a 2000 level python programming class that students can take after 1110 instead of moving on to JAVA.
	great class, not enough time for tests though, given that it is as much of a logic based class as it is computing-knowledge based
	I'm not a CS major or minor, or SEAS student for that matter. I probably won't be taking any more CS classes, but this was definitely a worthwhile experience.
	I really enjoyed it- it was challenging but in the end left it learning much more than I did before.
	Professor Sherriff teaches very well in the lecture, I just wish he could be more approachable during office hours.
	My experience with this course was overly positive. This is in large part to the teaching of Professor Sherriff. He is extremely enthusiastic and relatable. He is actually a human. I felt that I learned a great deal in this course. However, depending on the day you catch him and the way the planets are aligned, Professor Sherriff could be difficult to approach outside of class.
	Thank you for a great semester!
	Dr. Sherriff sparked my interest in CS. He was an amazing teacher
	I had a lot of fun in this course, and look forward to taking more computer science courses in the future!
	great job!
	He was my favorite instructor this semester, until I went to his office hours and realized how arrogant and heartless he is. His lectures are amazing nonetheless. I'm thinking about double majoring/minoring in Computer Science because of this course.
	Good class.
	love this class, love everything about it

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CS 4720-001 **Mobile Application Development** - Fall 2016

ENGR (17481)

INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 47 / Enrollment: 76

Summary: CS 4720-001 Mobile Application Development - Fall 2016 (17481)

Overall Course Rating

CS-4720-001 Mean 4.27
CS-4720-001 Std Dev 0.75
CS-4720-001 Response Count 234

SEAS, 4000-level courses Mean 4.15
SEAS, 4000-level courses Std Dev 0.91
SEAS, 4000-level courses Response Count 10631

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.36
Std Dev 0.66
Response Count 328

SEAS, 4000-level courses Mean 4.30
SEAS, 4000-level courses Std Dev 0.84
SEAS, 4000-level courses Response Count 15765

~ QUESTIONS AND DETAILS ~ *~ ANSWER MATRICES ~*

1. How accurate is this statement for you: The project was of acceptable length.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
47	4.34	0.67	21 (44.68%)	21 (44.68%)	5 (10.64%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
47	4.34	0.67	21 (44.68%)	21 (44.68%)	5 (10.64%)	0 (0.00%)	0 (0.00%)

2. How accurate is this statement for you: The project was of acceptable difficulty.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
47	4.43	0.54	21 (44.68%)	25 (53.19%)	1 (2.13%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
47	4.43	0.54	21 (44.68%)	25 (53.19%)	1 (2.13%)	0 (0.00%)	0 (0.00%)

3. Which topic/lecture in this course was your favorite and why?

~
Question Type: Short Answer
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
43	*See below for Individual Results*

Ethics and privacy, and it is a large concern in general, but especially for developers.

The lecture on VR was cool

VR

I liked monetization a lot, because it explained a lot about how the monetization techniques worked in terms of actual implementation in the app.

I liked the lecture on wearables because I thought it was a cool look at the benefits and limitations of them.

VR and augmented reality. This is still a relatively new area of technology, and learning about it was interesting.

Introduction to different mobile development framework. Solid stuff

Monetization: It introduces some of the business side of mobile app design

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The lectures on UI was my favorite because its interesting to hear everyone's perspective on what's the best UI design. Everyone believes they know how to make a usable design but the subject is more difficult than it appears because everyone is so different. Thus, it was interesting to learn how UI design relates to mobile design, where the screen size is smaller and you have more constraints.
	The WillowTree day was awesome because we saw some of the industry applications of what we were learning. I also liked the accessibility and UI design lectures because those topics are always important when creating software
	app industry information
	I liked going through Android and iOS because those were the skills that I wanted to develop in taking the class and set the foundation for being able to do everything else. I also thought that all of the design standards were interesting and good to know for the purposes of adhering to standards.
	Sensor ethics because it interested me.
	I liked the lectures on the Android / iOS architecture because it was interesting to learn more about the history of these subjects.
	I haven't studied as much yet so I haven't gone through all the lectures but the lecture on accessability/operability really jumps out at me! I've talked about that lecture to my friends because it's something that I don't really think about on a daily basis and now i do! I think it's super important to talk about accessibility because people who make tech/mobile apps/cs are basically controlling the world right now so it's important that they cater to all people.
	Literally all of iOS because that's definitely the only platform I will ever write apps for.
	My favorite topic was about UI design. As a person with a passion for creativity and the arts, I enjoyed learning about how something artistic like the aesthetics and appearance of a mobile app are designed.
	I really enjoyed the discussion on Virtual Reality because I find it to be fascinating. I just wish we had gone into more of the technical nitty-gritty of VR.
	I loved it when we got to try the HTC Vive in class. I was having a really rough week at the time so it made my week to fly around with Google maps.:)
	I liked the one where Professor Sherriff showed us different application views and had us compare them and determine which one we liked better and why. I like this lecture because it made me understand that a lot goes into designing a simple view than you would think.
	I really liked learning about REST because it applies to almost any type of project someone would want to do inside or outside of this course. I also liked learning about accessibility and analytics because it's something that you aren't too concerned about as a student but are essential real world aspects to development.
	User interface design because I enjoy learning about how different people use their phones.
	Wireframing. It seemed dumb at the time, but as I was working on the project the wireframe became essential for reminding me what the overall project was supposed to look like.
	VR - playing with the Vive. It is one thing to talk about VR, it is another to experience it and be able to contextualize the challenges and opportunities for developing with such a platform.
	I really enjoyed the lessons on advanced UX, specifically learning about the cutting edge kind of out there ways in which UX is being designed now, such as the Bits Out interaction. I hope that becomes a thing in the future
	Final project because we got to work on it for a longer period of time and had some creative license as to what application we could develop.
	I enjoyed topics about UX. Led me to really think about how to build for users and not myself
	RESTFul API, so useful and relevant!
	Designing interfaces for mobile devices. It's completely different than designing for desktop
	I really enjoyed talking about design principles when restricted to a certain screen size/ accessibility features. This was something I never really took into account with mobile apps and is now something I either notice in apps or notice a lack of.
	User Experience design. fun activities
	The in-class demonstration of the Vive was very cool, having never used anything like it before.
	UI Design and how that differs with platform because it has always been interesting to me how technology can be developed to serve the most diverse demographic.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Everything pertaining to Android development, specifically connected to web services like AWS. To me, that stuff is extremely practical and it's difficult to absorb relevant information on the topic on my own. AWS is growing quickly, so I'd like to learn as much as I can about it and how mobile apps can work with it. Virtual Reality, before that probably REST UX lectures were very helpful. Virtual Reality I really liked the virtual reality discussion, plus it was really fun to play with the Vive. My other favorite lectures were involving what disabilities or use cases should be considered when developing an app. It made me think outside the box. All of the future of mobile lectures were really cool! I also liked the group exercises for sensor ethics, comparing usability, and designing mock-ups! I enjoyed the user interface design topics because that's more what I am interested in when it comes to mobile development - the front end of things. I also thought we did a lot of class activities in that section that had us think critically (like designing wire frames) rather than just absorbing information. Architecture of different platforms. They are the core of the class and a good understanding of them is very essential to easier and better development. Favorite was UI/UX design. Very hands on exploration of an often overlooked aspect of mobile design. Virtual Reality, getting to actual use a vive and the google cardboard made the topic much more interesting. I also already have a large interest in VR technology.
4. Which topic/lecture in this class do you think you will find the most useful in the future? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-4720-001, Sherriff, Mark Total: 42 Individual Answers: *See below for Individual Results*
	MVC Architecture, client/server, etc. RESTFul API anything with live code examples Storing persistent data on the mobile device Android development. Lots of fun to play with and the projects gave me plenty of experience to try out other app ideas. REST, Android and iOS architectures UI/UX development, just in terms of pretty much anything I make, I have to make sure people will actually want to use it. I also think ethics is a really good topic that not enough people learn that deserve a whole class to debate about the topics instead of just one lecture REST Deign principles The general notes about android and developing in Android Studio were very helpful. I definitely think I could make an app on my own after this class. I'll probably find monetization pretty useful if I become a developer. Learning the fundamentals of Android/iOS will be useful if I do mobile development later in life. I think that the "Knowing Your Users" section with privacy, security, and monetization will be extremely useful if I go into app development or software development in general. I often think these topics are overlooked by the idea and design of the app, and many people don't take into consideration the ethics behind it all. I was definitely one of those people before taking CS 2501 and this course. It's surprising that I never thought about it much before considering it's such an important aspect to me as a user, but as a computer scientist I am definitely more concerned with the physical app/software. Familiarity with Android and iOS. Connecting to web services for the reasons listed in the previous question

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	web services & data storage VR stuff as my job pertains to that Probably the lectures introducing web services and how they interact with mobile apps because I have found looking into APIs to be a way to save time. Wireframing will be useful because its a great way to design good software. I feel that good software design is overlooked; yet it is the most important part of the development process. Development ideologies/general guidelines to follow I really enjoyed the Advanced UI/UX lectures. I'm taking HCI right now and it complemented it pretty well. I'm also pursuing human-centered computing in grad school so take this comment with a grain of salt. I already have a lot of interest in this topic and it was interesting to dig deeper into it in class. I liked going through Android and iOS because those were the skills that I wanted to develop in taking the class and set the foundation for being able to do everything else. SOAP / REST APIs, memory storage, basically everything that was more hands-on iOS development. REST architecture The Android/IOS development lectures were the most useful. REST lectures were also really helpful too. iOS development REST - I've worked in web development without knowing principles of REST, actually knowing this will help Learning how to write a basic android application and understanding the basics such as what activities are. I think it will probably be the lectures on design and Google's Material Design. It was a good introduction to those core design principles and will be useful to keep in mind if I ever decide to pursue building my own app for the Google Play store, which is a possibility after this class The lecture on monetization, if I would ever develop an app for either store it is nice to have some background on what common practices are for app monetization. The UI design and sensor ethics are most likely to be helpful in the future Probably overall Android development. I think learning about the MVC design pattern was very useful because it is such a fundamental concept for mobile app development and is important to have a solid understanding of. It helps me understand why Android Studio and Xcode are set up the way they are. For example, now I understand why the UI component (storyboard) in Xcode has to be linked to the code, which is separate from the UI. Same as above Android Development same as previous Android and iOS. Android/iOS architecture I think the lecture where Professor Sherriff listed out the different components of making a good UI was useful because I now know a good guideline on how to make the interface aesthetically pleasing and efficient. The WillowTree presentation was very informative and gave me good insight on what mobile app development might look like in the industry. I think the Android / iOS architecture topics will be useful in the future.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

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

monetization

VR

can't single out one

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

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

Discussing monetization seemed less useful.

I think all topics were relevant.

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

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

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

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

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

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

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

VR just didn't seem relevant to mobile development

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

mostly everything towards in the last month of the semester

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

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

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

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

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

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

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

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

N/A

N/A

It was all pretty good honestly

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

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

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

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

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

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

can't think of one

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

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

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

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	3.82	1.00	9 (19.15%)	14 (29.79%)	8 (17.02%)	2 (4.26%)	1 (2.13%)	13 (27.66%)

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

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	3.79	0.98	9 (19.15%)	12 (25.53%)	11 (23.40%)	1 (2.13%)	1 (2.13%)	13 (27.66%)

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)
47	3.79	0.98	9 (19.15%)	12 (25.53%)	11 (23.40%)	1 (2.13%)	1 (2.13%)	13 (27.66%)

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
47	2 (4.26%)	1 (2.13%)	9 (19.15%)	13 (27.66%)	6 (12.77%)	16 (34.04%)

Results for SEAS, 4000-level courses

Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
47	2 (4.26%)	1 (2.13%)	9 (19.15%)	13 (27.66%)	6 (12.77%)	16 (34.04%)

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
28	*See below for Individual Results*

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

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

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

When I missed classes, I only used the slides.

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

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

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

Nope

None

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

Sometimes the requirements for milestones were a little unclear.

The ones I talked about in the previous short answer question

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

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

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

Nope!

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

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

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

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

Nope.

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

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

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

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

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

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

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

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
47	5 (10.64%)	11 (23.40%)	20 (42.55%)	5 (10.64%)	4 (8.51%)	2 (4.26%)

Results for SEAS, 4000-level courses

Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
47	5 (10.64%)	11 (23.40%)	20 (42.55%)	5 (10.64%)	4 (8.51%)	2 (4.26%)

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
47	3.06	0.64	11 (23.40%)	28 (59.57%)	8 (17.02%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
47	3.06	0.64	11 (23.40%)	28 (59.57%)	8 (17.02%)	0 (0.00%)	0 (0.00%)

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

12. How would you rate the helpfulness of the TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
47	3.28	0.65	18 (38.30%)	24 (51.06%)	5 (10.64%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
47	3.28	0.65	18 (38.30%)	24 (51.06%)	5 (10.64%)	0 (0.00%)	0 (0.00%)

13. How often did you make use of the TA office hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
47	7 (14.89%)	11 (23.40%)	13 (27.66%)	10 (21.28%)	6 (12.77%)

Results for SEAS, 4000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
47	7 (14.89%)	11 (23.40%)	13 (27.66%)	10 (21.28%)	6 (12.77%)

14. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
30	*See below for Individual Results*

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

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

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

They were great.

They know at lot and it's impressive.

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

They're really awesome and know a lot!

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

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

Nope

none

They were great and super helpful! Shoutout to Spencer.

They were all wonderful.

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

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

The TAs for this class were all superstars

N/A

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	No Alex Ramey is the best out there The ones who stay for as long as they're needed are the real MVPs, though it makes me feel bad that they stay for so long. They're all really helpful, though Good job I think they were knowledgeable and did their best. Spencer is the man Spencer rocks! Khanh and Acacia made a very good pair at office hours since they had two different sets of skills. Khanh was good at diagnosing bugs and errors while Acacia was good at explaining the bigger picture. Spencer was also really helpful. I really appreciated the fact that Spencer would stay past his office hour end time to help us out! TAs were hit or miss, and sometimes they still needed to look up what we were doing or couldn't figure out the problem/how to fix it. other times they were very helpful and knowledgeable. (hi spencer) Nothing specific No. Spencer was super generous with his time during crunch days. I really appreciated it!
15. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-4720-001, Sherriff, Mark Total: 31 Individual Answers: *See below for Individual Results*
	multi-threading/asynchronous operations I would have preferred that we spent more time learning about development. I felt this could replace some of the topics that were less necessary for the class. I wish we could have more deeply covered security auxiliary frameworks, how to use pods, etc... Maybe more on how to make a profitable app - not just how to set it up, but actual strategies for making a profitable app how does android studio work?? also this might be a dumb question (i'm a 3rd year so I don't have a lot of the same experience as other ppl) but what really IS an SDK? how does gradle work? also more going over version control because git was a pain sometimes, learning how to stash and rebase and etc. I would have liked to talk more about IOS and Android lifecycle. I had a basic understanding but I felt like I was winging it when I was sticking different methods into different parts of the lifecycle during the project to see if it "worked" or not. I suppose optimizations are beyond the scope of the course, but I felt I was writing bad code that just "worked" for the projects. interactive media and creative applications of mobile dev It would have been beneficial to go over the different web services (AWS, Flight, etc) over more lectures, instead of all in one lecture and I felt like we didn't get a chance to cover each of them as deeply. My group ended up doing Flight for the project just because it was the easiest but we had no other real reason for choosing Flight. Covering some of the later topics in more depth would be cool. Like looking more into wearables design or the way that the technology is progressing. More useful things about mobile development- how to make your mobile apps use resources more efficiently, how to actually sign/publish/make money off of apps None that I can think of.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

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

I think it was done fine.

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

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

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

N/A

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

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

I think an adequate amount of topics were covered.

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

Maybe databases with SQLite...

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

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

More work with Fragments

maybe stuff on mobile IDEs like Xamarin, etc

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

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

swift

16. To what degree do you agree with this statement: the team size from the project was appropriate (please elaborate in your class comments).

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
47	4.11	0.89	18 (38.30%)	19 (40.43%)	7 (14.89%)	3 (6.38%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
47	4.11	0.89	18 (38.30%)	19 (40.43%)	7 (14.89%)	3 (6.38%)	0 (0.00%)

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
34	*See below for Individual Results*

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

WillowTree was great!

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

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

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The willowtree one was nice, no real suggestions for it I really appreciated being able to have the guest lectures, especially because it took what we were learning out of the classroom in ways that are rare. The lecture from WillowTree was great. Really liked the Willowtree guests, interesting to hear about that company and work environment Yes. VR one was really cool They were effective and definitely interesting, a great change in pace. I enjoyed Willow Tree a lot. Loved Willow Tree, i think guest lectures are very refreshing and engaging They were really good for letting students know that there was a huge market for mobile development and tons of career options. The one from Willowtree was so-so. They had some useful info on mobile development in practice, but it felt more like an recruiting session than anything else. Interesting to hear from a local company, wish they could have gone more in-depth into just one project, what they did for it, etc. I'm a terrible student and didn't go but having companies like Willow Tree is great for student networking. It was interesting to hear what WillowTree did and the process they followed. It was not necessary though. Interesting to see how companies view mobile development I think a similar guest would be fine. Really good! Potentially invite more companies from the area to come and talk to the class? They were cool, not much to say. Interesting N/A N/A Informative, especially given that the class was mostly 4th years already searching for jobs i think the only guest lecture was willowtree? they were fine, they were not really lectures to learn things, it was more like an advertisement to go work for them. maybe a willotree person could have put some actual code up on the screen and showed us how to implement some cool thing in addition to talking about how great their work environment was? I'm sure they could teach us about some cool coding shortcuts. They were fine They were enjoyable and provided a glimpse of mobile app development in a real world setting, which I found interesting to learn about. WillowTree was great. WillowTree was interesting to listen to and to see how what we were learning applied in the real world. They were definitely interesting, and spiced the class up willowtree turned me off to app dev and most cs workplaces. the homogeny and Willowtree was well timed, but they talked more about themselves as a business/gave a "work for us" pitch instead of showing us the prototype/wire framing examples and stuff WillowTree was cool. Willowtree: Fun!

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

18. The course addressed technically rigorous subject matter consistent with the course objectives.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	4.36	0.61	20 (42.55%)	24 (51.06%)	3 (6.38%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2125	4.36	0.75	1012 (47.62%)	903 (42.49%)	129 (6.07%)	38 (1.79%)	17 (0.80%)	26 (1.22%)

19. The instructor used methods other than/in addition to traditional lectures (for example, active learning, in-class problems, collaborative learning, in-class discussion) effectively in this course.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
46	4.39	0.65	21 (45.65%)	23 (50.00%)	1 (2.17%)	1 (2.17%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2252	4.22	0.93	1004 (44.58%)	788 (34.99%)	228 (10.12%)	103 (4.57%)	35 (1.55%)	94 (4.17%)

20. There was a reasonable level of effort expected for the credit hours received.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	4.43	0.62	22 (46.81%)	24 (51.06%)	0 (0.00%)	1 (2.13%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2124	4.26	0.84	922 (43.41%)	956 (45.01%)	136 (6.40%)	63 (2.97%)	35 (1.65%)	12 (0.56%)

21. The homework assignments helped me learn the subject matter.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	4.47	0.76	25 (53.19%)	18 (38.30%)	1 (2.13%)	0 (0.00%)	1 (2.13%)	2 (4.26%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2129	4.18	0.90	831 (39.03%)	789 (37.06%)	222 (10.43%)	85 (3.99%)	28 (1.32%)	174 (8.17%)

22. The textbook increased my understanding of the material.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	3.36	0.74	2 (4.26%)	1 (2.13%)	11 (23.40%)	0 (0.00%)	0 (0.00%)	33 (70.21%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2125	3.68	1.08	258 (12.14%)	356 (16.75%)	287 (13.51%)	74 (3.48%)	52 (2.45%)	1098 (51.67%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

23. The course material was well organized and developed.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	4.19	0.77	17 (36.17%)	24 (51.06%)	4 (8.51%)	2 (4.26%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2250	4.08	0.93	790 (35.11%)	957 (42.53%)	267 (11.87%)	121 (5.38%)	37 (1.64%)	78 (3.47%)

24. The instructor was knowledgeable about the subject matter.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	4.45	0.62	24 (51.06%)	20 (42.55%)	3 (6.38%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2257	4.59	0.64	1481 (65.62%)	647 (28.67%)	93 (4.12%)	13 (0.58%)	10 (0.44%)	13 (0.58%)

25. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	4.34	0.70	20 (42.55%)	25 (53.19%)	0 (0.00%)	2 (4.26%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2256	4.38	0.76	1124 (49.82%)	872 (38.65%)	155 (6.87%)	48 (2.13%)	12 (0.53%)	45 (1.99%)

26. I received adequate preparation from the prior courses in the curriculum to be successful in this course.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
46	4.11	0.80	14 (30.43%)	26 (56.52%)	3 (6.52%)	3 (6.52%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2128	4.04	0.93	704 (33.08%)	922 (43.33%)	288 (13.53%)	111 (5.22%)	38 (1.79%)	65 (3.05%)

27. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	4.19	0.74	15 (31.91%)	28 (59.57%)	3 (6.38%)	0 (0.00%)	1 (2.13%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2254	4.16	0.89	876 (38.86%)	966 (42.86%)	215 (9.54%)	94 (4.17%)	38 (1.69%)	65 (2.88%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

28. The instructor responded adequately to in-class questions.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	4.45	0.54	22 (46.81%)	24 (51.06%)	1 (2.13%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2250	4.38	0.78	1134 (50.40%)	868 (38.58%)	142 (6.31%)	38 (1.69%)	25 (1.11%)	43 (1.91%)

29. The instructor effectively used technology in support of the learning goals for this course.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
47	4.51	0.51	24 (51.06%)	23 (48.94%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2246	4.28	0.81	962 (42.83%)	931 (41.45%)	183 (8.15%)	55 (2.45%)	24 (1.07%)	91 (4.05%)

30. The average number of hours per week I spent outside of class preparing for this course was:

~

Question Type: Multiple Choice

~

contributed by Office of the Provost

Results for CS-4720-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
47	2 (4.26%)	22 (46.81%)	15 (31.91%)	6 (12.77%)	2 (4.26%)

Results for SEAS, 4000-level courses

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

31. I learned a great deal in this course.

~

Question Type: Likert

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contributed by Office of the Provost

Results for CS-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
47	4.36	0.74	23 (48.94%)	19 (40.43%)	4 (8.51%)	1 (2.13%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2121	4.14	0.90	839 (39.56%)	895 (42.20%)	262 (12.35%)	92 (4.34%)	33 (1.56%)

32. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
47	4.40	0.74	24 (51.06%)	20 (42.55%)	1 (2.13%)	2 (4.26%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2124	4.18	0.95	940 (44.26%)	818 (38.51%)	223 (10.50%)	90 (4.24%)	53 (2.50%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

33. The course's goals and requirements were defined and adhered to by the instructor.

~
Question Type: Likert
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contributed by Office of the Provost

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
47	4.38	0.61	21 (44.68%)	23 (48.94%)	3 (6.38%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2244	4.32	0.74	1001 (44.61%)	1021 (45.50%)	168 (7.49%)	38 (1.69%)	16 (0.71%)

34. The instructor was approachable and made himself/herself available to students outside the classroom.

~
Question Type: Likert
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contributed by Office of the Provost

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
47	3.68	1.18	13 (27.66%)	18 (38.30%)	6 (12.77%)	8 (17.02%)	2 (4.26%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2251	4.32	0.85	1141 (50.69%)	794 (35.27%)	224 (9.95%)	70 (3.11%)	22 (0.98%)

35. Overall, the instructor was an effective teacher.

~
Question Type: Likert
~
contributed by Office of the Provost

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
47	4.34	0.64	20 (42.55%)	23 (48.94%)	4 (8.51%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2261	4.29	0.87	1097 (48.52%)	857 (37.90%)	205 (9.07%)	66 (2.92%)	36 (1.59%)

36. Please make any overall comments or observations about this course:

~
Question Type: Short Answer
~
contributed by Office of the Provost

Results for CS-4720-001

Total	Individual Answers
20	*See below for Individual Results*

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

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

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

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

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	elaboration on team size: i think the size of the project plus the size of the team made the project harder, though not unmanageable. I definitely don't recommend increasing team sizes because the more people there are the more problems. so i guess keep project size knowing that it's a lot of work and makes for a janky app with a bunch of useless features, or reduce project size to make it easier for the group size and also make a more streamlined app. for the "I received adequate preparation from the prior courses in the curriculum to be successful in this course," i think sherriff assumed the class was full of 4th years because it was definitely majority 4th years, but there were times when he made that assumption and the other 3rd years and I were pretty confused. Like this is my first elective after 2150, so there is a great deal of stuff I haven't learned yet. ALSO it might be too much to grade but like. a lot of the times you would show us code in class and be like "this is this method, this is another method, okay got it great whoo" and then I would immediately forget everything. maybe if you show us recyclerview one day, then have us implement a recyclerview for homework? or i think the reason why there is conflicting opinion as to whether you should show code in class is, at least imo 1. i do think you should do more code in class because the lectures are almost completely disconnected from the assignments but 2. show code EFFECTIVELY and clearly in class, so that I actually figure it out and learn it instead of just watching you scroll through a file and open programs. I definitely think if this class were more hands on, like I had to submit a small assignment every day, and I was learning more incrementally, then the final project would have been easier to do. Overall, I really enjoyed this course because I've learned a lot more about mobile app development and now have my own app under my belt. I also have a bigger appreciation for well-made apps because I now understand how difficult mobile app development can potentially be. It's hard to speak generally about the amount of time spent on this course since it required almost no work aside from studying for the exams unless we were in a project phase. Because both my partner and myself are quite busy fourth years (especially with regards to interviews), I found that we were spending almost every available time slot that we both had free on our project, and this time really added up. I really enjoyed the class, keep up the good work You were a great professor! And your lectures were the best structured out of all of my CS classes ever. I liked the group activities especially! I wish the groups were three people. I had a bad partner and some particular circumstances that made navigating that less straightforward than normal. But in general, I feel like with pairs, one person is likely to take up more of the slack. I guess group projects kind of inherently will always have issues no matter how you structure them, but I just have never had as poor of an experience working on group project as in this course, and it made this semester awful. That has a lot to do with my partner, but at least having three people means that one person won't ruin everything for the other people. I wish grading took into account how close you got to achieving a functionality rather than just if you achieved the functionality. mark sherriff = good teacher, great entertainer, smart man, not very approachable, sometimes takes things too personally, would learn from again if my grade didnt depend on it (*im doing fine gradewise in your class*) assignments given by mark sherriff = unimaginative, boring, subjective grading, crippling to student creativity The attendance policy was pretty unclear as it was this blanket statement about losing up to 100% of final grade due to "excessive" missed classes. Would have been nice to have that clarified (whether that be to enforce attendance, which is clearly what Sherriff wanted to do but didn't for some unfathomable reason, or to not enforce it). Considering how important that requirement to the course is and how unclear it was, thats why I gave a low rating for the course goals. I also prefer individual projects to partner/team projects, though I'm fairly certain that decision was made on the basis of limited devices. In response to team size: For me personally, I wish that I was able to work by myself rather than in a group of two. I wish that was an option because my partner really didn't do much work and I felt like I definitely carried him in the mini android app and had to push him a lot to do work early on the iOS and final app. While he did the work, it was frustrating to have to wait to implement something that I was supposed to until he finished implementing what he was supposed to. A lot of work was done last minute because that's how he does things, and he didn't listen when I tried to tell him how we did poorly on the android project because he didn't keep up with the work I assigned him (which was implementing just one thing - moving the quiz to the done tab when it's done). I don't think groups should have any more than two because it's hard to work on it at the same time as it is without messing up implementation or pushing really different things onto Github. On Professor Sherriff: Professor Sherriff is one of the most knowledgeable professors I have had in the CS department. He was always up to date with technology and any changes to syntax that have happened. He always gave great in class code examples with little to no confusion as to what he was doing. He is great at explaining as he codes. Similarly, Professor Sherriff is a very approachable guy, he makes a lot of jokes and is open to answering personal questions (he does this on the first day of class). He always made it aware when he would be in his office and when good times to meet with him would be, and he was definitely flexible about it. It was hard to directly relate the SOA/REST lectures to the apps we were developing. This was probably because I didn't fully understand what they meant/didn't have to in order to create a functional app. I think the hardest part of the course is learning how to balance the work with your partner. I'm a nice person and did most of the work because I knew my partner was extremely busy, but so was I at times. You can't really wait to do the milestones or mini projects until the last minute, especially when the TAs that are specialized in your platform have office hours earlier in the week that the assignment is due. It would be nice if there were systems or suggestions on how to make your group more accountable (again, I'm too much of a pushover!). It would also would have helped if there was one more TA/office hours per platform during the week. Overall I really enjoyed the class though.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	While I enjoyed getting to choose the material to get covered for the last few lectures, I felt that we did not have to spend as much time on them as we did this semester. Since we had extra time, I think it would have been useful to have two lectures and then turn the third lecture into a "lab" session. The lab would reinforce whatever topic we were learning that week. The first week could be getting github help session for people who have never used git extensively before. The week where we learning about web services, the lab could be where we would start to implement the web service for our final projects. I felt that there was a little bit of a mismatch where the topics we were learning about in lecture didn't align well with the work we were doing for the class so a lab like this could help reduce the misalignment. So I think that this course could really benefit from a dedicated lab section where students go to learn tricks, tips, APIs for iOS and Android. Maybe for the first 6 weeks of class it could be used for this and then after that it could be used simply as dedicated office hours for TAs. I think that this is really really really the best middle ground between wasting time with this kind of thing in class and the tremendous difficulty of learning it by ourselves - especially with Swift. You did an excellent job. I liked the different case studies we did, they were a nice change of pace. However, we dealt with the movie theater example like three times, switching it up would have been nice. The iOS mini app was what I regret the most. My partner was much more advanced than I was and I feel like I just wasn't prepared to work in Xcode with Swift 3. My partner ended up doing more than I did and I feel like I didn't learn enough. I liked being able to choose which platform to use for the final project. The final project was where I learned the most. The milestones were really well set up to help us get through the project on a schedule. I went to almost every class; you're an excellent lecturer. You have asked us in the past why there is poor attendance and I think the answer is this: there's no real negative consequence for not going if you are a CS major and are capable of learning the development techniques necessary to get an A on your own. I think the subject matter that you put together was really interesting and that's why I wanted to go to lecture every day. But I think for a lot of people, they don't care about what they learn, they just want to earn the points they need. Putting a small percentage of the class grade on attendance might help with this problem. Otherwise, way to go, this was a fun elective. The course was good but Mark Sherriff seemed either in a perpetually bad mood or was just very scary... Whenever I went to Professor Sherriff's office, it always seemed like he didn't really want us in there. It was a stark contrast to the Professor Sherriff during lecture who really engages the students and seems to really care about our understanding. It kind of discouraged me from going to his office hours. It was pretty fun, thanks! Stressful, but looking at the final app made makes it pretty worthwhile

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CS 4720-001 **Mobile Application Development** - Spring 2017

ENGR (18585)

INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 44 / Enrollment: 79

Summary: CS 4720-001 Mobile Application Development - Spring 2017 (18585)	
Overall Course Rating	**Overall Instructor Rating**
CS-4720-001 Mean 4.46 CS-4720-001 Std Dev 0.68 CS-4720-001 Response Count 219	*INSTRUCTOR:* Sherriff, Mark Mean 4.62 Std Dev 0.54 Response Count 308
SEAS, 4000-level courses Mean 4.16 SEAS, 4000-level courses Std Dev 0.94 SEAS, 4000-level courses Response Count 10874	SEAS, 4000-level courses Mean 4.35 SEAS, 4000-level courses Std Dev 0.90 SEAS, 4000-level courses Response Count 15864

~ QUESTIONS AND DETAILS ~	*~ ANSWER MATRICES ~*

1. Attendance in this course has gone down in recent semesters. Any thoughts as to why? What can I do to improve?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

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

The beginning lectures of the course cover Android and iOS programming tutorials in class, and Sherriff walks through code in lecture. However, this is not an effective, interesting nor engaging way to teach how to code in Android/iOS. Rather, it would be more worthwhile having homework assignments with tutorials to implement features (much like BucketList or the core skills app) than to walk though code in lecture. These lectures are a weak start to the semester, and likely caused most students to not attend subsequent lectures, even when they were not code-oriented. The material itself is also on the relatively simple side and not too technical, which may lead students to just read slides rather than attend lecture. More in-class discussions and activities might be a better way to engage the class on these subjects.

I think that when you tell people attendance isn't mandatory you will automatically have a subsection who will not come. However if you wanted people to come more often I would suggest more in class activities.

People think they can learn the things by themselves. Sometimes the things taught are too high level so people think they can just read the powerpoints and get everything.

People will skip any class because it is easy. To really hit them hard. stop posting the audio... I never skipped bc I am paying all this money to go to this university. Why get here and not go class? That is wasting money.

I honestly enjoyed attending lecture, and I think attending lecture saves time in the future, so I'm not sure why anyone ever skips class regularly. People are probably more likely to skip class because the slides and lecture audio are posted, but taking that away will hurt all students; I frequently used the slides to refresh on concepts.

Not really? Seemed like a fun course. Maybe just competition with other 4000 level classes? I don't know what the general philosophy behind most people's choosing of their classes is, and I know virtually no one, so...

I think a lot people don't come to lecture because there are lecture recordings on collab and code in github.

You don't track attendance, and your grade is based on projects. It's similar to CS4750 in this way, there really isn't any incentive to go to class if your grade is based on projects. I would just track attendance regularly if you want people to show up. We won't think you're a stickler.

I think it's because people know they don't have to come, which personally I appreciate. Unfortunately, many students (particularly the fourth years who usually take this course) will not go to class if they don't have to.

Because you upload the powerpoints online and provide audio recordings of the lectures, it is very easy to learn the material without going to class. This is great for students who are sick or have something come up, but is not great for motivation towards coming. I personally came to all but one lecture and enjoyed it alot, but I can understand why others did not. The only way I can think of improving attendance is going back to random attendance checks.

I found my own attendance slacking toward the end of the semester because I felt confident I would get a good grade and wanted to spend my energy on classes I was more worried about. Judging by how high the average GPA is on Course Forum, I would assume most people think their grades are safe for this class and don't feel the need to attend class. So I guess my suggestion would be to make the class harder, but I would argue against that suggestion because I think the class is great as is. Maybe making attendance mandatory is the right solution.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Make attendance mandatory, make it a M/W or T/Th schedule instead of M/W/F (sorry I'm probably not showing up on Friday), and maybe even make the course later in the day. I don't think the attendance reflects the lecture quality. But in a course that's largely project based, it was easy to justify skipping this course when other more pressing needs presented themselves. If attendance was mandatory or if the course was more in the middle of the day (1pm or 2pm), I'd have little to no reason to skip.
	I like going to class, I think you're doing a good job. The problem for me is that sometimes I really need the extra hour to work on another class during weeks with really heavy workloads
	More engaging in class activities, like the wire framing ones.
	The attendance is low because you don't need to be in-class to do well. There are tutorials for everything you could possibly need for you app/mini app online. You would need to offer something in -class, that pertains to the grade that you can't get outside of it. I know that just means attendance but that's all I got. You could randomly give extra credit to those that do come every day (cough).
	More freqent attendence checks
	Because it isn't mandatory. You can easily correlate attendance to class by your attendance policy, regardless of the subject.
	One of the things that has been reaffirmed in my mind after this semester is that in order to learn how to develop mobile applications, you have to develop mobile applications. It is a fundamentally difficult skill to teach and learn in a classroom, lecture environment. The one thought I have in terms of improving attendance would be have more lab days. We had two of them, but more days where we can show up and work on an app and ask you and the TAs questions may help overall attendance.
	Not sure, but you can make attendance mandatory or have in-class quizzes.
	I think the reason attendance has gone down is that the slide sets are online and easy to read and get the gist of for tests. You are honestly the best cs teacher I've had here, but the structure of the class just lends itself to people missing.
	Not sure, the projects are mostly unrelated to the lectures. It would work to not post lectures/post partially completed lectures. However I am not sure that would improve the course and then people would unwillingly go to lecture
	Classes are recorded and college students are lazy. It's a difficult situation. Recording classes is genuinely helpful for people who couldn't make it for a legitimate reason and for people who want to review but people often take advantage of it. I personally missed a day or two to listen to the recording in the comfort of my home.
	I think it's the balance of projects. I'm coming from an astrophysics background (I guess that's enough to identify me, but okay), so the workload seemed balanced for me, but I also see a contrary point, that more time with the projects will help us refine it more, and the projects are what objectively give us our grade. Another way to look at this was that the course material didn't directly impact our grade. I'm still of the opinion that the course material holistically increases our understanding of the material, but I could see how others might now see it that way.
	In general if classes aren't required then people won't come. That is just a by-product of people becoming busy in other classes and having to do work for those classes.
	I think that students will often skip a class just because they feel that they can. The material was engaging and you're a great lecturer so maybe just add some random quizzes or something. That being said, Friday will always be a tough day to get students to come in.
	A lot of the material is you teaching from the slides for 20 minutes, and then doing demos which consist of you scrolling through already written code. This can be accomplished by the student just by looking at the code, you walking through it really doesn't add that much to it.
	Make the course a lab/lecture where students follow along with coding different things. And, the only way to get the code needed for the projects is by going to lecture.
	The topics aren't always engaging. Having required attendance may make some students feel like the other classes are not required
	The class talks a lot about design and we don't do much programming. I know that the look and the feel of the app is important but it would be nice to talk more about how to build apps. Going over more kinds of views, payment methods makes it more engaging and fun to come to class.
	A lot of what is taught in this class can easily be found online in numerous forms (i.e. the dozens of tutorials). Maybe more in class "labs" would increase attendance as well as reinforce concepts.
	There is a lot of Googling that can be done to learn things. If you perhaps give better/faster in class tutorials at the beginning of the semester that cover more it would make more sense to come then. It is a little slow that I think bores kids who stop coming. Then, for the second half of the semester maybe cover better subject (also at a faster pace). The cross-development was good, VR was cool, but a lot of the UI wasn't actually that helpful and although ethics is interesting for a short conversation, was too much and boring. I showed up, but most classes I could have skipped. "Do more things faster"

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I attended class regularly, so it's difficult for me to guess why other students aren't coming. Maybe they feel like the material isn't rigorous enough? I really enjoyed class and felt like it was very useful to me. Hmm. Maybe students are super stressed out with other classes and they determined that missing Mobile allows them to do better in another class while still doing alright in mobile?

No required attendance = natural reduction of students coming to class. People get busier & lazier, which contributes to their likelihood of skipping. I think your course is awesome, and the attendance is more of a general college student type deal.

Making the time later

Course content at face value doesn't seem to relate to the assignments, causing people to feel it is unnecessary. Although, this is not true.

People are inherently "lazy" to go to class which it in itself is an issue of all classes I feel. BUT I like the new starred attendance days as I feel it forces me to stay in touch with class but also know when I have to attend. So while it can seem childish, it is a genius idea imo because it makes people know from the get-go when they have to come to class.

2. How accurate is this statement for you: The project was of acceptable length.

~

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)
43	4.44	0.55	20 (46.51%)	22 (51.16%)	1 (2.33%)	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)
43	4.44	0.55	20 (46.51%)	22 (51.16%)	1 (2.33%)	0 (0.00%)	0 (0.00%)

3. How accurate is this statement for you: The project was of acceptable difficulty.

~

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)
44	4.36	0.69	20 (45.45%)	21 (47.73%)	2 (4.55%)	1 (2.27%)	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)
44	4.36	0.69	20 (45.45%)	21 (47.73%)	2 (4.55%)	1 (2.27%)	0 (0.00%)

4. Which topic/lecture in this course was your favorite and why?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
38	*See below for Individual Results*

ios development because i had never done that before

Monetization. I intend to try to do freelance iOS development post-grad and this is was a very useful lecture.

I loved VR day. That was A LOT of fun for me.

The beginning of the Android and iOS lectures, definitely. Walking through how to build an app and all the components of how the IDEs worked. I came to this course to learn how to build a mobile app, and that's what I got!

When we went over the architecture of the various platforms. It helped me understand how mobile is fundamentally different from traditional computers.

Monetization of mobile apps, if I continue to practice and develop apps after this class (and I intend to), I will try to keep the ideas we talked about that day in mind.

VR was my favorite because it was really cool to play with the technologies that we're learning about.

iOS development, because I'm an Apple fan.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I like VR. REST was by far my favorite topic. I don't know anything about how the internet works so it was great to get some exposure to it. Couldn't say, they were all interesting. I really enjoyed the sensor ethics lecture. The in-class activities were fun, and they forced me to think about something I probably would not have thought about much. Honestly, I enjoyed all of the in-class activities we did, like the wireframing activities. I always really enjoyed the days we went over ethics. Little things that we don't really think about are brought up and the discussion is really interesting. VR because fun Everything UI related, VR was pretty cool VR because I knew nothing about it and it's interesting / cool. Cross-development and VR. (expand on future of VR and maybe give a way for kids to get into VR. sure, its cool to show, but how do i program for VR??) I liked learning about REST because it's commonly talked about and I had never learned about it before. Similarly, I enjoyed the lectures about web services, RPCs, etc. because those are common concepts that have come up in my internships. VR, because it has practical applications in both entertainment and solving a lot of real world problems REST/Web Services because I'm a web developer so it felt very applicable. Wearables. The demos were cool I liked the sensor/sensor ethics classes. Sensors are definitely a big part of the functionality of smartphones so it was cool to learn about what kind of information an app can grab. I enjoyed the talk about ethics, but I actually just liked the whole class. Guest lectures The wearables lectures and the lectures pertaining to working on the code (for android or iOS) were my favorite. The wearables were interesting and a more novel topic. While the programming lectures were more practical, and they helped a lot. REST, broadly applicable(not as much nuance) VR was definitely the coolest topic because its a new technology and the demos of course were incredibly fun. VR, it was the most fun day. I really enjoyed sensor ethics, because I like thinking about the social implications of technology. Yay STS The VR one, simply because it's something I've always been interested in and have always wanted to try. Anything iOS related, since we don't really get much background on that. I like the virtual reality lecture because I think that is really cool and liked to see where we were headed in terms of vr. VR, mostly because I've been promised VR for my whole life and haven't seen it yet. iOS Dev. It was actually pretty fun. Swift and xCode is crisp and clean, although pretty frustrating. REST and restful apis, and learning how to connect the applications to the internet to actually DO things. Privacy. It is very pertinent to us everyday users who seem to give up all our data unknowingly. Sensor ethics, it was interesting to see how all of the technology we carry around with us can be used in negative ways. Sensor ethics was a pretty fun topic as I always feel ethics in any field is a controversial subject especially when it comes to technology.

The information in this document is private and confidential. Please handle accordingly.

~ 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
39	*See below for Individual Results*

Mobile design aspects (usability, button placement)

The early ones about basic Android/IOS structure.

Monetization

Maybe UI? Prob cross-platform (I know not to try it for now)

The REST

Learning about UI / UX. I really enjoyed when WillowTree came and gave us an idea of what the field is like in the real world.

I think the VR lecture is cool.

REST/Web services because I will be working as a web developer.

initial lectures introducing to swift

The whole MVC discussion I found really helpful.

UI stuff, since that applies everywhere

REST

REST

probably everything except the VR stuff

I think core components will be most useful in the future, esp. if I end up doing anything with mobile development in the future. Sensor ethics was a close second.

Wireframing

Just about everything was useful, this has been one of the most interesting and useful classes I have ever taken.

REST stuff.

Probably the User Interface Design lectures. I have not taken Human-Computer-Interaction, and I don't know that I will get to with my schedule for next year, so this shorter and albeit more specialized version was helpful.

REST architecture and UI design are definitely the most widely applicable to beyond mobile. I don't personally plan on pursuing a career in mobile development so these general design principles were good to know and relevant.

Monetization / real world development in terms of business strategy and planning as a company

Android/iPhone architecture and HCI

I think the lectures about different types of data storage for mobile apps will be the most useful. I think it was helpful to talk about different considerations for network storage vs. local storage. Overall, I think the class did a good job showing students examples of the client/server model and remote communication. Additionally, while I had previously had a fair bit of experience with MVC, I think the MVC and mobile architecture lectures are most useful for the future.

REST and what its principles are, since that can be used in web design as well

Simply developing mobile applications in general and the usability lectures to be honest.

It's tempting to say monetization but if anything that lecture convinced me not to try to make solo apps. I think the lectures on UI design and accessibility are important reminders on the importance of keeping the software we build usable and clear to users. Having taken HCI, I have discovered that I hate thinking about UI design and accessibility but that is probably an indication of the importance of driving home the need to think about users and accessibility.

the core components of android and ios apps

Probably everything having to do with REST was really helpful.

Either the VR one, or the wearables one.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I suppose the wire framing lecture Monetization, I'd like to do app development on the side and try to make something profitable. Android development I think firebase would be useful in the future because it connects people and allow them to share different data. The beginning Android and iOS lectures, walking us through how to build the app. This, fundamentally, enabled us to build mobile apps. I could see REST being a big one too (I've just started a project where I directly used it!), but I'd still have to give it to platform introductions Android The UI topics. With app development I think it's just good to be aware of the user experience, not just what is easier for a developer to code. REST, Emerging Tech VR The guest lecture from Willow Tree MVC is definitely the most useful for future web development beyond mobile applications!
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: 35 Individual Answers: *See below for Individual Results*
	A lot of lectures seemed kind of random, like the REST one, or the watch design one. They were all pretty good in my mind Going over the long list provided by Google and Apple on how to design their apps. I know it's important but if I don't even know how to make a custom button it's not really that useful. The code walkthroughs during the class were not useful at all since most of that learning was done while following tutorials myself. These code walkthroughs are very technical and mundane, and without the need to learn it at the moment, there is no motivation to pay attention or follow along. Especially since i"ll likely forget the information until later when I need it. It would be more effective to explain the core concepts (like android lifecycle) rather than the small technical details. VR VR Maybe the potential issues that arise with collecting data. It was all kind of intuitive, and having to work with the people around me was annoying at best. Probably VR, since it was interesting but the likelihood of developing for VR is slim. After I chose the platform I wanted for the project, I was not interested in the material for the other platform I wouldn't say anything "did not work." This was simply a great class. I couldn't tell you, since we haven't gotten to "the long run" yet. Ask me again in like 10 years. Wearables because I don't think I will ever use it. the history of anything VR, sensors, labs/required lectures(particularly the draw X ones) I didn't think the virtual reality lectures were very useful. Maybe I am short sighted but I don't think VR will amount to much in the future and I don't think the topic works well in a mobile class. I think Private policies are good to know but would not be as useful in the future for CS majors because it's not really the primary concern for software engineers. A lot of the UI lectures Everything felt like interesting knowledge to know. I thought they all went reasonably well

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

Maybe because we had to go outside, but x-platform even through it's an interesting topic

There weren't any lectures that I hated. I think the cross-platform lecture is probably least applicable to me in the long run, but I still enjoyed the lecture and felt like I learned something.

Probably having entire classes where we go through example slides pointing out things seems kind of a waste. Not really a particular topic, just in general

Although it will probably be worthwhile once I'm in industry, most of the REST days were not really applicable to the class, at least in my experience.

N/A

I thought the ads class would've shown us how to actually implement and manage ads in our app (maybe using Google Ads). That would've been more useful to me. Maybe you can shorten the monetization schemes down to a few minutes to make this happen.

I did not find wireframing particularly useful, but mostly because I had already received sufficient exposure to wireframing in HCI.

n/a

I felt like the end lectures were rushed and not fleshed out enough, so the wearables, VR, and cross platform lectures. I would really like to see them integrated more into the course, and maybe into the projects as well? But I also can't figure out a way to fit all this material into the course! Like maybe give us an almost fully completed app, but ask us to change one thing? Like, "Add a screen to this already functioning Android Wear app" or "Add a green box to this VR unity environment" or "Add another screen in this cross platform app"

UI design

I think at times I lost interest when things got into the specifics of Android, but the Android/iOS split is something I don't think can be eliminated.

Monetization wasn't that helpful. Would prefer more on technical stuff than businesses stuff.

I honestly was not that interested in the wearables lectures. I get why we learned about them, but I do not see myself ever working with them. I could be wrong, they might be the future of technology and they will be everywhere, but right now they just seem like a fad.

See answer to #1, "Attendance in this course has gone down in recent semesters. Any thoughts as to why? What can I do to improve?"

Cross-platform development. It isn't terribly useful without a practical project.

They all seemed nessisary

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)
44	4.17	0.92	11 (25.00%)	7 (15.91%)	5 (11.36%)	1 (2.27%)	0 (0.00%)	20 (45.45%)

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)
44	4.17	0.92	11 (25.00%)	7 (15.91%)	5 (11.36%)	1 (2.27%)	0 (0.00%)	20 (45.45%)

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)
44	4.11	1.01	13 (29.55%)	6 (13.64%)	6 (13.64%)	2 (4.55%)	0 (0.00%)	17 (38.64%)

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)
44	4.11	1.01	13 (29.55%)	6 (13.64%)	6 (13.64%)	2 (4.55%)	0 (0.00%)	17 (38.64%)

The information in this document is private and confidential. Please handle accordingly.

~ 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)
44	0 (0.00%)	2 (4.55%)	15 (34.09%)	6 (13.64%)	4 (9.09%)	17 (38.64%)

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)
44	0 (0.00%)	2 (4.55%)	15 (34.09%)	6 (13.64%)	4 (9.09%)	17 (38.64%)

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
25	*See below for Individual Results*

Structure the final project with less/no required optional features(felt like parts of the app were just there for the points)

Not in particular.

More guidance on choosing topics and earlier deadlines.

no

Have the option to implement less sensors if they do a really good job of other things I really appreciate not forcing a ton of sensors in to fit your rubric like past semesters might have, but still had to a little bit. MUCH BETTER, but is there a possibility to make even better?

The core skills app is not as relevant as one would expect, which gave us inaccurate ideas of how difficult the final would be. The concept was good, but it would be a bit better if we needed to set up more of the things so that we know for the final project.

I felt a little lost with the Firebase stuff. A little more help with structuring data and interacting with the database would have been nice.

I feel like I'm a bit biased since I had mobile experience before taking this class, but I felt that the projects were a great way to polish up on my skills. I can see how they could be considered extremely challenging for those who have no experience. MAYBE: include a list of common errors (such as a missing/outdated IBOutlet that show up in the console as a key-value pairing issue for iOS) and how to resolve them? I knew of many of these common issues from my previous fiddling with mobile projects, but I can imagine how frustrating learning these issues DURING this semester would have been.

Perhaps make the point system more disparate. It felt like a lot of things were tied together; for example, using Firebase for both authentication and database storage.

I do not like the points grading system for the final project. I think each addition should be worth the same number of points. That way, no matter what you are working on, you won't feel like you have wasted your time working on a specific part and you won't feel like you do not have enough.

The projects were well thought out and good ways to learn the skills. The final project was open-ended which was nice for creative liberty, but there are also a lot of edge cases in mobile development that take a long time to debug and fix, but were not directly appreciated/graded. Some way of coping with this in the future might be nice.

nope

I referenced the mini app and the core skills app frequently when completing the project, so I think they were really essential to the course. That being said, the Core Skills app was very easy. In the future, it would be helpful to have more time to put towards the final project and less time for the Core Skills app.

Maybe a week longer for the project

1. add a progress bar to podcasts or 2. try videos instead of podcasts

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I think that the core skills app should be given easier because I only worked on the Core Skills and then on my Project. My team are not really quick learners and we always went to OH and I feel that we are not going to finish. There should be more office hours.

I would change the timing for the project. There is too much time in between the core skills app, the milestone, and the final submission. I would make the core skills app due in just a matter of days rather than several weeks, it was very easy. There should be more checkins for the project to make sure that we are on top of our work and we don't leave it to the last minute.

If you can, do not overlap the core skills app and the final app. I ended up just focusing on the core skills app deadline and didn't start the final app as soon as I should have in retrospect.

make ios project longer

Integrate more aspects of mobile, VR and wearables being the main ones! I don't know how to integrate these without overwhelming the projects, but if there's a way, I think it would bring everything together.

Help students with firebase.

I thought the projects were great, although I was disappointed when my final project turned out to be total garbage. I suppose that is part of the learning process.

I would talk more about how to customize the look and feel of an app. Like having custom buttons and stuff like that.

I personally thought that iOS was easier to code than Android so I think I would've preferred to start with iOS.

When doing the android mini app we were instructed to simply pass the raw data through intents, but when doing my final project I came across the interface parcelable which makes it much easier to pass objects through intents. It could be my preference, but it made more sense in my head then just passing primitive data types and recreating the object on the other side.

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)
44	1 (2.27%)	9 (20.45%)	11 (25.00%)	16 (36.36%)	5 (11.36%)	2 (4.55%)

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)
44	1 (2.27%)	9 (20.45%)	11 (25.00%)	16 (36.36%)	5 (11.36%)	2 (4.55%)

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)
44	2.91	0.86	11 (25.00%)	21 (47.73%)	9 (20.45%)	3 (6.82%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
44	2.91	0.86	11 (25.00%)	21 (47.73%)	9 (20.45%)	3 (6.82%)	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)
44	3.23	0.86	21 (47.73%)	13 (29.55%)	9 (20.45%)	1 (2.27%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
44	3.23	0.86	21 (47.73%)	13 (29.55%)	9 (20.45%)	1 (2.27%)	0 (0.00%)

The information in this document is private and confidential. Please handle accordingly.

~ 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)
44	9 (20.45%)	7 (15.91%)	9 (20.45%)	9 (20.45%)	10 (22.73%)

Results for SEAS, 4000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
44	9 (20.45%)	7 (15.91%)	9 (20.45%)	9 (20.45%)	10 (22.73%)

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
25	*See below for Individual Results*

They were super helpful!

Try to be more available, and try to understand the problem a bit before just saying "lets google it together"

From my experience the one TA I knew was chill

Good comments & feedback on work

PLEASE make them understand firebase!!! Like I was stuck on how to display data from firebase for like a week and no TA had a clear answer.

Move on if youve been with one student for 10+ minutes, (TA stayed with a single student for 1 hour while 5-10 other students were waiting)

Spencer was the best TA especially for the final project. He sat with students until 1AM starting from his 6pm shift.

I never used any of the TAs.

N/A

N/A

N/A

You need more of them, and they should know at least some basics about both Android and ios. Some of them weren't helpful for one or the other, which led to a crapshoot as to if TA hours would actually be helpful.

Spencer was really great, he's the only TA name I remember. Others were great too.

I would recommend in the future having more than one TA holding office hours the day before a project was due. I showed up 20 mins before the last office hours before the final app was due had even started, there was already a queue of six people signed up, and did not get to talk with a TA until 2 hours after the office hours ended up starting. There was a good 12 people in the queue after me.

Thank you, Spencer!

The TAs were super helpful but I think having more than one TA during office hours would be a lot better. Especially when there are a bunch of people, the queue would get super long and it would take a really long time to get help. Maybe if there were more TAs it would be a better use of time and TAs wouldn't have to stay past their office hours time as much.

I just want to call out Spencer for being awesome. He was consistently the most helpful and friendliest TA that I worked with (not that the others like Khan and Acacia weren't either. They were also helpful).

The availability (office hour times) was a bit weird, consider rearranging them

Spencer is a sweetheart and it's very obvious that he cares. Acacia and Khanh's office hours are usually very funny. Alex and I would have gotten into a fight if he fixed an error that I've had for an entire week in five minutes one more time. I didn't interact with Jeff enough to get an opinion.

They were amazingly helpful

Spencer is a really great TA. He stayed until past midnight to help us complete our final projects and he is also very knowledgeable about this class. I think he deserves a raise.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Nope There are some things (onActivityResult for android, segues for iOS) that a lot of students had trouble with at beginning. ALL the TA's should at least be able to help with these things. It is very frustrating to not get something popular with a platform and a TA also be useless for something so simple. All TA's should review a couple of the basic things students usually struggle with Some TAs were really great, some felt very flippant. They are all so great
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: 19 Individual Answers: *See below for Individual Results*
	Not much actually, this has been a great course. I wish we could have gone in depth with the other aspects of mobile development (VR, wearables, X-platform). We basically were shown, "Hey, it exists, here's some sample code," but were never given a chance to actually get some hands-on experience, which I think is the magic behind this entire class I would have liked to go more into what we can do as developers to protect user data from being hacked into. I would have like to have a project on cross-platform development. Since that seems to be the most applicable to the mobile market place today. App development for smart watches N/a N/A I would not add anything to the class. We talked about everything I wanted to talk about. security & scalability - App unit testing Amazon Device Farm or some other method. - or the process of getting apps in the app store & pushing updates VR was cool More augmented reality Probably more on iOS coding would have been interesting! Would have liked to go more into the UI. Being able to actually DESIGN a prebuilt app would have been cool also. I would like cross platform to be covered a little more. I'm not sure? I hadn't really thought about what I was hoping to learn about coming in to the course to be perfectly honest, and I was satisfied with what it did teach. It was probably because we had to have class outside but I would have enjoyed having more time on cross-platforming. VR (how to get involved) and cross-platform. Just some more examples of why it didn't work and give an example project or MULTIPLE cross platform dev iOS app building More depth into interaction between mobile and web. Maybe go into games a bit since those are the apps that make the most revenue.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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)
43	4.30	0.64	17 (39.53%)	22 (51.16%)	4 (9.30%)	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)
43	4.30	0.64	17 (39.53%)	22 (51.16%)	4 (9.30%)	0 (0.00%)	0 (0.00%)

18. 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
35	*See below for Individual Results*

Super effective. Willowtree did a terrific job

The willow tree lecture nice to see what we were learning in action, I enjoyed it

not sure

I liked them. Sorta want to be a designer.

good

Interesting and enjoyable.

I thought the Willow Tree lecture was interesting, but it was easy to doze off because it was not material that was going to be tested on.

The WillowTree lecture was good.

I found the guest lecture memorable and helpful when thinking about integrating in a team with a designer

They were awesome! This was the one class I stayed engaged in because it was full of humor and interesting material.

It was a cool aspect to see how things work "IRL"

eh not helpful

I really liked WillowTree. Cool seeing more of the interaction between the different people involved in making an app.

It was interesting to see how Willow Tree's workflow happens, but it did not really help at all with any of the material.

I enjoyed hearing from WillowTree, but they showed the uses of some very specific software (ex: the UI development software) that was cool but isn't really applicable to the class because we have a very short development time period. I thought it was interesting but not necessarily applicable

They were interesting

Loved Willow Tree

Guest lectures were great. After Willow Tree talked to us I felt much more confident about my post graduation options.

Guest lectures were very interesting, I would keep the same ones if you can.

not very helpful, but it was interesting to see people from the real world discussing the topics. However, I already had learned UX design before the class so that might be why

A+. WillowTree was awesome.

It was interesting to see what tools they used, but it could've been even better if we had a workshop and learned how to use those tools.

Willow Tree was great, it was cool seeing what real mobile app developers do!

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

It would have been more interesting if they talked more about what they looked for in app developers. Many people want to get into that after graduating and know what companies look for is a good.

I felt they were "ok" because I didn't really glean much from Willow Tree nor did I feel it really have an impact on my knowledge on any subjects.

eh

It was alright

Eh. See response to answer 1

...not very? I don't remember any of them, so...

good. very interesting.

Not that effective - didn't get much out of it.

I think the WillowTree lecture is really nice, especially for the design aspect because you don't really see those from the classes here.

Not, skip

The willowtree lecture was very interesting and a good display of the mobile industry

No opinion.

19. 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)
44	4.45	0.55	21 (47.73%)	22 (50.00%)	1 (2.27%)	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)
2177	4.32	0.84	1063 (48.83%)	840 (38.59%)	164 (7.53%)	66 (3.03%)	26 (1.19%)	18 (0.83%)

20. 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)
44	4.64	0.53	29 (65.91%)	14 (31.82%)	1 (2.27%)	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)
2274	4.27	1.00	1158 (50.92%)	691 (30.39%)	166 (7.30%)	114 (5.01%)	61 (2.68%)	84 (3.69%)

21. 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)
44	4.48	0.63	24 (54.55%)	17 (38.64%)	3 (6.82%)	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)
2177	4.27	0.88	1007 (46.26%)	911 (41.85%)	140 (6.43%)	74 (3.40%)	44 (2.02%)	1 (0.05%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

22. 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)
44	4.70	0.51	31 (70.45%)	11 (25.00%)	1 (2.27%)	0 (0.00%)	0 (0.00%)	1 (2.27%)

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)
2177	4.18	0.92	847 (38.91%)	740 (33.99%)	227 (10.43%)	78 (3.58%)	36 (1.65%)	249 (11.44%)

23. 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)
43	3.44	1.13	2 (4.65%)	2 (4.65%)	3 (6.98%)	2 (4.65%)	0 (0.00%)	34 (79.07%)

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)
2169	3.80	1.11	371 (17.10%)	346 (15.95%)	269 (12.40%)	87 (4.01%)	49 (2.26%)	1047 (48.27%)

24. 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)
44	4.52	0.59	25 (56.82%)	17 (38.64%)	2 (4.55%)	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)
2259	4.12	1.02	958 (42.41%)	785 (34.75%)	243 (10.76%)	140 (6.20%)	60 (2.66%)	73 (3.23%)

25. 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)
44	4.66	0.53	30 (68.18%)	13 (29.55%)	1 (2.27%)	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)
2271	4.58	0.73	1528 (67.28%)	570 (25.10%)	103 (4.54%)	31 (1.37%)	22 (0.97%)	17 (0.75%)

26. 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)
44	4.68	0.52	31 (70.45%)	12 (27.27%)	1 (2.27%)	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)
2269	4.40	0.85	1270 (55.97%)	692 (30.50%)	166 (7.32%)	62 (2.73%)	32 (1.41%)	47 (2.07%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

27. 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)
44	4.43	0.73	25 (56.82%)	13 (29.55%)	6 (13.64%)	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)
2174	4.07	0.98	811 (37.30%)	857 (39.42%)	261 (12.01%)	129 (5.93%)	47 (2.16%)	69 (3.17%)

28. 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)
44	4.52	0.59	25 (56.82%)	17 (38.64%)	2 (4.55%)	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)
2268	4.32	0.87	1138 (50.18%)	787 (34.70%)	183 (8.07%)	74 (3.26%)	33 (1.46%)	53 (2.34%)

29. 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)
44	4.66	0.53	30 (68.18%)	13 (29.55%)	1 (2.27%)	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)
2261	4.43	0.81	1279 (56.57%)	733 (32.42%)	126 (5.57%)	54 (2.39%)	28 (1.24%)	41 (1.81%)

30. 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)
44	4.66	0.53	30 (68.18%)	13 (29.55%)	1 (2.27%)	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)
2262	4.30	0.91	1124 (49.69%)	741 (32.76%)	192 (8.49%)	65 (2.87%)	48 (2.12%)	92 (4.07%)

31. 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)
44	5 (11.36%)	14 (31.82%)	12 (27.27%)	8 (18.18%)	5 (11.36%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2180	98 (4.50%)	773 (35.46%)	879 (40.32%)	304 (13.94%)	126 (5.78%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

32. 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)
44	4.64	0.57	30 (68.18%)	12 (27.27%)	2 (4.55%)	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)
2168	4.20	0.95	988 (45.57%)	820 (37.82%)	205 (9.46%)	106 (4.89%)	49 (2.26%)

33. 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)
44	4.68	0.56	32 (72.73%)	10 (22.73%)	2 (4.55%)	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)
2172	4.20	1.01	1056 (48.62%)	738 (33.98%)	198 (9.12%)	117 (5.39%)	63 (2.90%)

34. 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)
43	4.58	0.54	26 (60.47%)	16 (37.21%)	1 (2.33%)	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)
2262	4.34	0.83	1137 (50.27%)	870 (38.46%)	160 (7.07%)	68 (3.01%)	27 (1.19%)

35. 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)
43	4.37	0.76	23 (53.49%)	13 (30.23%)	7 (16.28%)	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)
2266	4.43	0.81	1318 (58.16%)	691 (30.49%)	188 (8.30%)	46 (2.03%)	23 (1.02%)

36. 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)
43	4.60	0.54	27 (62.79%)	15 (34.88%)	1 (2.33%)	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)
2273	4.32	0.95	1258 (55.35%)	690 (30.36%)	182 (8.01%)	85 (3.74%)	58 (2.55%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

37. 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
21	*See below for Individual Results*

10/10 would recommend

I feel like lecture Sherriff and grading Sherriff were two completely separate people. I felt that lecture Sherriff was laid-back and someone I could joke with, be very approachable, but then grading Sherriff was very nit-picky and slightly unfair at times. I wanted to put small easter-eggs in my app, but was afraid that they wouldn't be appreciated, so it was a strange duality.

Sherriff is a fantastic professor. This was the second course I have taken with him, and I actually took this class almost entirely because he was teaching it. I am taking his computer game design course next semester for the same reason.

Best CS elective I've taken so far. Tangible skills were taught, unlike many of the other choices we have for electives. MORE CS ELECTIVES SHOULD BE STRUCTURED LIKE THIS CLASS. Employers want projects and experience, this class offered the opportunity to gain both. Thanks Sherriff for a good semester

Good class. Not sure how to fix the non attendance. Lecture did seem pretty detached from the projects.

Definitely recommend this course

This class was a lot of hard work, but it was very gratifying and the class was very well taught.

I hate working in groups, but I understand the necessity, especially with a hardware-oriented class and I think that it should continue even if there is enough hardware for everyone. I think that UVa in general needs to integrate collaborative tools such as git into the curriculum and require real-world uses of these tools (e.g., requiring branching for features, requiring regular commits, etc). I really liked the use of github for submission in this class, but it was quite difficult to coordinate with a partner so there would not be difficulty with merges and we ended up pair programming almost exclusively.

Things were taken off on projects that weren't clearly specified in the rubric, so maybe work on clarification or if its not clearly specified, don't take off a ton of points. Professor was INCREDIBLE in class but could be very cold as soon as the class ended or if you went to see him in office hours.

I really enjoyed this class, and I feel like I have a basic grasp on mobile development and that I could contribute to a team developing an app.

Great class, Sherriff is a great lecturer. Sometimes it felt like he was a little short answering questions outside of class, but I was pleased overall.

Though I think mobile application development is a difficult skill to learn in a classroom, the class does pretty well. I do think a few more lab days would be useful though.

Sherriff is an amazing professor!

I really enjoyed it

I really loved this course. Just make the milestones more frequent, and the attendance mandatory, and you'll see the results that you want.

Really fun course, I really enjoyed it!

Classes that involved code walkthroughs were boring and essentially useless since most time was spent outside of class following tutorials anyways. However, the overall concepts were interesting and could be talked about in more detail. Also talking about these concepts in more detail would be appreciated. Overall, the course material was not too complex, and the course could be made more rigorous in terms of subject material. Workload was acceptable.

I reallly liked this class!!!! It was the first time I actually made something. I plan to work on my own app over the summer and see what happens.

I got better at the class as the semester went on

LOTS of time and effort were expected for the project, but that's likely more symptomatic of it being a 4000 level class compounded with my lack of a partner than one that everyone suffered. The lack of other homework and such made up for it. Overall, a fun class.

I thoroughly enjoyed this class and have recommended it to everyone I know in CS. Probably one of my favorite classes I've taken to date.

The information in this document is private and confidential. Please handle accordingly.

CS 4720-001 **Mobile Application Development** - Fall 2017

ENGR (17581)

INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 41 / Enrollment: 80

Summary: CS 4720-001 Mobile Application Development - Fall 2017 (17581)

Overall Course Rating

CS-4720-001 Mean 4.41
CS-4720-001 Std Dev 0.77
CS-4720-001 Response Count 204

SEAS, 4000-level courses Mean 4.14
SEAS, 4000-level courses Std Dev 0.94
SEAS, 4000-level courses Response Count 11309

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.52
Std Dev 0.65
Response Count 287

SEAS, 4000-level courses Mean 4.32
SEAS, 4000-level courses Std Dev 0.85
SEAS, 4000-level courses Response Count 17404

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

1. How accurate is this statement for you: The project was of acceptable length.

~
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)
41	4.24	0.80	17 (41.46%)	19 (46.34%)	3 (7.32%)	2 (4.88%)	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)
69	4.30	0.71	29 (42.03%)	34 (49.28%)	4 (5.80%)	2 (2.90%)	0 (0.00%)

2. How accurate is this statement for you: The project was of acceptable difficulty.

~
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)
41	4.32	0.69	17 (41.46%)	21 (51.22%)	2 (4.88%)	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)
69	4.33	0.63	28 (40.58%)	37 (53.62%)	3 (4.35%)	1 (1.45%)	0 (0.00%)

3. Which topic/lecture in this course was your favorite and why?

~
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*

Wireframing + WillowTree (Guest Lecture). I really love the process of UX/UI and was really looking forward to learning about how it applies to mobile applications. The WillowTree guest lecture was really cool, bc I got to see how a company implements their wireframing and what their UX/UI team does. (I also got into contact with WillowTree for UX opportunities!)

VR

AR and VR. Because I've never experienced it and using for the first time was a great experience.

I liked learning about the Android platform

Ethics. I thought it was good to see what thought processes and considerations should be taken into account when developing apps.

I really like learning about the wearable devices as well as the android part of the course. I'm not a huge apple guy so i'm a little bit biased

Lecture on REST

Likely Accessibility or Interface design. Being a Computer Engineer I have plenty of experience with hardware and sensors, but less experience with the soft skills that go beyond making an app functional, but instead make people actually want to/be able to use it.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Augmented reality and the potential that it holds was super interesting to me, I think the future of mobile is important for students to learn I liked the classes with wireframing because it allowed for in-class activity instead of just lecturing and I like the design aspect of software development. In addition, I could see what other people were thinking of and for the watch OS, made me think further about the functionality and use of such a small screen. Apart from the Guest Lecture and the VR Day (which were awesome!), I especially liked the high-level lectures about the differences between iOS and Android development. I think learning REST API was the most interesting to me. I also thought all the history stuff was pretty interesting. VR Demo accessibility The lectures on iOS particularly the iOS lab was a good intro vm, its an interesting topic Augmented reality and virtual reality were really fun topics to cover due to the amount of interactivity we were able to have with both the lecture and the demo day. I also though the Willowtree speakers were also great to have since they were directly in the field of work I wanted to go into. UI Design Basically everything about Wearables and AR and VR were super interesting I really enjoyed the sensor ethics and other moments where we mentioned ethics. Talking about sensor ethics made me think about them in a way I hadn't before. Probably the portions about design and usability - I always enjoy exploring the human aspects of technology. They were all dank VR, AR, and Mobile. These are something that I'm really interested in but never get the chance to learn more. Core skills app, it was cool to learn all different kinds of features that would be useful in a future app I really enjoyed watches and the early material on the actual app design/code. VR and AR I really enjoyed the accessibility lecture because it address a topic that is essential but also something I wouldn't have thought about Cross Platform Development, I think its a very interesting aspect of Mobile Dev and would like to see more of it in the future I really liked learning swift/ios app development even though I dont have a Mac, I have always wanted to know how to develop iPhone apps The UI design lectures because they were the first interactive ones and deviated from the standard lecture. Also the Guest lecture from WillowTree for similar reasons. Android, iOS data management, REST. I found these topics to be the most relevant for information I would need in the future. iOS I liked data management because it is useful in building apps. I also like AR/VR because of its cool applications like mapping out an infant's heart for surgery. I enjoyed the initial mini apps that forced us to dive headfirst into the platforms and gave us a taste of what they can do. My favorite topic was wearables as I feel that was extremely applicable to everyday life and will be much more common in my future even if I decide to never to code an app (again).

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

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

Having knowledge about mobile development in general is definitely super useful. If I had to pick one that I find the most useful, it would probably be the one about REST since it not only applies to mobile.

Understanding the behind the scenes of android and iOS apps to the extent that we learned it.

Monetization

Probably REST and integrated RESTful API's into mobile projects

Interfacing mobile applications with web services, UI design

iOS

Architecture

SOA/REST

Everything that had to do with developing for Android

Web service

Ethics because I think I'll see myself using apps more than making them in the future.

Same answer as above and iOS programming. As an Apple product user, I believe that learning how to code an iOS app will be very applicable in my future medical career.

Either REST or just general iOS development, I feel like having a solid grasp on the introductory stuff will definitely have a strong benefit in the future.

MVC -- really learning the architecture of mobile helps with background and understanding why and how different components work when building mobile apps.

Probably really committing REST principles to memory and finally understanding how those services work, even though that wasn't the focus of the class.

Rest

UI design - thinking about how things are designed and how to improve user experience. Even though it is covered in HCI, I still think that this is an important topic when creating any type of software.

iOS programming

The early lectures that covered the app design/code.

iOS core skills

The ones answered in the previous question. And lab sections!

Programming topics. Going over Nielsen Norman and RESTFUL yet again is always nice.

See 3, data management. Android architecture was a good intro to android apps too.

The topics on REST architecture and Android/iOS Architecture, which while boring, were pretty important in terms of figuring out what to do in both the homework assignments and how to make mobile apps in general.

RESTful architecture

All of it. I am working for a company that I may be on mobile projects.

Probably the wireframing - while it was necessary for mobile apps to learn how to use android studio and XCode, the wireframes lecture and discussions about click depth are applicable to website and user-interface design, so even if I never program another mobile application in the future, I'll likely see it again.

The mobile architecture lectures since they helped in my understanding of how to get a mobile app developed.

UI Design

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Authentication. Security is an issue I've heard more and more about through my years in college and particularly in a sector as relevant as mobile tech this is a very important topic. more technical tutorials iOS App Development Definitely wireframing because it makes me realize that designing is as important as coding. Service oriented architecture is a topic that I think was very applicable in not only mobile everywhere Probably all of the theory behind mobile design. The technology may change but a lot of the theory will be useful forever.
5. What lecture/topic(s) in this class "did not work" or were not seen as useful in the long run? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-4720-001, Sherriff, Mark Total: 29 Individual Answers: *See below for Individual Results*
	Just the exam review one - nothing to do with the idea or content, just there was this constant beeping from the hall, and the constant shift in topic with the beeping made it difficult to concentrate. Not anybody's fault. Monetization While necessary, the SOA and web service content was a little difficult to get through VR stuff felt a little off for Mobile but it was fun. I am unsure about Cross platforming except to learn why people use it. Cant think of any off the top of my head. Thought all topics were pretty important to Mobile App Development. Wireframing N/A. All of the lecture topics were pretty relevant AR/VR I realize that it can be hard to balance between those coding for iOS and those for android, but as a result, because I went the android route, there were some iOS code examples that I didn't find very useful. In addition, while it was helpful to get a rough idea of how xcode worked, it was still a litle confusing actually using it as I can't memorize all the steps that were shown in class - for those classes that are code-example-heavy, I think a video of that lecture would have been helpful. I did not like the wireframing. There was a lot of overlap with past classes. many days were coding days where Sherriff walks through how to code certain items. I think this time could be spent going more in-depth with other topics because example code is posted in git None come to mind REST, I don't think we had a chance to see it applied in our own applications directly. app user rights Didn't think we needed to spend as much time as we did on wearables I don't plan on doing iOS development so it won't be super useful for me, but I know a ton of people will so definitely do not change this. It is great that you give both options and make people do projects for both to get that exposure and understanding. N/A N/A I think three lectures on wireframing is one too many, also the design principles for Apple and Android could have been combined into one lecture. n/a Android They all make sense. I wish I could take this class five years from now and build an AR/VR app.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

Learning about virtual reality

Wearables.. maybe because it's still really new and kind of/not really related to handheld devices.

Although I understand why we need to learn MVC and Rest API, I believe that because I never really had the opportunity to relate these topics (knowingly) to any project we did in class and thus, I don't think that I really learned them.

I think wireframing was maybe a little drawn out if anything but it is probably necessary.

all topics were fairly useful

Honestly, every topic either seemed relevant or was something that interested me.

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
41	3.93	1.27	12 (29.27%)	7 (17.07%)	4 (9.76%)	2 (4.88%)	2 (4.88%)	14 (34.15%)

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)
68	4.07	1.11	20 (29.41%)	13 (19.12%)	7 (10.29%)	2 (2.94%)	2 (2.94%)	24 (35.29%)

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
41	3.92	1.06	9 (21.95%)	9 (21.95%)	6 (14.63%)	1 (2.44%)	1 (2.44%)	15 (36.59%)

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)
68	3.93	0.99	15 (22.06%)	13 (19.12%)	13 (19.12%)	1 (1.47%)	1 (1.47%)	25 (36.76%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
41	2 (4.88%)	1 (2.44%)	7 (17.07%)	12 (29.27%)	4 (9.76%)	15 (36.59%)

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)
68	2 (2.94%)	2 (2.94%)	13 (19.12%)	17 (25.00%)	5 (7.35%)	29 (42.65%)

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
28	*See below for Individual Results*

Make sure that during project office hours there is at least one person who specializes in iOS and one person in Android, we went to office hours and couldn't be helped at all because the person didn't know iOS

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	make attendence required everyday. I skipped a couple of lectures here and there but your lectures
	Not sure how to improve it, but the optional features and what counted was a little confusing. But Dr. Sherriff confirmed if your features worked if you emailed him which was good.
	I think giving a students a rough idea of the minimum number of hours they should expect to put into a project will help in terms of scheduling time.
	Some of us found the final project to be a lot more time-consuming and difficult than expected. I felt that due to the varying technical levels of students, some of us struggled a lot more than others. I didn't feel that the mini apps and core skills app prepared me enough for taking on the final project. It would help to have the final project start earlier in the semester or to have had the mini apps and core skills app be more flexible.
	There should be videos along with the audio. If students miss a class, and try to listen to the podcast, it is useless because the Professor is talking about code you cannot see.
	I'd have liked to have looked at the cross-platform development stuff a little more, maybe have a demo or exercise about it. But I know you've got plenty to cover as is, so no pressure.
	Seems like there were much greater expectations for the final project than the mini-app, which made me struggle to collaborate with my partner during the project much more than during the mini app. Either offer a middle-scale project between the mini-app and the project or give more tips on project or workload organization for the final.
	Projects were reasonable.
	No, I thought they were well organized, developed, and interesting.
	Maybe give less guidance or make the core skills app more difficult. It was good to create a basic framework for what we needed to do for the final project, but the Firebase stuff for example turned out to be really difficult when I had to do it on my own. Maybe it was the complexity of what we were doing but implementing it into the full app turned out to be a lot more difficult that anticipated.
	Allowing us to understand a viable scope for the final project
	it was interesting seeing what projects other teams were working, just wished we had more time to explore other people's projects
	Following that of game design, I think that having two checkpoints for the final project would have prevented last minute cramming to finish the project and forced us to space out our work more.
	More milestones for the final project?
	Force people to have partners
	More practices before projects
	They were pretty good, but the grading system does really reward effort. You could make an extremely easy implementation of a feature for 20pts that has bugs, or you could get the same score for a large endeavor that is also extremely polished.
	N/A
	No
	No
	make the final project milestone more serious and provide more feedbacks so that students know exactly what to work on later.
	I understand the point of having certain extra features you have to have in your app but even if your app was robust and "hard" enough you may have to through in a random feature that may not make the app better.
	Allow the MacMinis to update their Xcode version when the new iOS system comes out.
	I wanted more time with the final project. It was the most enjoyable part of the course, but my partner and I both felt like it was a short time frame and wanted to develop our app further.
	I think the milestones need to have more guidelines on exactly what is being assessed. Also, the lab, or an alternative location, should be open more often for people who do not have iOS devices to code on.
	Maybe an "App Expo" like you do for Game Design CS4730 - but probably only if people have more time for the final project because it is really hard to build a non-buggy app in three weeks. (I guess that's a lesson learned from this class as well)
	None that cone to mind

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
41	4 (9.76%)	15 (36.59%)	10 (24.39%)	6 (14.63%)	4 (9.76%)	2 (4.88%)

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)
67	7 (10.45%)	28 (41.79%)	14 (20.90%)	8 (11.94%)	6 (8.96%)	4 (5.97%)

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
41	2.85	0.73	5 (12.20%)	27 (65.85%)	8 (19.51%)	0 (0.00%)	1 (2.44%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
68	2.91	0.69	9 (13.24%)	47 (69.12%)	10 (14.71%)	1 (1.47%)	1 (1.47%)

12. How would you rate the helpfulness of the TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
41	2.71	0.90	5 (12.20%)	25 (60.98%)	6 (14.63%)	4 (9.76%)	1 (2.44%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
68	2.81	0.82	10 (14.71%)	41 (60.29%)	12 (17.65%)	4 (5.88%)	1 (1.47%)

13. How often did you make use of the TA office hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
41	2 (4.88%)	6 (14.63%)	11 (26.83%)	13 (31.71%)	9 (21.95%)

Results for SEAS, 4000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
68	4 (5.88%)	6 (8.82%)	14 (20.59%)	31 (45.59%)	13 (19.12%)

14. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
22	*See below for Individual Results*

Very good about regrades

Keith was helpful.

Make sure that during project office hours there is at least one person who specializes in iOS and one person in Android, we went to office hours and couldn't be helped at all because the person didn't know iOS

I think that it's hard to be a TA for the class, especially if one TA has more experience with one platform over the other - then its difficult to help students who have questions about the other platform. In addition, since there are so many steps to making a functioning application, esp. in iOS, its difficult to debug and help with without spending a lot of time per each student.

In general, TAs were helpful, but some are stronger than others. More TAs and Office Hours would have been nice.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Anna was really helpful and she was always willing to help during office hours. If possible, during the final project it would be nice if a TA could specify in the OH description whether they did their final project in Android or iOS because depending on which one they did they were much more knowledgeable about that platform. N/A No No I would like the TAs to hold office hours a little more spread out throughout the week. Also, there were some TAs who, during the final project, said that they didn't work with our platform of choice and were unable to help us. I think that either every TA should have a more thorough knowledge of both platforms, or that two TAs, one with experience in one platform and the other with experience with the alternative platform, should be present during the office hours, or that it should clearly be stated which TA works with which platform. I went to a TA one time and he wasn't helpful. His knowledge of iOS was not much greater than mine, so the office hours were not useful. TA's don't seem to be any more knowledgable than a student in the class would be. He was very nice and professional though. Some of the tas were friendly, but not the most knowledgeable about the things I struggled with. This is partly a platform issue, because android has sooo many ways to do a specific thing. I felt there weren't many places to go for help. Some tas were also extremely arbitrary in their grading and made no allowance for interpretation of the assignment. I had one ta who admitted to me they graded the exact opposite of the definition of a sentence in the requirements, but wouldn't allow for the correct interpretation. Usually the only TA office hour I can go is very busy, so I usually do not bother visiting. Didn't use office hours enough to say The fact that they were fairly well available, even during crunch time, already puts them head and shoulders above most other classes I've had where I went to the TAs. Anna was neat Some of the TA's did not know how to run the app while others were able to easily run them I never went to office hours so I don't have much feedback. But the TAs were really nice during the demo days. Overall really nice. one of the TAs did not grade any assignments properly... very annoying to have to go to OH just to fix the TA's mistake They are nice and approachable
15. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-4720-001, Sherriff, Mark Total: 24 Individual Answers: *See below for Individual Results*
	App development cycle. Maybe a lecture on mobile gaming, how multiplayer works in mobile games Security and authentication. We never really went into too kuch depth N/a UI transaction services in mobile app development N/A N/A N/A

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

n/a

More with new features from the iphone X would be fun!

I kind of instantly preferred iOS to Android so was kind of checked out of some of the more Android-specific stuff.

Contextual computing may be interesting to cover in the future with facial recognition like the iPhone X

Cross platform development

Maybe add an additional project. It seemed like there was a whole month where I wasn't doing any work.

Maybe a lecture about coming up with an app idea some time before the final project proposal would be nice. Something like comparing successful app to apps that failed - what do people use apps for?

Integrating RESTful services and web API's. I almost wish there was a component of CORE that required us to find our own API and integrate it.

going into UI design more in depth during wireframing

I wish we had more time to go over Android concepts, since the hardest part about the Android bucket list was understanding how the screens on the app communicate with each other.

I think that touching on the specifics of how VR and AR actually works would have been pretty cool

I wish that we had delved into the topic of virtual reality a bit more and covered automated technology as that is where the world is headed.

More feature specific things.

more indepth coverage of different web services and data driven things apps can do

Implementation of applications

16. How often did you utilize the resources in Rice 340 after class hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	1-2 times total (NA)	3-4 times total (NA)	Avg. twice a week (NA)	Avg. three times a week (NA)	Almost daily on class days (NA)	Literally every day I could (NA)
41	20 (48.78%)	13 (31.71%)	5 (12.20%)	3 (7.32%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	1-2 times total (NA)	3-4 times total (NA)	Avg. twice a week (NA)	Avg. three times a week (NA)	Almost daily on class days (NA)	Literally every day I could (NA)
68	29 (42.65%)	26 (38.24%)	9 (13.24%)	4 (5.88%)	0 (0.00%)	0 (0.00%)

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)
40	4.12	0.88	16 (40.00%)	15 (37.50%)	7 (17.50%)	2 (5.00%)	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)
67	4.13	0.83	25 (37.31%)	29 (43.28%)	10 (14.93%)	3 (4.48%)	0 (0.00%)

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~ 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)
41	4.46	0.81	24 (58.54%)	14 (34.15%)	2 (4.88%)	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)
2259	4.35	0.79	1097 (48.56%)	913 (40.42%)	138 (6.11%)	54 (2.39%)	25 (1.11%)	32 (1.42%)

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	4.48	0.60	21 (51.22%)	17 (41.46%)	2 (4.88%)	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)	Not Applicable (NA)
2488	4.19	0.96	1095 (44.01%)	862 (34.65%)	243 (9.77%)	121 (4.86%)	51 (2.05%)	116 (4.66%)

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)
40	4.55	0.60	24 (60.00%)	14 (35.00%)	2 (5.00%)	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)
2261	4.22	0.89	989 (43.74%)	944 (41.75%)	177 (7.83%)	100 (4.42%)	36 (1.59%)	15 (0.66%)

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	4.58	0.64	26 (63.41%)	11 (26.83%)	3 (7.32%)	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)	Not Applicable (NA)
2262	4.13	0.95	833 (36.83%)	809 (35.76%)	234 (10.34%)	110 (4.86%)	41 (1.81%)	235 (10.39%)

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	3.75	1.06	4 (9.76%)	2 (4.88%)	5 (12.20%)	1 (2.44%)	0 (0.00%)	29 (70.73%)

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)
2267	3.71	1.08	285 (12.57%)	321 (14.16%)	292 (12.88%)	83 (3.66%)	41 (1.81%)	1245 (54.92%)

The information in this document is private and confidential. Please handle accordingly.

~ 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)
41	4.51	0.78	25 (60.98%)	14 (34.15%)	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)
2485	4.10	0.96	954 (38.39%)	957 (38.51%)	288 (11.59%)	142 (5.71%)	45 (1.81%)	99 (3.98%)

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	4.63	0.54	27 (65.85%)	13 (31.71%)	1 (2.44%)	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)
2488	4.59	0.64	1615 (64.91%)	729 (29.30%)	91 (3.66%)	17 (0.68%)	10 (0.40%)	26 (1.05%)

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	4.56	0.55	24 (58.54%)	16 (39.02%)	1 (2.44%)	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)
2487	4.41	0.75	1291 (51.91%)	898 (36.11%)	164 (6.59%)	43 (1.73%)	14 (0.56%)	77 (3.10%)

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	4.24	0.80	18 (43.90%)	16 (39.02%)	6 (14.63%)	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)
2260	4.05	0.97	804 (35.58%)	895 (39.60%)	303 (13.41%)	123 (5.44%)	51 (2.26%)	84 (3.72%)

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	4.37	0.70	19 (46.34%)	19 (46.34%)	2 (4.88%)	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)
2483	4.20	0.90	1052 (42.37%)	961 (38.70%)	248 (9.99%)	99 (3.99%)	40 (1.61%)	83 (3.34%)

The information in this document is private and confidential. Please handle accordingly.

~ 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)
41	4.56	0.71	27 (65.85%)	11 (26.83%)	2 (4.88%)	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)
2489	4.43	0.75	1334 (53.60%)	895 (35.96%)	140 (5.62%)	47 (1.89%)	17 (0.68%)	56 (2.25%)

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)
41	4.56	0.63	25 (60.98%)	15 (36.59%)	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)
2484	4.28	0.85	1124 (45.25%)	903 (36.35%)	241 (9.70%)	67 (2.70%)	30 (1.21%)	119 (4.79%)

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)
41	2 (4.88%)	14 (34.15%)	18 (43.90%)	4 (9.76%)	3 (7.32%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2269	125 (5.51%)	739 (32.57%)	905 (39.89%)	323 (14.24%)	177 (7.80%)

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)
41	4.59	0.59	26 (63.41%)	13 (31.71%)	2 (4.88%)	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)
2263	4.14	0.95	949 (41.94%)	899 (39.73%)	261 (11.53%)	100 (4.42%)	54 (2.39%)

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)
41	4.63	0.58	28 (68.29%)	11 (26.83%)	2 (4.88%)	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)
2265	4.11	1.02	971 (42.87%)	835 (36.87%)	273 (12.05%)	105 (4.64%)	81 (3.58%)

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~ 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)
41	4.61	0.59	27 (65.85%)	12 (29.27%)	2 (4.88%)	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)
2482	4.30	0.78	1115 (44.92%)	1108 (44.64%)	177 (7.13%)	57 (2.30%)	25 (1.01%)

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)
41	4.24	0.77	17 (41.46%)	18 (43.90%)	5 (12.20%)	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)
2482	4.38	0.78	1304 (52.54%)	913 (36.78%)	195 (7.86%)	53 (2.14%)	17 (0.68%)

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	4.59	0.67	27 (65.85%)	12 (29.27%)	1 (2.44%)	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)
2492	4.28	0.88	1219 (48.92%)	921 (36.96%)	232 (9.31%)	78 (3.13%)	42 (1.69%)

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
21	*See below for Individual Results*

Hands down the most useful class I have ever taken in CS. Final project was fun (despite working on it until 4am before the deadline)!

Why was attendance taken on non-attendance days?

He is a scary man @ office hours

I would consider making projects individual. In a partner project, it seems like one partner is always missing doing part of the app (and therefore learning that material!)

Mobile was a very enjoyable course and Professor Sherriff was a great lecturer. This course was a great intro to mobile development. The team size was perfect. Any more team members and there would not have been enough work to go around, especially for a final project. (I worked with 1 partner)

This is a great CS class to take if you like to develop projects that are both relevant and interesting on your resume. Truly this class made me appreciate how skilled mobile app developers are and how frustrating it is to make a mobile app in the first place.

Great professor, with reasonable expectations of the students. Happy with the number of TA's and their availability. Useful course for anyone with thoughts of going into mobile fields.

I enjoyed it, but didn't learn as much about specific app development as I would like. The final project felt like I was floundering around to get things to work and resulted in an unsatisfying product.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Lots of self-learning, but worthwhile class. I wish there were more lab days. Also, three might have been a better group size for the final app. First time having Sherriff as a professor and he's one of my favorites so far. He clearly enjoys the material and I feel like I learned a lot on a high conceptual level from the lectures and a lot on a more practical, down in the coding trenches level from the app development projects. The class strikes a nice balance between the two. Great class, probably the best I've taken in the entire department While two people for the final project was acceptable, I think that having a three person group could have helped make a more polished final product. I really liked using github for all the projects as it provided a central location for all the coding assignments we had. Two people was plenty for the project I think that this course was well designed, but it was not my favorite. I probably would have enjoyed this class more if I had taken it earlier in my college career. For those of us without MACs, it was very hard to complete the iOS mini app. While the instructor is aware that it may be difficult to spend time in the lab to finish the project, I don't think it was taking into consideration that the lab was often closed. Both my partner and I had class or club commitments during times that the lab was open, and so we would not be able to get to the lab to work on the iOS project until very late in the evening. I think Professor Sheriff should give teams who do not have a Mac extra time to complete the iOS mini app. Pertaining to the question regarding the number of classmates per team, I think that having three to a group for the final project might make the workload a little easier and allow the teams to make their app even more advanced. With the timing of the final app being so close to finals and around Thanksgiving, there was a bit of a time crunch that took away from our ability to code an amazing app. Awesome class! one of my favorites at all of UVA Course could potentially incorporate more (detailed) lectures on Android/iOS development topics (dos, dont's, ways to do important but foundation actions like data transfer, etc.). Lectures could be less standard but the course itself was valuable. Professor Sherriff is also a great instructor. Really enjoyed this class. I liked how the material was taught in a way that cut the B.S out of it and taught you what you needed to know in order to be able to do mobile app development. Very helpful for future jobs. Partners for projects could be better, after the initial random partner choosing, if you ended up with a bad partner or partner dropped the class, you were left out of luck

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CS 4730-001 **Computer Game Design** - Fall 2017

ENGR (19428)

INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 28 / Enrollment: 62

Summary: CS 4730-001 Computer Game Design - Fall 2017 (19428)

Overall Course Rating

CS-4730-001 Mean 4.12
CS-4730-001 Std Dev 0.77
CS-4730-001 Response Count 135

SEAS, 4000-level courses Mean 4.14
SEAS, 4000-level courses Std Dev 0.94
SEAS, 4000-level courses Response Count 11309

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.42
Std Dev 0.59
Response Count 189

SEAS, 4000-level courses Mean 4.32
SEAS, 4000-level courses Std Dev 0.85
SEAS, 4000-level courses Response Count 17404

~ QUESTIONS AND DETAILS ~ *~ ANSWER MATRICES ~*

1. How accurate is this statement for you: The project was of acceptable length.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
28	4.39	0.57	12 (42.86%)	15 (53.57%)	1 (3.57%)	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)
69	4.30	0.71	29 (42.03%)	34 (49.28%)	4 (5.80%)	2 (2.90%)	0 (0.00%)

2. How accurate is this statement for you: The project was of acceptable difficulty.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
28	4.36	0.56	11 (39.29%)	16 (57.14%)	1 (3.57%)	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)
69	4.33	0.63	28 (40.58%)	37 (53.62%)	3 (4.35%)	1 (1.45%)	0 (0.00%)

3. Which topic/lecture in this course was your favorite and why?

~
Question Type: Short Answer
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Individual Answers
25	*See below for Individual Results*

World Building. It is something I am extremely conscious of when playing games and thinking of my own ideas for games, and learning how to do it effectively and what player types to consider when doing so was very informative.

Level Design because I game a lot and being able to formally analyze game levels is something I've found useful since the lecture.

I really liked the aesthetics lecture with the MDA. It gave me a different perspective on why we play games.

History of gaming because it helped bring back my excitement for games.

The topic of game balancing seem to be the topic the professor was most passionate about and was thus highly interesting to discuss.

Probability and risk

Game pitches as that was the creative part of the course.

Tutorial level! i never realized super mario was so sweet with the first level design part

MDA, very interesting and useful way to classify games that I had never heard of before this class.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I enjoy learning about performance enhancers like using Manhattan Distance. The DND rpg lecture. Fun times, rolled a natural 20 to defeat a goblin hoard Worldbuilding, because I also like the creative side of games (things like story, lore, etc.) than just pure coding. either world building or level design. World building is just interesting in general, and it is interesting to think about what elements of a game support/break that. Level design was interesting because we went through specific examples and thought about things like risk/reward and flow The lecture on level design was fun because it was the first time going into subject matter I didn't typically think about for game. AI because it was interesting I enjoyed all of the design focused lectures the most because I felt that I needed to improve the most in that area. Mechanics - taught me a lot about the different strengths of different types of games I really liked the unit on balancing and fairness. It validated all of my frustrations with Dark Souls. Level Design was fun, Game Balancing and playing D&D was also great. Probably Game Architecture. I've been wanting to work on games at a lower level, and while this course didn't go into too much depth on that part, the material on how games work internally was very interesting. In general, I liked classes where you used videos/games to explain some topic :) World building, I probably fall under a Narrativist and seeing how people build worlds was really cool. Game balancing- it was interesting and easy to apply/think about in the context of games I play. I enjoyed every topic equally Favorite topic was World Building because it was interesting to think about the art and expression side of game design merging a little bit with the technical side.
4. Which topic/lecture in this class do you think you will find the most useful in the future? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-4730-001, Sherriff, Mark Total: 23 Individual Answers: *See below for Individual Results*
	The aesthetics and MDA. It wasn't so much a specific topic/lecture, but more the lingo and terminology that will let me talk about technology and games critically in the future ("mechanics", "controls", the "aesthetic" of a game) Prototyping. While I'm not sure I will end up in game design as a career, the habit of prototyping any large program is probably a good one I should pick up, as it will force me to really think ahead of time how a program should be structured and implemented and just in general force me to plan ahead more. Game Architecture / Game Loop Pathfinding The MDA lectures. Being introduced to that way to think of a game and its gameplay was really useful. Matching graphics to the game aesthetics when i design my own games in the future It was interesting to hear about game monetization. MDA is a really useful framework for analyzing games. In a similar vein, playing as a designer is very useful. The most useful unit will probably be the balancing and fairness one as well. This unit showed me how to critically evaluate frustration with games and how to remedy those. The Unity Labs - Actual practice in making a game Learning about the ECS system

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	n/a The nine aesthetics as they are the reasons why people play video games. Algorithmic efficiency in your design. "Perfection is the enemy of good enough" Learning about the game engine Everything related to Unity. Definitely, plan to use in future AI and Pathfinding seems like the kind of subjects that can easily fit into any other CS field, but that's probably because it was more an overhead study of algorithms than anything. It's still valuable nonetheless. Since I don't plan on going into the game industry, mainly lectures dealing with second order software design and UI. The game project obviously will help; this is one of the few classes we actually build a product from start to finish. It was almost mindblowing to see other people play your own project in Playtesting Lab. Not only for game design but also for software engineering in general, it really changes the perspective of a developer how a developer's view of his work can differ from how the user approaches it. graphics/aesthetics The implementation of ECS. I've never been a big fan of object oriented programming and it was a relief to learn about ECS in some ways. I thought the gamification elements from reality is broken and ready player one was interesting and could affect how I go about I think game balancing was useful in that it makes you take into account the different level of skills and backgrounds of players - this can be applied across different types of software, not just games. (I also liked the quick version of dungeons and dragons that we played as an in-class activity)
5. What lecture/topic(s) in this class "did not work" or were not seen as useful in the long run? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-4730-001, Sherriff, Mark Total: 25 Individual Answers: *See below for Individual Results*
	Structure of the class was great. Everything seemed like a cohesive unit. The monetization unit was probably the least useful, but I still enjoyed learning about it. I think the more technical the lecture, the less useful I found it. Some of the ECS content didn't really stick with me/seemed less useful unless I were to become a game designer Monetization was cool but an entire class about it was a little excessive I honestly believe that every lecture helped bring me closer to understanding game design and helped with the project. The only kind of out of place thing I can think of was the day talking about Unity Entitas. It felt out of place and shoehorned in. While ECS was valuable to learn about, I feel trying to show Entitas is better just as a quick aside. Everything else at least felt reasonably useful somewhere else. n/a Well, all of them were useful, and fun Just the Lectures were really never useful for the Unity HW Revisiting McGonigal maybe None that I can think of Pathfinding didn't seem that useful There was lecture on the history and evolution of input devices/game controllers that while I enjoyed, esp. seeing all the controllers in real-life, didn't seem that useful. Breaking into industry/monetization- I'm not the entrepreneurial type. The low level game engine stuff. In another Game Design class it might be relevant, but when you try to focus on just the high level of Game Design, things like knowing the engine loads to a buffer then swaps it doesn't feel that useful.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

None

None

None

I didn't find that any of the topics/lectures didn't work, so from a purely "useful" perspective, probably the History of the Game Industry lecture. While I found it very fascinating, I do not especially see how I can use that information in the future, other than as fun facts at parties.

Graphics and Cameras - seemed like we glossed over a topic too fast to really get a functional understanding. I thought it was better to leave the graphics to a graphics class rather than trying to speed through it quickly.

Technically, no topic should be regarded as useless.

I thought they were all useful.

The time given AI lecture was too short in my opinion to cover the concepts adequately in my opinion.

Not sure

The Entitas portion. I didn't really understand the point of it since Unity is already pretty much ECS.

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.29	0.77	8 (29.63%)	6 (22.22%)	3 (11.11%)	0 (0.00%)	0 (0.00%)	10 (37.04%)

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)
68	4.07	1.11	20 (29.41%)	13 (19.12%)	7 (10.29%)	2 (2.94%)	2 (2.94%)	24 (35.29%)

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	3.94	0.90	6 (22.22%)	4 (14.81%)	7 (25.93%)	0 (0.00%)	0 (0.00%)	10 (37.04%)

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)
68	3.93	0.99	15 (22.06%)	13 (19.12%)	13 (19.12%)	1 (1.47%)	1 (1.47%)	25 (36.76%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, 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)
27	0 (0.00%)	1 (3.70%)	6 (22.22%)	5 (18.52%)	1 (3.70%)	14 (51.85%)

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)
68	2 (2.94%)	2 (2.94%)	13 (19.12%)	17 (25.00%)	5 (7.35%)	29 (42.65%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Individual Answers
21	*See below for Individual Results*

Projects and Expo were great. Very rewarding to see people actually enjoy and appreciate your work.

Tutorials were long-winded, but helpful. Maybe some shorter ones would be nicer, or at least a different commentator; this guy was VERY irritating, mostly because he went through the code sections too quickly and didn't explain things, so I had to keep going back and replaying over and over and this added sooo much time. I was very relieved when you cancelled the last unity tutorial

Nope I really liked the project in this class. It was a great experience and a lot of fun.

I think it was good that we were able to have multiple opportunities to reevaluate the scope of our game rather than having to commit to the full scope that we started with. The alpha and beta demos were KEY to reducing stress at the end of the semester. Keep those even if students grumble at you because it's a necessary evil.

Only one Vive computer made it hard to consistently be able to work on the game.

not sure

I appreciated the change in labs and stopping after the third Unity lab. I also liked the alpha and beta testing as they were reasonable checkpoints.

I understand why the class was required to do the same set of tutorials, but to take the class to the next level it would be really helpful to have assignments that focus on implementing elements of the project. These assignments could also be used to hold individual team members accountable for contributing to the project.

I think Unity tutorials should be earlier and more frequent so that everyone has a chance to get more familiar with Unity before diving into the semester project.

No

Maybe have one Unity tutorial be about a 3D game (besides the first really simple one)

Drill into people's minds what is meant by being "out of scope" and how little time there actually is to develop the game. Our project turned into a monster at the last minute due to the sheer amount of work needed.

I think the Unity tutorials as labs weren't that useful, since it feels like a waste of time to sit in class and do things that couldve been done at home. Maybe tell people to do the tutorials on their own time, and assign more extensions beyond the tutorial. That should give people more time to start their final projects earlier.

Allow partners to switch groups so that there would not be as big a learning curve (for example, I have not done VR yet, but I was assigned to a VR group).

I thought the final project was done well. If anything, more check-ins like alpha and beta testing would be nice just to force us to be making active progress on it each week. But honestly, I thought it was done well. Personally, I would've liked to have done more Unity Tutorial labs. They were actually fun to do and have given me more exposure to coding games, since with the final projects we only focused on what was applicable for our own games.

Less labs, more project time

none

Not really, I thought they were well structured and had reasonable expectations.

Wish the Unity Labs were done early on, so we had enough knowledge on coding to start the Game Project earlier, as I think a bit more time would have been nice.

None

One more unity Lab to nail down some other aspects of unity

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
26	3 (11.54%)	13 (50.00%)	4 (15.38%)	2 (7.69%)	2 (7.69%)	2 (7.69%)

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)
67	7 (10.45%)	28 (41.79%)	14 (20.90%)	8 (11.94%)	6 (8.96%)	4 (5.97%)

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
27	3.00	0.62	4 (14.81%)	20 (74.07%)	2 (7.41%)	1 (3.70%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
68	2.91	0.69	9 (13.24%)	47 (69.12%)	10 (14.71%)	1 (1.47%)	1 (1.47%)

12. How would you rate the helpfulness of the TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
27	2.96	0.65	5 (18.52%)	16 (59.26%)	6 (22.22%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
68	2.81	0.82	10 (14.71%)	41 (60.29%)	12 (17.65%)	4 (5.88%)	1 (1.47%)

13. How often did you make use of the TA office hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
27	2 (7.41%)	0 (0.00%)	3 (11.11%)	18 (66.67%)	4 (14.81%)

Results for SEAS, 4000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
68	4 (5.88%)	6 (8.82%)	14 (20.59%)	31 (45.59%)	13 (19.12%)

14. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Individual Answers
17	*See below for Individual Results*

They seemed knowledgable enough

not sure

no

no

Go to office hours, or post that you can't make it

The TAs were very helpful and fun to talk with, especially Susannah. She checked in with my group fairly often and shared plenty of ideas for us to consider, which helped improve the quality of our game.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

N/A

They were helpful and encouraging which was great. I think I understand that because it's a high level class, there are fewer visitors to OH and some TAs were often rescheduling OH last minute or extremely (~1.5 hours) late to scheduled OH. But I think if I had relied on the OH to get some help with the game or feedback, it would have been really frustrating for me to be at the whim of TAs who changed their OH around without more than 8 hours warning.

They didn't seem to be super good with Unity. They weren't able to offer much technical help

Some are very helpful

There were instances where I was either waiting for office hours or in Rice 340 (doing other work), but the TAs ended up showing a unreasonable amount of time after OH had started without any notification or post on piazza. One time, I waited around 30-45 minutes before just leaving.

They're pretty nice.

I is quite hard to tell them apart from regular classmates.

Zach was Amazing.

They were all wonderful people.

grading was picky/harsh sometimes

The TAs I interacted with were of high quality though I had minimal interaction overall.

15. How was the balance between theory and technical?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (5)	Good (4)	Fair (3)	Weak (2)	Poor (1)
27	4.07	0.73	7 (25.93%)	16 (59.26%)	3 (11.11%)	1 (3.70%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Excellent (5)	Good (4)	Fair (3)	Weak (2)	Poor (1)
27	4.07	0.73	7 (25.93%)	16 (59.26%)	3 (11.11%)	1 (3.70%)	0 (0.00%)

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-4730-001, Sherriff, Mark

Total	Individual Answers
22	*See below for Individual Results*

This seems good enough.

Maybe a little bit more help with actual coding, to help people unused to Unity. A bit more time in class to go over important coding concepts than just following the tutorials would be nice.

AI

I would have liked to cover level design more deeply.

Wish we had been "forced" to play more games and to get more game exposure from different areas. I thought we would have to play a game a week, honestly.

More of a focus on pitching a game idea would've been nice. Learning how to pitch what you want to work on or even just yourself is an important life skill for undergrads to learn, especially when they will need to use it when interviewing for jobs and internships.

not sure

not sure

iOS development

Cool to go a little more into artistry of interactive media outside of games

I wish we could've spent some more time on VR specific game design, since our game was VR and it would've been nice to know problems we were going to encounter before we ran into them.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

Although I'm not sure on how to approach this, perhaps more coverage of technical aspects.

I think more on Custom Physics and Cameras

I would have liked to look at two games of the same genre and see how they differ and how it affects success

Personally, I would say spend more time getting into the details of game architecture and design patterns. I think it is important to understand the technical details just as much as the theory and most of the lectures were a good mix of both, but the strong early theory didn't feel like it got balanced out in the end.

Recent game history, all the way up to the Nintendo Switch.

none

none

I thought about that too late, but a lecture on pirating games (not on how to but on the issue in general and what devs do to prevent it) would probably work well!

Wish we went over some C# and actual coding as well, to help us understand how unity works

Learning more about how game engines are created and how they work. Additionally, more info about graphics and algorithms would have been beneficial. Maybe guest lectures from people in industry?

I feel like AI is very important and could have been covered more.

17. Rice 340 was a good location for this course and I found the lab machines a good resource to have.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.30	0.54	9 (33.33%)	17 (62.96%)	1 (3.70%)	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)
27	4.30	0.54	9 (33.33%)	17 (62.96%)	1 (3.70%)	0 (0.00%)	0 (0.00%)

18. How often did you utilize the resources in Rice 340 after class hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	1-2 times total (NA)	3-4 times total (NA)	Avg. twice a week (NA)	Avg. three times a week (NA)	Almost daily on class days (NA)	Literally every day I could (NA)
27	9 (33.33%)	13 (48.15%)	4 (14.81%)	1 (3.70%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	1-2 times total (NA)	3-4 times total (NA)	Avg. twice a week (NA)	Avg. three times a week (NA)	Almost daily on class days (NA)	Literally every day I could (NA)
68	29 (42.65%)	26 (38.24%)	9 (13.24%)	4 (5.88%)	0 (0.00%)	0 (0.00%)

19. Did the "gamification" of the grading system in the course help or hurt your enjoyment of the course? Did it make sense? What could be done to improve the system?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Individual Answers
26	*See below for Individual Results*

I think it works well, but it's annoying that there's no simple way to get a percentage grade.

I did enjoy the idea of building up to my grade with every assignment and that opportunities were provided to make up for missed points.

I like it for the most part, though I've heard the level chart in past semesters has been a little misleading which worries me a little bit.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Gamification is iffy. VP I liked. XP, not so much. I didn't get the system because in some ways, it was not very rewarding in the beginning of the semester because the points were such a small part of the whole thing that it didn't give me that dopamine/chemical thingy hit. You've gotta fix the /webroot/ thing if possible. Not a big deal, just messes with the professionalism of the whole system.
	Hurt. The XP system is cool at first, but not really helpful in determining the current grade in the course or how you are doing relative. to other students. A weekly XP average of the class, or even a target Level every week would help.
	I really liked the gamification. It fit the theme of the class very well and made a lot of sense (except for the percentage and the level relationship).
	I thought it was okay, kind of confusing though. It would be nice to see all of the points (exp) we could possible earn at the beginning to get a better understanding of how we should perform to get a certain grade.
	It definitely made sense and was a nice change from the usual.
	I thought it was a nice touch. It made turning in assignments feel like more of an achievement. I think the system could incorporate more feedback though. It wasn't very obvious when you earned XP, so maybe an email alert or a different color for growth in XP since the last time you logged into gamercard would give more feedback.
	Fun stuff except the system had lots of bugs
	The "XP bar" was and is kind of hard to read. It is rather convoluted, though I remember hearing that this was partially a bug. Everything else seemed clean and easy to understand. Maybe add a quick pop-up when you visit the site and have leveled up to acknowledge it?
	It helped, made it a bit more motivating, but it kind of fell apart in that the last week or so basically made of 30~40% of the grade. So, I just wasn't sure if I was making good progress or not throughout, as I didn't know what else we had left. Too bad we didn't have repeatable quests
	It looks okay, but it makes assignments and random encounters seem optional if one is making good progress.
	It definitely makes sense. The progress bar grows really slow though, without the final and the project I am still at ~49% although I did well, this could be irritating! But I really like the concept!
	helped
	It was kinda meh... The scaling was off from day one and I don't think that I will know what my grade will be until the end. I think the level diagram needs to be updated throughout the year. The GUI for leveling also could use some work. I really liked VP, but I think it makes you less merciful as you can always say "I don't care what happened, use your VP to fix this minor thing".
	I think if you had a clear way to see what our grade currently was instead of telling us to "figure it out yourself," that would significantly reduce confusion (especially towards the beginning of the course, when all assignments haven't even been posted to GamerCard yet). Also, fix that bug where you click on GamerCard, get an error, have to go back, and then reclick it. Otherwise, it was good.
	I was indifferent towards it. It provided a cool aesthetic which kept things a little less murky as compared to my other courses. However, it did not make sense with regards to how my grade actually translated to a tradition 0 to 100 scale. The bar needs to be proportional to this scale in my opinion so that the student realizes how far he or she has come (possibly mark A, B, etc. on the progress bar?)
	Made sense, and made it more engaging. More side quests would have been nice, because it felt like doing the sidequests only helped my a miniscule amount, and the main quests dominated everything. Maybe for example a repeatable quest where you get non-CS students to playtest your game and fill out a question sheet.
	It did not help or hurt. I didn't really think of it as different from regular grading because all the grades are only achievable at the highest percentages.
	Helped
	Personally did not enjoy too much, but not bad
	Yes! I liked it a lot! I did forget to submit some assignments sometimes and that really hurt my grade but aside from that it was sweet
	It was fine. I suppose it might be nice to display currentXP/totalPossibleXp so students can see their grade percentage without having to figure out what the totalPossibleXp is and do math themselves.
	The glitches in the gamer card overall confused me but the VP Store certainly made me want to be more involved.
	It was good. It was a little confusing on how the final grade would turn out though

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

20. Ignore your grade in the course and consider this statement: I feel I have a better understanding about the concepts of game design because of this course.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
26	4.54	0.51	14 (53.85%)	12 (46.15%)	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)
26	4.54	0.51	14 (53.85%)	12 (46.15%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

21. Ignore your grade and consider this statement: I have a better understanding about the ideas and technology behind game construction because of this course.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.48	0.58	14 (51.85%)	12 (44.44%)	1 (3.70%)	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)
27	4.48	0.58	14 (51.85%)	12 (44.44%)	1 (3.70%)	0 (0.00%)	0 (0.00%)

22. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.15	0.77	9 (33.33%)	14 (51.85%)	3 (11.11%)	1 (3.70%)	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)
67	4.13	0.83	25 (37.31%)	29 (43.28%)	10 (14.93%)	3 (4.48%)	0 (0.00%)

23. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.26	0.53	8 (29.63%)	18 (66.67%)	1 (3.70%)	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)
2259	4.35	0.79	1097 (48.56%)	913 (40.42%)	138 (6.11%)	54 (2.39%)	25 (1.11%)	32 (1.42%)

24. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.52	0.51	14 (51.85%)	13 (48.15%)	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)
2488	4.19	0.96	1095 (44.01%)	862 (34.65%)	243 (9.77%)	121 (4.86%)	51 (2.05%)	116 (4.66%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

25. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.44	0.58	13 (48.15%)	13 (48.15%)	1 (3.70%)	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)
2261	4.22	0.89	989 (43.74%)	944 (41.75%)	177 (7.83%)	100 (4.42%)	36 (1.59%)	15 (0.66%)

26. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.26	0.71	10 (37.04%)	15 (55.56%)	1 (3.70%)	1 (3.70%)	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)
2262	4.13	0.95	833 (36.83%)	809 (35.76%)	234 (10.34%)	110 (4.86%)	41 (1.81%)	235 (10.39%)

27. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	3.36	0.95	1 (3.70%)	10 (37.04%)	9 (33.33%)	0 (0.00%)	2 (7.41%)	5 (18.52%)

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)
2267	3.71	1.08	285 (12.57%)	321 (14.16%)	292 (12.88%)	83 (3.66%)	41 (1.81%)	1245 (54.92%)

28. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.37	0.56	11 (40.74%)	15 (55.56%)	1 (3.70%)	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)
2485	4.10	0.96	954 (38.39%)	957 (38.51%)	288 (11.59%)	142 (5.71%)	45 (1.81%)	99 (3.98%)

29. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.59	0.57	17 (62.96%)	9 (33.33%)	1 (3.70%)	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)
2488	4.59	0.64	1615 (64.91%)	729 (29.30%)	91 (3.66%)	17 (0.68%)	10 (0.40%)	26 (1.05%)

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~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

30. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.37	0.49	10 (37.04%)	17 (62.96%)	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)
2487	4.41	0.75	1291 (51.91%)	898 (36.11%)	164 (6.59%)	43 (1.73%)	14 (0.56%)	77 (3.10%)

31. 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-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.16	0.69	8 (29.63%)	13 (48.15%)	4 (14.81%)	0 (0.00%)	0 (0.00%)	2 (7.41%)

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)
2260	4.05	0.97	804 (35.58%)	895 (39.60%)	303 (13.41%)	123 (5.44%)	51 (2.26%)	84 (3.72%)

32. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.11	0.75	8 (29.63%)	15 (55.56%)	3 (11.11%)	1 (3.70%)	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)
2483	4.20	0.90	1052 (42.37%)	961 (38.70%)	248 (9.99%)	99 (3.99%)	40 (1.61%)	83 (3.34%)

33. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.44	0.64	14 (51.85%)	11 (40.74%)	2 (7.41%)	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)
2489	4.43	0.75	1334 (53.60%)	895 (35.96%)	140 (5.62%)	47 (1.89%)	17 (0.68%)	56 (2.25%)

34. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.56	0.51	15 (55.56%)	12 (44.44%)	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)
2484	4.28	0.85	1124 (45.25%)	903 (36.35%)	241 (9.70%)	67 (2.70%)	30 (1.21%)	119 (4.79%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

35. 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-4730-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
27	0 (0.00%)	12 (44.44%)	10 (37.04%)	2 (7.41%)	3 (11.11%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2269	125 (5.51%)	739 (32.57%)	905 (39.89%)	323 (14.24%)	177 (7.80%)

36. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.41	0.50	11 (40.74%)	16 (59.26%)	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)
2263	4.14	0.95	949 (41.94%)	899 (39.73%)	261 (11.53%)	100 (4.42%)	54 (2.39%)

37. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.44	0.58	13 (48.15%)	13 (48.15%)	1 (3.70%)	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)
2265	4.11	1.02	971 (42.87%)	835 (36.87%)	273 (12.05%)	105 (4.64%)	81 (3.58%)

38. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.37	0.49	10 (37.04%)	17 (62.96%)	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)
2482	4.30	0.78	1115 (44.92%)	1108 (44.64%)	177 (7.13%)	57 (2.30%)	25 (1.01%)

39. 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-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.11	0.70	7 (25.93%)	17 (62.96%)	2 (7.41%)	1 (3.70%)	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)
2482	4.38	0.78	1304 (52.54%)	913 (36.78%)	195 (7.86%)	53 (2.14%)	17 (0.68%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

40. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-4730-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.37	0.49	10 (37.04%)	17 (62.96%)	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)
2492	4.28	0.88	1219 (48.92%)	921 (36.96%)	232 (9.31%)	78 (3.13%)	42 (1.69%)

41. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-4730-001

Total	Individual Answers
18	*See below for Individual Results*

While I did enjoy the class and found it cool to make games, the theory behind Game Design itself feels very gimmicky, somewhat similar to Freudian psychology. You can analyze games all you want after they've been released, but its absolutely no use in predicting what games get popular or played. Your game could tick all the boxes of fun to play but it does not guarantee that your game will be received as "good." The fact that this point isn't addressed somewhat decreases the class's legitimacy.

Professor Sherriff is great although sometimes condescending. Great course overall. Project is a great length.

wish our team was larger

Great course. I have two suggestions: Do more to hold individual team members accountable and cover C# delegates/UnityEvents and how they can be used to create modular components in Unity.

Professor Sherrif is a dynamic professor who effectively teaches the course from a more aesthetics-driven perspective. The course could contain more technical content but that is up to the Professor's discretion. The XP system needs a little tweaking but is an interesting alternative grading system.

This was a great class. Professor Sherriff is a really engaging lecturer and makes his class extremely entertaining. I've enjoyed every class I've ever taken with Professor Sherriff and I wish he taught more classes that I could take.

XP makes me feel like I'm in the dark. Maybe you could show the max, median, min XP that anyone has so I can gauge my success better?

For the scope of our project and the length given, having three members was definitely as good number. Using Unity, merging was often difficult so having three members help make it more manageable while also split up the work into reasonable amounts.

I enjoyed the class in general; the teaching style suits me and the exams were straightforward. I did not enjoy that sometimes, you were very short with students when they asked questions. For example, the tone of voice you took when a student asked where the power outlets were was rather demeaning. You seem to not enjoy answer questions before class, but I don't think it's right to be short with students if you don't let them know you don't like to answer questions before class is in session. Otherwise, you are really good about answering questions and acknowledging viewpoints when class is in session and after class is over.

group size was good

Well, for the Game Group, some of the issues was that we had to prepare for the assets as well, including the sprites and music. This meant that one person, spend alot of the time creating these assets; everyone could do it, but that would be all over the place in design. So, only two left for actual decent work of the programming. But then, if one person just decided not to do much work throughout, one person has soo much work on his own. I don't know how this could be fixed, as free-loaders are always an issue in group projects, and its hard to figure out if the person is likely to do so early on, when we have to give the feedbacks. Also, 1 person probably cna't make a game alone, so this has to be a group project. Wish there could be a way to penalize those who rarely contributed to the game itself. It was pretty hard for me as the group members just didn't respond well to emails, and I was aware that we wouldn't be making the deadline if we didn't start early. This meant I just did a large portion of the work alone, because I actually cared about the project and the game.

McGonigal book was largely unneccessary

I think groups of 4 might have been better, but I think the issue is more with the differences in experience with Unity. The VP system was a cool idea, but I never ended up spending any of my VP on anything other than the flask which wasn't really worth much.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think that having 3 members working on the final game was a good size, but having 4 honestly would've been better as it would've given us more opportunity to build more into our game. We were able to split up the responsibility pretty well between the 3 of us, but having 4 would have allowed us to add more detail into our respective parts. Overall, I thought this course was great. I had a blast each lecture and wish it was being offered in the spring because I would have loved to TA for it. More VR Computers would be nice. XP System is cool but makes it more difficult midway through to know how you're doing. Having a project with a member who doesn't do anything really hurts. The team size for the project felt reasonable. The size of the team really doesn't matter in the end if the project turns out to be larger than expected and most people will just shove work off until the last minute regardless, so scaling the team size up or down wouldn't really change the scope or difficulty of the projects. The course overall was probably the most entertaining course I've taken. I would make a large effort to describe how to cut down scope for the projects, though. Somehow, the midterm and final exams look like they make up 10% each of the grade each, but the 5 random encounters are 2% each. On a meta-level this class taught me a lot about CS and developing in general. Also, it is really helpful to have an instructor who is so passionate about the topic!! 10/10 would almost download hearthstone again bc of aggressive advertising

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CS 3240-001 **Advanced Software Development** - Spring 2018

ENGR (17963)

INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 90 / Enrollment: 146

Summary: CS 3240-001 Advanced Software Development - Spring 2018 (17963)

Overall Course Rating

CS-3240-001 Mean 3.68
CS-3240-001 Std Dev 1.11
CS-3240-001 Response Count 445

SEAS, 3000-level courses Mean 4.09
SEAS, 3000-level courses Std Dev 0.99
SEAS, 3000-level courses Response Count 12906

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.14
Std Dev 0.96
Response Count 624

SEAS, 3000-level courses Mean 4.20
SEAS, 3000-level courses Std Dev 0.93
SEAS, 3000-level courses Response Count 22603

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

1. How accurate is this statement for you: The project was of acceptable length.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	4.00	0.91	29 (32.22%)	40 (44.44%)	13 (14.44%)	8 (8.89%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	4.00	0.91	29 (32.22%)	40 (44.44%)	13 (14.44%)	8 (8.89%)	0 (0.00%)

2. How accurate is this statement for you: The project was of acceptable difficulty.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
88	3.89	0.89	22 (25.00%)	42 (47.73%)	16 (18.18%)	8 (9.09%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
88	3.89	0.89	22 (25.00%)	42 (47.73%)	16 (18.18%)	8 (9.09%)	0 (0.00%)

3. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	3.53	1.30	25 (27.78%)	28 (31.11%)	16 (17.78%)	12 (13.33%)	9 (10.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	3.53	1.30	25 (27.78%)	28 (31.11%)	16 (17.78%)	12 (13.33%)	9 (10.00%)

4. Which topic/lecture in this course was your favorite and why?

~
Question Type: Short Answer
~
contributed by Sherriff, Mark (mss2x)

Results for CS-3240-001, Sherriff, Mark

Total	Individual Answers
72	*See below for Individual Results*

I thought the topic on design patterns was very useful. I also thought the activities helped enhance my understanding for the subject as well.

I did like the Git lecture earlier in the semester. I had used Git before, but I had never bothered to get an overview of how Git works from a higher-level. I thought it was fairly useful to learn it, because now I have a better idea of what is happening when a merge conflict happens, a branch is rebased, etc.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Ethics - it opened up deep questions about human behavior and morals
	The software maintenance lecture because it was interesting to hear why it's important, why there's a stigma, and the activity (fixing the meme code) was good practice.
	I enjoyed the lecture on requirements and specifications because for the in-class activity we acted as the customer and the developers which really helped me understand the unit and the concept behind requirements vs specifications.
	I enjoyed everything except for the adapter units
	Design Patterns, I felt like learning more of those could be really useful in the future.
	Having a lot of freedom on the project
	I enjoyed the lectures on project management and risk management. I'm CS but I am definitely not going into software engineering so I was honestly worried about having to take this class but those topics are relatable across any discipline and I will definitely use those concepts and ideas so I appreciated learning about all of the different perspectives and ways that people manage work and other people.
	I really loved almost all of your lectures. I know that you said that they were all 'bland' and that this is an uninteresting class, but it was honestly my favorite class that I have taken here at UVa.
	Software Architecture and Design, as this particular topic is one I have had trouble with in the past (understanding REST, MVC, Design patterns, etc).
	I enjoyed the section about evaluating and dealing with risks associated with software failure.
	I really liked the different software methodologies. It was interesting to see how different ways of developing a project contribute to different requirements of the project
	Ethics, What if scenarios are fun and interesting. It also shows how people really feel about certain scenarios.
	I didn't really have a favorite topic, if I'm being honest. This is a class to fulfill a requirement for me, that's all.
	Source Control - I have never understood GitHub or AccuRev (the SCM the company I worked at used before) until I learned about this in this lecture! it was so interesting and clarifying!
	The series of lectures on design patterns
	github, useful in industry. getting to know the importance of spceifications
	Models/Django
	I thought the design patterns were cool, and seemed useful for real life.
	Agile development. Real-world industries use it all the time!
	SW Methodologies
	Code Smells because it was just enjoyable and I believe everyone got a lot of technical debt if the project was released to the state of Virginia lol
	N/A
	I enjoyed the lecture on software development methodologies
	Rest because I had always heard about it and never understood it.
	Security
	Maybe I'm just a nerd, but I liked the discussion on software development methodologies. This was something that hadn't been taught in other courses, and that I think will be pretty useful post-graduation.
	Software Design patterns was an interesting subject. Not one that I would look deeper into, but was more interesting at a base level than most of the material.
	I think my favorite topic was probably going over MVC and REST- I think this was really useful in understanding how typical projects are designed and structured.
	My favorite part of the course was learning about the different methodologies of software development, more specifically the difference between Agile versus Plan-Driven software methods
	Adapter Patterns
	Software Engineering Ethics

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	user stories rest Probably working on the scenarios because I liked the problem/opinion solving aspect. Agile because its relevant to cs jobs ---, because --- I actually really liked the UML stuff and design patterns. I'm a visual learner and thinker so I was able to visualize every thing quite well because of those topics. The in-class activity was a little difficult but overall I think it helped me learn the difference between the two adapter patterns Security lectures, I just find the whole topic interesting and not well covered elsewhere in the CS curriculum I liked the topics in the beginning of the course such as the model and structure of a software engineering environment and development process. I enjoyed learning about the intricacies of what it takes for a software engineering company/team builds and deploys products and how the team works cohesively as a team to get the job done. I feel like these topics were things that I thought about but didn't give to much thought to so it was nice to actually learn about these ideas. I really liked discussing software ethics because that is just something that I generally always find to be really interesting. I love hearing the different sides of an ethical decision in my field and thought that the discussion style of these lectures brought some interesting opinions to the light. I really liked the lecture on software maintenance, probably because maintenance is such an underdog. I like design patterns because it was the most technical. requirements elicitation Design patterns because we actually got to try out with coding some basic ideas behind them, and got to most opportunities to understand them through activities. REST Apis Design Decomposition; it really made me think harder about how I organize the modules for my codebase I liked the project. I found the lectures to be pretty boring and trivial. No particular favorite lecture. In class activities were very useful and engaging. Ethics I quite enjoyed our 2-lecture discussion on Engineering Ethics, as it was intellectually stimulating and had multiple possible right answers. I really liked the lectures on Git, MVC, and the different types of development methods just because it was all very new to me and will be beneficial in the future. I really enjoyed ethics and wish we had spent more time on it. I enjoy talking about issues like that. Ethics-I really enjoyed looking at the difficult parts of software development, beyond the nuts and bolts of programming REST API because I finally learned what this "buzzword" means in industry. I don't really think I enjoyed any of the topics we discussed. This class is the boring side of SE I enjoyed the topics regarding design methodologies and source control. I liked learning how to work in a collaborative group programming assignment. I never went to lecture so I pretty much have no clue. I watched everything before the first midterm and literally none of it was even remotely interesting so probably some topic from after the midterm. I guess version control is a cool topic but way cooler at a low level, not just conceptually. I liked the ethics lecture because that makes for interesting discussions (also I remember it better since it just happened). Lectures 20 and 21 where we learned about design patterns by coding very simple and short solutions making use of the Professor's skeleton code were the most useful. They were engaging which made them enjoyable. MVC - it cleared up concepts that I have previously learned from an internship that were still confusing to me.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The different methodologies, because it represents different leadership styles and general solutions to tackle problems that can apply to things outside of software dev. Learning about agile and plan-driven methodologies, since I was given a case interview on when to use one or the other for my current internship Requirements because I find it to be the most interesting because it's like, psychology, economics, and computer science all in one. I think ethics are interesting because everyone can have a different opinion of what is the right thing. Software development patterns - they seemed very applicable and like "oh that's what that is!" Wearables - i think IoT is a field with sooo much potential The final lectures about ethics. I think its an interesting perspective None Design Patterns.
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-3240-001, Sherriff, Mark Total: 72 — Individual Answers: *See below for Individual Results*
	The majority of it will apply to my career. working in a group Pretty much all of them Agile No particular lecture, but I learned so much from the project. Just the software development lifecycle in general Agile, IDEs, Youtrack, Git Either design patterns, risk management or security as no matter what profession in CS we take, that these topics will show up in some fashion. The different kinds of methodologies for team work (plan-driven, agile, etc.). Ethics-Before this lecture, I didn't even know there was a code of ethics. Even if I won't keep that tab open in my browser as I'm writing code, it's helped in that that lecture got me to think about the moral ramifications of the actions that people take as software developers Again, I think MVC was probably the most useful, especially considering in a recent interview, I was asked if I had worked with any MVC projects (this was before the class and I honestly didn't know anything about MVC, so this really helped!). The methodologies one As I said in the previous question, I am not going into software engineering. However the lectures on project management and risk management are applicable in any discipline and I know that I will definitely use those concepts in the future. I think the system architecture and MVC lectures will be most useful to me in the future because of how much I will need to think about these when I get a job. I feel like I understood what these were from a high level, but it helped to get into the nitty-gritty of it in lecture and to discuss it in regards to our projects. I think understanding the whole software development lifecycle was useful. The different project methodologies - plan driven vs. agile methodologies. I also think that the requirements engineering section of the course will also be useful for working with clients. I think the ethics discussion was very helpful. Architecture and MVC. It helps that I now know how the internet works.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think for me personally the lectures on different methodologies will be most helpful. Understanding why, for example, an agile methodology is best for a certain type of situation will be very important in getting behind or perhaps trying to change the development strategies of a company I work for (or perhaps start) in the future. Verification and Validation The topics on agile vs plan-driven development because I feel that the material in that unit will be relevant when I am interning at a software development company. I feel that the topic of design patterns will be helpful, as knowing the conventions for widely-accepted problem solutions will likely come up. MVC, REST Architecture, and SOA N/A ^ ditto to the previous question. The discussion of software development methodologies. User stories Definitely REST and MVC because I learned those for the first time and now can understand a lot of descriptions of projects for my internships or systems I have to use! The decorator and the adapter class I think that the information we learned about using version control will be the most useful in the future. Probably learning about design decomposition because it's an important way of communicating design decisions among software engineers. Also talking about Agile vs Plan-driven. Software Engineering Ethics github and design decisions rest Security, smelly code Once again the methodologies section and probably the adapter patterns since it's a solution to many problems. Also source control Django/Models When to do agile vs plan driven. However, you'll catch me with a bullet in my brain before I go join a NoVA Gov't contractor that uses plan-driven and a 20 year old tech stack. The early lectures on requirements and how to stage them felt both important and something that is frequently glossed over, meaning the time taken to look over it was even more valuable. I don't want to be a software engineer, I want to be more of a project manager/analyst, so I think requirements will be most useful for me in the long run because that'll be a crucial aspect of my job Ethics MVC and REST; these are real technologies used in software engineering workplaces, so they will be highly applicable if the job requires this knowledge Risk Assessment and Mitigation Source Control Django ---, because --- I think the project and actually working within a team environment while working towards an end goal related to CS will prepare me more for the future than any topic covered in lecture. MVC was super useful and cool to learn about. Rest and MVC REST or MVC SCM: Github The topic on design patterns was the most useful. Software processes, Source control, User stories/requirements Design Patterns, Ethics

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Design patterns probably. That one will be a big help in designing later systems. Models because we will need to plan how to write software Design Decomposition While this wasn't a particularly fun topic, I felt like I was learning something that would directly help me in my career. Maintenance and Ethics I thought that your lectures on software design patterns was very useful. This is a problem that I have seen in the real world and am interested to see how I can better help implement these Software Engineering organizing a project though stories, using version control, dockerizing design patterns Literally none of them. I've done a ton of internships already. You learn way more about software engineering in the first week of any job than you could in a classroom and it really doesn't matter what kind of classroom software engineering experience you have going in. That pretty much has zero effect on work performance. If I was one of the kids who somehow didn't know git going into this class, I'd say git is far and away the best/only topic that's relevant to the real world. A lot more time should be spent on version control and students should be tested on git commands and conceptual understanding. It's just SUCH an important part of the real world and so many people never really understand, or they use git GUIs and get laughed at when they show up at their first job. If I was one of those kids who didn't know anything about web and wanted to work in web dev, I would say overall web dev concepts are useful as well. Requirements. Requirements Choosing a methodology Different Software Development methodologies - a lot of companies I have interviewed at look for some experience with this and getting the chance to develop this and apply it to a project in a team environment I think will go a long way I really couldn't say most seemed fairly useful. I imagine that it will depend on the type of work I end up doing in the future. If I end up in some sort managerial or sales role the information about requirement elicitation will be most helpful, and if I end up doing security the information on security will be. Probably the design patterns lectures Also software development patterns, same reason as before Git Maybe MVC along with knowing the methodologies. I think that the adapter units will be most useful (but I would suggest better ways of presenting the information) None MVC/REST/Design Patterns
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-3240-001, Sherriff, Mark Total: 67 Individual Answers: *See below for Individual Results*
	The adapter pattern lectures, while useful, didn't really fit in with the rest of the content. All of the other lectures focused on what could be considered "soft skills" of the software industry, while this was more of a technical skill I would suggest better ways of teaching adapters Design patterns. It's all useful, it's just I figured I would learn all of this stuff once I'm on the jobsite. It doesn't feel very applicable right now and none of it really stuck. I can relate topics to what I have learned through internships, but the material feels too abstract when applied only in the classroom.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	requirements stuff
	N/a
	NullPointerException on cs3240.Evaluation().cs:6
	I didn't get much out of the lectures. We basically observed the approaches that software engineers use in the field, but the project was a better learning experience for this than any of the lectures.
	I found the software design pattern lectures to be particularly confusing
	I don't think anything was NOT useful, I just think that it would have been more concrete if we used more real life examples (for instance, I really liked the amazon url demonstration when we talked about rest framework). I felt like a lot of it was more theoretical unless we used specific examples. Every time we had a "case" or scenario to work with, that was when I understood the concepts the best.
	I am not going into software engineering and I know that it's important to understand how it works but there was a lot of specifics that I just won't use in the field that I'm going into. But that's on a personal level - I think you did a fantastic job covering the material and making even the most mundane topics at least a little bit interesting - much appreciated.
	I'm sure that adapters/adaptees are really useful, but these were very difficult to grasp from a fundamental level so I'm still fuzzy on why they are important. I also personally thought it was a dry subject but I don't think there is anything that can be done about that.
	MVC- I had a hard time following it.
	The adapter pattern activity was a bit strange.
	The project wasn't very well organized, but since this specific course was the pilot course, it was to be expected.
	REST/Architecture-- I guess I just don't understand it well enough
	Specifics about policies
	Not sure~
	SE Methodologies
	Nothing really, pretty much every topic was either interesting enough for me to pay attention to.
	engineering secure software
	I believe all of these are useful in the long run, however they are just boring topics to learn about in general
	Adapters
	N/A
	N/A
	N/A
	I didn't find a lot of the topics in the class useful in the long run
	all of the intricacies of the work flow
	Adapter Patterns
	YouTrack and user stories. We had no idea how to make effective user stories as no one had worked on such a project before and no one understood the language well enough to make good user stories.
	Adapters - These seemed so useful but I can honestly say the way everything was presented was so confusing. The in-class activity even honestly just confused me more and I had to ask a billion questions to understand anything.
	N/A none of them were problematic. The security lecture probably should have come a little earlier thoguh.
	Adapter patterns... sorry, it just didn't make a lot of sense. The general idea made sense but actually trying to code them and stuff was a mess.
	REST, MVC. I felt that we went to fast on these topics. I still don't have a good grasp on them since we had to learn on our own for the most part.
	The whole adapter activity class simply did not work and nobody understood what they were doing.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	MVC
	Lecture: Course Intro
	The material on IDE's felt shoe-horned in, especially since most, if not all students at this point have used and are familiar with IDE's.
	security didn't really work because there was not a lot of focus on it ever
	I don't feel that there were any particularly useless topics.
	See my previous response... This class as a whole is SO much less necessary than the faculty likes to pretend it is.
	As much as I enjoyed learning about the different design patterns, the in-class worksheet on the adapter pattern and its variants was not helpful for me. It made me more confused than anything, and pivoted around the knowledge that you can't instantiate an interface in Java.
	It's too early to say
	For some reason the lectures on class adapters seemed really out of place to me.
	I did not experience this
	I just think that the information could have been squeezed into a much shorter time period, as it made the information feel a lot less dense and less useful, even though everything probably was really useful!
	The design patterns discussion was not structured all that well. It felt too much like an "add-on" to the course and wasn't very well integrated with the rest of the material. It resulted in a huge gear shift for the course, and I don't think enough time was devoted to actually explaining the hows and whys of the material. Design Patterns are something that are super important, and indeed there can and is a course almost entirely dedicated to design patterns. My point on this is that if there isn't enough time to dedicate to design patterns effectively, then it should honestly be left out of the course curriculum. Otherwise, it will continue to feel like an add-on, which is detrimental to conveying the importance of this topic.
	functional/non0functional requirements
	I didn't understand the point of the different types of object vs class adapters because up until this point, the class was seemingly theoretical about software development as a whole, while class and object adapters have to do with physical implementation of the code.
	REST and MVC stuff, but that's just because I have taken the mobile class.
	I didn't like class activities. When I am in classroom, I like professor to talk all the time. I can do different activities at home on my own.
	I feel like the design patterns just did not seem to fit in the class. We weren't really programming something to use those designs
	I'm not sure yet, honestly I'll just have to wait and see.
	I thought all the lectures was useful.
	3/29/2018: Software Design Patterns: Adapter This lecture did not work out that well. My peers and I felt confused at the end and there were still many things we didn't learn well enough by ourselves. We would have much rather liked to get an overview of the Adapter Design Pattern from you, since you usually explain topics pretty well, before moving onto the activity. There weren't any topics that were not useful. I thought each topic deserved its lecture.
	I can not think of any that were truly terrible. The one day we did an in class activity about adapter patterns wasn't the best, but afterward we thoroughly covered the material. Though I must admit that I am still a bit foggy on some of the information from that section.
	Methodologies seemed sorta "duh"...
	The lectures about REST just didn't help me learn it as much as I would have liked. A similar activity to the ones we did at the end of the class would have been helpful.
	Design patterns
	Design patterns
	I thought the whole idea of not explain the project details was complete horse-shit.
	n/a
	did not particularly like things such as working with stakeholders for making the design, just some very hand wavey topics

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

Maybe some of the intro lectures like Software Engineering in general.

I didn't like most of the paper activities (except the coffee one, that was okay). Usually they didn't help me to understand the material.

I think more time should've been devoted to learning the best software practices when writing Django projects and RESTful APIs.

Code Smells because even though its used in industry, they haven't been relevant in my internship experiences.

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-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
88	4.18	0.77	18 (20.45%)	25 (28.41%)	5 (5.68%)	2 (2.27%)	0 (0.00%)	38 (43.18%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
88	4.18	0.77	18 (20.45%)	25 (28.41%)	5 (5.68%)	2 (2.27%)	0 (0.00%)	38 (43.18%)

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-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
90	4.04	0.82	15 (16.67%)	26 (28.89%)	7 (7.78%)	3 (3.33%)	0 (0.00%)	39 (43.33%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
90	4.04	0.82	15 (16.67%)	26 (28.89%)	7 (7.78%)	3 (3.33%)	0 (0.00%)	39 (43.33%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-3240-001, 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)
90	3 (3.33%)	0 (0.00%)	26 (28.89%)	14 (15.56%)	7 (7.78%)	40 (44.44%)

Results for SEAS, 3000-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)
90	3 (3.33%)	0 (0.00%)	26 (28.89%)	14 (15.56%)	7 (7.78%)	40 (44.44%)

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-3240-001, Sherriff, Mark

Total	Individual Answers
67	*See below for Individual Results*

I know you guys think it was "too short" but I think it was good that it was the way it was because organizing 8 people was a whole new territory for a lot of us.

I think that the 8-person team size was a good idea, but his project simply didn't have enough things that could be done in parallel to work flawlessly with eight people. My teammates and I all had sprints or partial sprints where we simply weren't needed, and thus didn't accomplish much of anything.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	no
	no
	Create the tech stack for the students
	Have the rubric very clear for the final project. Or if you don't, don't penalize students nearly 25% during a demonstration for a project that's worth 50% of the total grade.
	No, I think that this was a pretty good project and it incorporated a lot of elements of web development that were helpful to learn.
	HTML was very unfamiliar to me and I feel MVC was covered as a concept, but not on a practical level that could be used effectively for students new to this.
	I don't think you ever provided information on how to document our APIs like you said you would.
	I think that the size of the group was too big for the project we worked on. I think the size and difficulty of the project itself was perfect for what we could do in a semester, but we definitely did not need 8 or so people on our team to get the project done. I think 4 or 5 would be the right amount for this project. Honestly, because of the number of people in the project and the size of it, a few of the members in our group didn't (or couldn't) participate as much in the project because of that.
	The project seemed like a bit of just coding and coding, but in industry there would be more meeting with the client.
	Thought out better ahead of time, instead of playing catch-up.
	Make it longer or decrease team size. There were a lot of issues in various groups, not just my own, of people either having to conjure up tasks that were not really related to the project, or of simply doing nothing. Granted the folks who did nothing probably still would have done nothing but the people who just made there own tasks were more or less just unable to help with anything from fear of stepping on someone else's toes.
	Maybe make team sizes smaller. The difficulty is appropriate for this kind of class however, the team size maybe too big which caused some people to do less work (making it seem like the project was too easy but really it was not).
	9 people in a group is too much. It felt like I was competing with my own group members for points, which should never be the case. This course is meant to be teaching us what the real world is like. Well I can say with 100% confidence that if I've ever in a situation with a company where I feel like I am in competition with my own project members as opposed to being in competition with other companies, then that is a company that I will not be working for for long. This is partially a symptom of the way the sprints were graded (it felt like there were grading relative to group members rather than relative to other groups). But is also a symptom of there being entirely too many people on project groups.
	Maybe let students choose what they want to build, instead of doing a generic project.
	Lower the group size, I always felt like I was not doing enough since 1-2 people in the group would push huge blocks of code, or get to things before I did, so I would be behind and could not contribute as much as I wanted to.
	Maybe have less people on the teams
	Take some more time to explain the resources (django, etc.) made available to us.
	I learned plenty with the project but it made the class seem like just a web development course...just one that didn't cover a lot of web development topics in class.
	Grocery store idea would've been so much more fun/interesting, voting system is complex as it is and while there wasn't as much work as past projects, it look a really long time to understand how the voting system works.
	Make it more organized and planned.
	I think it would be nice if they were cooler projects. A voting system was hard to get excited about. Maybe creating a business website, but I know e-commerce does this as well.
	This project was weird - the parts were not very compartmentalized, making it hard to work on in a team setting. The project, I feel, should stress the software development lifecycle for a product with many parts that must be integrated. I would highly suggest something simple that achieves this goal as to promote no "cramming" as well, especially because the point of the course is *not* Django or web development, but instead the life cycle. I would love to see smart-home projects, something mechatronics related (I'm a little biased...), or something that has various parts. I'm more hesitant to go with a true piece of software because it would be a LOT of work. BUT, the project as it was this semester did not teach me about software development lifecycle and good practices.. I've learned more using my personal website than making this one.
	Clearer timeline with the instructor providing what he repeatedly promises on time.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The group size felt a little bit too big. There were some people in my group that were at a loss for what to do and ended up really unable to do anything since all the main aspects were picked up by other members. I would recommend looking into software that doesn't require a UNIX structure. I had to dual boot Kubuntu to be able to work on the project because Docker Toolbox had too many issues when working alongside docker proper.
	Should have "client" change functionality during mid-development etc. to see how teams respond to change. Possibly more real-life scenario or challenges.
	Definitely provide more detailed requirements so that students know what exactly they need to accomplish.
	A group size of 8 was not a great idea. I felt that this project could have been done by 3 people and that's kinda what happened. One other person and I carried our group very hard... Having groups be determined by things like GPA only hurt people who are smart and help people who are not going to try in the class. I think a good idea would have been to allow each person to agree on a partner to be in the group with them. Overall, smaller group size, similar difficulty, choose a partner, don't let groups carry. Also if you do carry then you should not be penalized because your group was stupid.
	Make it more concrete from the start. The amount of misinformation we received from either Sherriff backtracking or TAs not hearing about changes led to a lot of communication errors. I know it's "realistic" because clients change what they want all the time. But it would have been more useful if we were left more unhindered and able to do work for it.
	The evaluation process needs to be revised. It's very hard to distinguish between lack of progress and lack of effort. Someone could spend hours trying to fix one bug while another person changes the UI 10 times, and it would appear that the latter put more effort into the project. Sprint and individual scores did not reflect your contribution to the project.
	Have a suggested way to split up the project among members. My group split up the group among frontend and backend which ended up with front end doing a lot of work and backend not really sure what exactly they should be doing (as a lot of the backend work would depend on the frontend work). I think if our group split up the project based on functionality (login, voting, API) rather than "frontend" and "backend" then I think my group would've done the work much more evenly split among members rather than 2 people doing most of the project.
	I wish there was more structure for the projects- I know that you want us to be able to do that ourselves, but there was an obvious disconnect between what the teams ended up doing with what you all expected from us, as shown from the final exam- I think there was an expectation that we should have each covered all of the front end and back end and everything in between as "employees" of the company, but we ended up splitting up into front end and back end groups, so we gained expertise in that area but understand nothing else. And I think what I really wanted to gain out of this project but didn't was a full understanding of the project and a full understanding of everything required for the back end.
	I think having smaller groups (4-5) with a slightly smaller project would work better. I feel as though with groups of 8-9, it's very difficult to contribute equally. Furthermore, some people have background experience in databases, Django, Docker, Heroku, that makes them contribute far more to the project than students who only have 2150 experience, Python. This isn't really the fault of the students; there is a wide variety of previous development background from 2nd years to 4th years. From a personal group experience, we had an excellent source control manager, one guy with Docker experience, two people who had taken databases, and a CEO who didn't know any non-Python technology but self-taught himself on the way. Everyone else knew nothing about web development. Maybe that's the way the course was designed to force, but ideally a more uniform background would allow a better distribution of code commits, and so that some people aren't floundering and constantly trying to understand all these new technologies. As to how to ensure this in the CS curriculum, I have no idea.
	The whole point of the 9+ person teams is to make it difficult, but god damn was having a 9+ person team difficult. My TA had no idea whatsoever as to what was going on in the project and was extremely vague on the requirements. I would ensure that your TA's are good project managers before putting my grade in their hands.
	For professional apps, we should have question/answer phase with customer to get an idea of the specifications more clearly
	If it fits your vision, give us some sample scenarios so that we have some semblance of an idea what the demo is going to be like.
	9 people in a group was too many! I think no one really felt responsible for the project, since there were so many other people. I felt like I was the only one trying to coordinate it as a whole, so I had a pretty bad time. I think smaller groups would have helped, and are more realistic anyways.
	Offering a big'ol list of resources/tutorials that apply to the topics you want us to explore. I understand the idea of making us all figure it out on our own, yet it seems somewhat damaging to our learning to go through this process of trying to make ends meet by using bad coding practice/ignoring good pracitce
	too many people in a group. 4 people did absolutely no work the entire semester, and the TA knew and didnt try and help. If people do no work, and we make it known, the TA should intervene.
	I know it's extremely hard to create groups but my group was a pretty weak group and we had less members than most groups so the project was a lot of work.
	maybe have a project that's a little better defined at the start

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I wasn't able to contribute as much to my team as everyone else since I am taking this class relatively early and haven't had as much experience.
	Team size might have been too large
	Would be more helpful to bring in an "actual" client that wants some type of software. Then allow us to spend a class asking questions to create requirements/user stories.
	Have well defined instructions on how to install the components needed for the project. By sprint 2 many of my teammates were still having trouble installing them.
	not to do Web Design especially which so much technology that new to us.
	I personally felt that the group size was too large, as it allowed people to slip through without repercussions as there were enough people that they would just make progress anyways. I also believe that maybe either a smaller group size or an even larger project scope would be better for future classes? I also thought that I didn't feel too much pressure to contribute to the group project when everyone else was already handling everything, leading back to the people slipping through the cracks without much repercussion point where it didn't feel like people not doing much was hurting the group effort too much, which can be both a good and a bad thing.
	Needs to be much more organized earlier in the year. I understand the project is supposed to mimic a real design contract which undergoes changes, but I've worked for a software development firm and this was just disorganized by comparison.
	n/a
	n/a
	I liked the interfacing with the receipt printer as part of the project, because it gave the computer engineers (and more hardware-minded CS majors) something they could really tackle. I would just keep in mind that CpEs are also required to take this course, and not to make the projects ~too~ web-dev-y.
	more clear instructions
	Honestly consider shifting the focus entirely to the project. It was a really cool introduction to Django and working in a software development team and teaches you the core concepts better than any of the lectures.
	Please go over the technical aspects more for how to build the projects. I still don't feel like I know Django as much as I thought I would when I first stepped foot into this class.
	Maybe a compilation of any useful suggestions/comments that students put here? / posts from piazza Like if you decide to use the same project I know that we had a few technology bumps with realizing that Docker works better on Linux and Macs and depending on the Windows version you could accidentally destroy VirtualBox's operations by enabling Docker Our group also compiled some documentation into quick slides for our group for an overview of Django and Docker and the best way to install/set them up (they're in a google drive linked in the README of our github) if you wanted to offer them as a starting point for groups (learning is learning, sometimes it helps to have a place to start, especially if it's already been documented)
	Make the team smaller, too many people are hard to manage and not doing much.
	The project was really interesting! I would like to see more creative projects like this. The laws are a pain though lol
	Don't make it 8 people teams
	Smaller groups and less in class activities.
	The project this semester was more of a 4-5 people per group size project. Project should allow more people to have things to work on without making it a lot harder, or in other words add more possibilities for different aspects that make your design unique. Also if you use Docker again, please be more helpful in getting it set up and working for everyone.
	8 people was wayyyYYYYyyyy too many It honestly would've been easier if I just did it all by myself
	I think you should make smaller project groups. This project honestly ended up being a few people doing the majority of the work because there was not enough work to be passed around.
	I think that there shouldn't be such a push at the end to finish. From what I saw at the demos not all groups were prepared. Myself and another teammate basically built our project and dedicated 2-3x the amount of time that anyone else did and we did great! I just think that the TA's said the groups were done because we were told one sprint to early that our grade depended on it. Overall I loved the project
	Smaller teams would be better. Also better definitions of requirements and expectations. While I was able to work with the flexibility, I saw lots of people who defaulted tot doing nothing because there were no specific tasks enumerated by instructors. It was incredibly frustrating to deal with the lack of motivation and initiative as a result of vagueness. And I don't think it was super reflective of real-life software development struggles either.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

Organize it way better and make the groups way smaller. I totally get what you're trying to do by being vague about requirements and making it so the class has no clue what's expected all semester and then putting us in huge groups (this is what happens in the real world blah blah blah). It's just not fun though. On paper I actually do understand why it looks like a good idea but I feel like it's just one of those things that shouldn't actually be done. There are just SO many differences between industry and the classroom; I really don't know if there's any version of actually accurately simulating the shitty parts of industry in a manner that's constructive and will improve students experience in the real world. Trying to do this in the classroom setting just causes students to dislike each other, absolutely hate their TAs and dislike the professor. (I don't dislike Sherriff; I'm speaking about what happens to the general student in this course). Putting A students in the same group as C students is infuriating. Again, I totally understand the goal here. In the real world, the average engineer will have to work with people who aren't motivated or aren't competent. It's REALLY hard to do eight people's work, especially when everyone wants to participate because they want to be able to tell the TAs what they specifically worked on.

I think many of the TAs were too subjective with grading the sprints. This wouldn't have been a big issue, but the sprint grades were worth so much of our overall grade. One peer told me that his TA gave his whole group a 2/5 in order to "motivate the team to try harder" even though their work satisfied the expectations of the sprint. Without any other knowledge on that particular issue, that didn't sound very fair to me.

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-3240-001, Sherriff, Mark

Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
90	13 (14.44%)	48 (53.33%)	22 (24.44%)	3 (3.33%)	3 (3.33%)	1 (1.11%)

Results for SEAS, 3000-level courses

Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
90	13 (14.44%)	48 (53.33%)	22 (24.44%)	3 (3.33%)	3 (3.33%)	1 (1.11%)

12. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
89	2.75	0.90	15 (16.85%)	47 (52.81%)	19 (21.35%)	6 (6.74%)	2 (2.25%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
89	2.75	0.90	15 (16.85%)	47 (52.81%)	19 (21.35%)	6 (6.74%)	2 (2.25%)

13. How would you rate the helpfulness of the TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
89	2.49	1.16	19 (21.35%)	28 (31.46%)	27 (30.34%)	8 (8.99%)	7 (7.87%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
89	2.49	1.16	19 (21.35%)	28 (31.46%)	27 (30.34%)	8 (8.99%)	7 (7.87%)

14. How often did you make use of the TA office hours?

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-3240-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
90	5 (5.56%)	9 (10.00%)	14 (15.56%)	38 (42.22%)	24 (26.67%)

Results for SEAS, 3000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
90	5 (5.56%)	9 (10.00%)	14 (15.56%)	38 (42.22%)	24 (26.67%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

15. Any specific comments about the TAs you would like to share?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-3240-001, Sherriff, Mark

Total	Individual Answers
60	*See below for Individual Results*

no

N/a

Divya's cool

Even though some of my labmates did a lot of work on the lab, they only got 3.5 of the 5 because a TA thought that a 5 is only worthy when something truly extraordinary was done. I think it's fair to say that if we were on track or ahead on the project, we should deserve 5s if we put in decent work on the project.

Make sure your TA's know what is going on and have the interpersonal skills of a regular human being. I don't know if my TA was extremely autistic or what but lord have mercy on my team.

not at all happy with TA's. Were inconsistent with providing information (said our front end was great one week and took off for it the next week), were extremely subjective in their grading for sprints, and provided no concrete guideline or grading criterion. At one point we were docked a point on our sprint because the TA thought our work was great but "just wanted to motivate us" a bit - that one point had a significant impact on the final grade due to how the latter is calculated. one of the weakest links in an already weak course.

TAs did their best, but they weren't given much information and they did a different project as students than now. They weren't very helpful but it wasn't their fault

For whatever reason it felt like all the office hours were on Sunday, they could have been spread out better.

They couldn't know how to help with anything.

They need to be more coordinated in terms of sprint expectations and grading.

They were awesome! Very helpful!

I wish they had shared with us what exactly they were looking for during a given sprint or that all of the TAs had a uniform set of things they were looking for. For example, we lost a point during one sprint for not having our site deployed on Heroku yet but my friends in other sections said they received 5/5 and did not have this done yet either. This was just a little frustrating since we did not know that it had to be deployed yet at the time.

N/A

N/A

N/A

N/A

I think they're trying pretty hard. As a TA myself, I know how hard it is to be in their position, especially with super subjective material having such a large impact on our grade. I would do a better job than the current TAs but I also would never ever ever want to TA for this course so I kinda see why those types of students end up being the 3240 TAs. The grading in general though needs to be a lot more objective. It would take a lot of stress off your TAs, and would cause way fewer students to be pissed off on a weekly basis. The TAs opinions factoring into the grade is perhaps the most frustrating thing about the course. I know you're reading this and already doing the "well in the real world this is how you're judged too" thing in your head and while I still completely disagree with the class being run this way, I don't have concrete evidence that it doesn't work so I'll let it go till the next text area.

Did not make very clear what they were looking for when grading during lab.

I felt that they knew as much as I did most of the time.

Our TAs (Zach and Bobby) were awesome, thanks guys.

I think the TA you get for your project really really really affects the grade that you get on each sprint and the feedback you receive. The TA that I had for our project was not very helpful at giving us feedback for our mid-sprints, and then docked off points at the end of our sprint for not doing things that they never told us to do. The other TA in our lab section, from what we could tell, did a lot better in terms of giving their teams

I generally just think that there was an expectation from the TAs of the teams that we didn't quite get a hold of until the end, giving us relatively poor grades in the sprints.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The TA's were helpful. Except our lab TA who was very vague and then when we came to demo to our knowledge we thought we had eveyrthing working because he told us we were fine even though we were not. Daniel was really vague and is the reason we lost some points on our demo due to his ambiguity.
	Our TA didn't always clearly tell us what was expected each sprint
	Whenever our team asked a question the TA's answer was always I don't know. Especially if it came to why software wasn't working.
	No.
	No.
	For the project, the TA's didn't seem to know all the details for the project and it was a factor in our product being a little clunky. (Other parts include laziness on our part)
	Most had Office Hours only on Sunday. Few new how to use Django well. Further many did not know anything about the project as a whole. On multiple occasions I received incorrect or poor information from TAs
	Sam was awesome.
	The TAs were pretty good, nothing to comment really.
	We felt like our sprint scores were often given harshly without any indication when we were being assessed.
	Nope, they were all generally good in my experience
	They were great.
	Marissa was really nice
	Not really, the two I interacted with were both good.
	The TAs often seemed clueless about the overall state of the project and the requirements
	After talking to friends in other lab sections, the grading for each sprint was widely different.
	I always went to Bobby and Zach's office hours. They were extremely helpful and fun to be around. They also cared about the dynamic of my group so they would ask me to make sure everything was fair and the work divided equally.
	Our TA was extremely unhelpful. I am not sure if you instructed them to give us vague answers to any questions we asked but they were pretty much useless. Also I was also confused why we were given 4s during the sprints that we accomplished the most work and put in the most time. We seemed well ahead of most other groups.
	Very helpful!
	She was nice.
	Our groups's TA was very helpful and nice, but I personally didn't need to interact with him very much.
	They were not too helpful, and it seemed like they were out of the loop all the time.
	Grading was extremely subjective and they did not understand how much effort I was putting into the project compared to my team members...
	Seemed not only to have imperfect knowledge, but also didn't seem willing to correct that knowledge. A few questions asked got answered as a middle-man to the professor, but other than that the answers were wishy washy. Do we need primaries? Well maybe I don't really know he hasn't specified. Sorry, but at that point it's not an issue that will be faced in the real world, but instead an issue where we're given requirements that make intuitive sense, ie we need multiple elections going on at once and voter-location specific elections, and makes it NOT intuitive because the TAs just didn't help.
	None.
	Sprint 3 specifically, where you tried to light a fire on everyone's butts seemed a bit unfair. Many groups were graded poorly only because we didn't meet the requirements set at that time. This was because the requirements were not explicitly stated in class or in lab. It was a bit of a change from going from sprint 2 to sprint 3. If you talked about what should have been done then the task would have been done.
	Sam did a good job of recognizing that there was a difference in the amount of work being done. I think that grades could be based more on Github work and less on what individual people say
	No

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	n/a n/a It would've been helpful for them to know more about the project Bobby was really great for Django help. He helped explain confusing concepts that even the Professor couldn't help our team with. Nope. Divya and Danny are the best! They were both super helpful and made the project and the class a better experience. Zach and Bobby were cool / knowledgable! I think in general, TAs weren't entirely in the loop with project requirements / expectations. Most times when we asked "do we need to do this?" they were unsure. Usually when we asked them specific questions about technologies (ex. the printers) they knew about as much as us. That's understandable, since there were a bunch of technologies, but it would have been nice to get some help with stuff like that. Good tas zach is the best Zach and Bobby are the bomb
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-3240-001, Sherriff, Mark Total: 52 Individual Answers: *See below for Individual Results*
	Probably testing... I think it would've been nice to dive into Travis or something Honestly not sure, I was just kind of along for the ride Software Testing Maybe bring in a guest lecturer to talk about how they make a software product from start to finish to give us a better real world idea of how we can apply what we learn. The security information and the classes on ethics were both very fun and a more in-depth look at either would have been fun. Design Patterns - as stated before it should either be more integrated into the course or dropped altogether. Source control and its different types. none No opinion here. Security is a big one. How to implement Agile methodologies. Hmm idk maybe teach us a little about Django? Security but that's just because I'm a security person Can't think of any. N/A N/A I would've loved to see more team management covered, specifically splitting teams into subgroups to tackle specific problems. Our project team had assigned roles, but those had very little to do with the actual coding each individual was responsible for. Finding out how to best divide and use assets would have been helpful. Definitely just more in depth information about the project- I guess that would just be adding more requirements to the project. Design patterns! More design patterns

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Maybe some topics about the industry that we need to know as engineers. Probably a more miscellaneous lecture on what to expect in the workplace could have been useful. I don't know what other topics could have been covered. NA Day-to-day professional life Deeper dive into architecture of websites. E.g. How to design a website like spotify I wish we could have covered the Singleton, Abstract Factory, and Decorator patterns a bit more in depth. I loved that in-class activity we had that day. probably would've been nice to have some industry speakers come in I wish we had learned what django/docker actually does. Ethics. Not sure, a lot of content is covered in this class and it is hard to tell until I have experienced a large software dev environment what I do and don't need to learn. more technical stuff Good software practices Ethics I wish we talked about Django in class more so that we could all have a similar introduction. I wish that we could have covered other technologies that are used in the 'real' world I wish we had gone further into the technical details of web development. As a CpE, I'd had no exposure to anything resembling web development in this class, and had we not had a couple of people on my project team who knew Djano super well, the project would have been a huge time suck. Not really any. Some of the things you think are super cool that we see in some of the popular apps Adapters You should've done security at the beginning because te design patterns No comment. I'm honestly not sure. I'd like to see examples of workplaces with certain methodologies, and analyze them I personally wish that we did a bit more with maintenance. While we got to learn about it, we didn't really do too much with it as the end of the semester was already approaching. n/a n/a more technical aspects of Django More into github and django, it felt like I was tossed into the deep end to learn these two types of software N/A (Idk what we've done in class yet since I never ever go) none, covered a lot in this class It is what it is. I don't want to learn this, you don't want to teach this, but it's important that UVa kids leave C'ville with an idea of what agile is. Distributed computing More on security might have been useful, and sooner. Also maybe a crash course in DJango/Docker/etc.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	3.22	1.25	14 (15.56%)	31 (34.44%)	15 (16.67%)	21 (23.33%)	9 (10.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	3.22	1.25	14 (15.56%)	31 (34.44%)	15 (16.67%)	21 (23.33%)	9 (10.00%)

18. This semester, we doubled the size of this class to accommodate as many students as possible. Please comment on this. Did it affect the quality of the course? Did it not matter to you? Did it work?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-3240-001, Sherriff, Mark

Total	Individual Answers
76	*See below for Individual Results*

I thought it was fine. More people allowed for a more balanced work distribution.

I doubt it changed the quality at all, but I wasn't in the other course so it would be hard to compare.

I don't think it affected it at all. I never had trouble in class or in lab trying to get the assistance of the professor or a TA

I was happy with the size

I didn't think that the quality of the course was affected and appreciated that I was able to get into the course.

This made the course exponentially worse. It did not work at all. By the way, I realize I'm leaving a bunch of savage comments. I don't dislike my group, and we're not doing bad. I'm on pace to get an A in this course. I realize it's really easy to come off as some butthurt kid who isn't doing well int he class when I have this many negative comments, but the class is just really way more stress than it needs to be for what it is and the gigantic team sizes is one of the many things that plays into that issue. Also on a team size of 8, it's so much harder to establish yourself as a leader. This is the first CS group project I've ever not been the unofficial leader on and it's about to be the first one I'm not gonna get a 100 on (not a coincidence).

Sometimes meant certain people didn't have work

I found it fine. Lecture was fine.

Given the increasing size of the CS student body, I think that increasing the student cap was much needed. I do not believe that increasing the size hurt the course in any way, though I don't know how the increase affected managerial issues (such as TAs)

Yes because I think teams were double the size as a result and that was terrible. I think there should be a way to strike a good balance there.

It didn't affect the quality of the course but doubling the team size left people without things to do.

I didn't care, except size was way too big in teams, making alot of redundancy in work. THe project length was good and everything. But it was mostly just 2 people that does everything.

Thank you! CS department is underemployed and class sizes should be increased to fit people in!

No No Yes

I thought the course was fine, and I honestly kind of liked having a larger team size, because it did sort of make us have to assume roles on the team, instead of just doing whatever needed to be done.

It was fine. Some ppl didn't even show up anyway.

I do not think that this effected the class, or the quality of the course. I really loved the course, and if the team sizes were any smaller I could have gotten a very bad group

It didnât matter to me.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	If you're talking about the size of the lecture, it didn't matter to me. If you're talking about the size of the project groups, I thought it was a better experience. It matches up more closely with a real team scenario with around eight people per team. I thought it was a good number.
	I have no frame of reference as far as the amount of students or the previous quality of the course, but I felt that it didn't make anything any more difficult. I felt it was effective.
	I do not think it mattered
	Due to the nature of the lecture and Professor Sherriff's delivery on the topics, the size of the class did not affect the quality of the course at all. Regarding team size, I think that it was an appropriate size that allowed the work distribution to be not overbearing on the members.
	I'm not sure it changed anything. I doubt it did to be honest.
	Dont know what it used to be like. So not sure
	Inflating course sizes is destroying the CS department. I hope we cut and fail many many more kids with the pilot redesign. A lot of kids give up on their chem/comm/whatever major and choose CS because its easy and you'll get rich. I don't enjoy having these failures who had a major 2nd year crisis and turned to coding in my group as they are typically unmotivated and have weak coding skills.
	I didn't notice the large class size. It didn't matter to me. I suppose that having a large class allows for more lab time slots, which may be helpful for students' schedules.
	It made the group sizes very large, however the lectures seemed to be okay since many people skipped anyways
	It made it so that every person had one task that was there own. We really didn't see a lot of what other people were doing nor did we see any side of the project that wasn't our own. If you coded the ballots page you didn't do any documentation and vice versa. I would say it would work if the project was larger, but as it stands I think shortening the teams would be good, or increasing the length and difficulty so that everyone has to help with everything.
	Lecture was fine as far as size. Many issues with sharing printers and the barcode scanner which made work hard. If class size also meant larger teams please refrain from have 8 in the future. Since we all need to participate and the TA's only have a small window into our work, I often felt that I was competing against my teammates. Why help someone when I can do it myself and get the commit credit. 9 people made splitting tasks difficult.
	Didn't affect me, thought it worked well.
	The increase in class size did not really matter to me as I was still able to pay attention during lectures.
	I do not think the quality of the course suffered -- Sherriff did an excellent job keeping the class engaged throughout lecture. I also like working in such a big group for the project. It was challenging, but a cool thing to figure out how to work around.
	it was fine
	I do not feel like it affected the course
	i didn't notice
	I think it was ok.
	I assumed it was always this size because it was well-managed
	I think the course size was fine! I don't think more or less people effected this because there were so many office hours and sheriff made himself availible so often.
	It didn't matter. It was still a great class.
	I felt that the class size worked well.
	There was basically no interaction between different teams so I don't think it really mattered at all.
	If it affected the project team size, then no, it did not work. Some people insisted on doing every task themselves and left little room for others to contribute.
	didnt matter
	Size of the class did not matter, it was more about the size of the teams for the course long project that did matter
	Personally I felt as if the groups were too big with 8 members. However, that did end up with no one doing too much work for the project giving people time to work on stuff other than 3240 project.
	The team size was too big for the given project (4-5 people made more sense) but working in a team of 8 is good practice, so the project just needs to be better. Otherwise class size was fine.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Did not matter to me.
	The size of the course was fine with me.
	I felt that the team size was good
	I did not like it. We needed more attention from the students. And the TAs and Sheriff needed to communicate more. The TA okay'ed us for our project, and then Sheriff shat on it during the actual demo. If there was clear communication, we would have been able to fix the problems. It wasn't as though we were too lazy to implement certain features, but that we didn't know what features to implement. It doesn't help that the TAs ok stuff during our sprints and Sheriff asks us during the presentation why our project is shit.
	I don't think it affected the quality of the course. The lectures were fine.
	I think it worked however there we lack of in class activities earlier which meant that kids could not show up
	My comments in regards to this question are contained in my answer to question 10.
	No. Quality was the same.
	I don't think this mattered to me, except for the team size (mentioned above)
	I can't really say how this has affected the quality of the course because I never heard anything about this class prior to taking it.
	The large class really did not bother me in the slightest and it especially did not bother me in lecture. I thought that our team sizes were appropriate because with a given team there is a big range of skill-levels and also a range in the amount of effort given by each member. This larger team size helps make up for certain members that may not be as knowledgeable or that may not be very dedicated.
	I don't think it noticeably affected the quality of the course.
	class size was fine
	It made the projects more difficult to evenly contribute to. See the above comment. Besides this, there was no difference in lecture quality.
	It didn't really matter to me. The team size was obviously larger, but I think the project was properly scaled to match that.
	The class size in lecture did not really affect my own personal learning. However, the group size was very difficult to manage, as it made it hard to hold every person accountable for a given task.
	I thought the class size was fine. I feel like the team size was also good because it was realistic.
	It did not, I'm thankful that the size doubled otherwise I wouldn't have gotten in.
	Size wasn't a factor
	It doesn't bother me as long as i always find a spot to seat.
	It probably affected the quality of the course a little bit, but it was also helpful cause people need to take it before they graduate and more room is better for that
	It made the projects harder to split up, I felt like sometimes I really didn't know what to do after a couple of my lab mates would take all the functionality and finish it all, it was like I was left with nothing to do or couldn't think of anything to do
	I think doubling the class size was not a problem.
	I don't think there was a problem with the size of the class- I know I was just sitting around distracting people, but that's really just an issue with any class.
	The class size did not bother me.
	Not Matter
	It doesn't matter for lecture, it just sucked in lab with having large groups.
	The team size was definitely too large for the project. I believe only 4 people were doing the heavy lifting in terms of coding. One team member just copied Professor Sherriff's code for the printer the whole semester and barely attended lab and when he did he just did work for other classes and didn't participate. We ended up scrapping his copy paste code because it didn't work. So maybe the teams could be smaller.
	I think smaller groups would've been a way to make people more accountable. I do understand that a large team is meant to challenge SRC control and what not, however, I think 1 or 2 less people wouldve made a big difference

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	It made class seem less involved. It is easier in a bigger class to do other work instead of focusing on the subject matter.

19. 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-3240-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
89	3.94	0.93	23 (25.84%)	49 (55.06%)	8 (8.99%)	7 (7.87%)	2 (2.25%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2575	4.41	0.73	1314 (51.03%)	1068 (41.48%)	124 (4.82%)	40 (1.55%)	21 (0.82%)	8 (0.31%)

20. 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-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
88	4.24	0.77	35 (39.77%)	43 (48.86%)	6 (6.82%)	4 (4.55%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3237	4.04	1.05	1263 (39.02%)	1155 (35.68%)	399 (12.33%)	201 (6.21%)	113 (3.49%)	106 (3.27%)

21. 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-3240-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
89	4.09	0.78	28 (31.46%)	44 (49.44%)	14 (15.73%)	3 (3.37%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2582	4.14	0.98	1074 (41.60%)	1085 (42.02%)	195 (7.55%)	151 (5.85%)	73 (2.83%)	4 (0.15%)

22. 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-3240-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
88	3.17	1.24	12 (13.64%)	26 (29.55%)	18 (20.45%)	18 (20.45%)	9 (10.23%)	5 (5.68%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2582	4.15	0.93	1020 (39.50%)	1049 (40.63%)	244 (9.45%)	126 (4.88%)	49 (1.90%)	94 (3.64%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

23. 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-3240-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
89	2.95	1.38	7 (7.87%)	9 (10.11%)	11 (12.36%)	7 (7.87%)	9 (10.11%)	46 (51.69%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2584	3.62	1.20	503 (19.47%)	541 (20.94%)	393 (15.21%)	215 (8.32%)	116 (4.49%)	816 (31.58%)

24. 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-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
90	3.82	1.08	24 (26.67%)	42 (46.67%)	13 (14.44%)	6 (6.67%)	5 (5.56%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3226	4.07	0.99	1209 (37.48%)	1293 (40.08%)	382 (11.84%)	188 (5.83%)	81 (2.51%)	73 (2.26%)

25. 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-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
88	4.42	0.83	49 (55.68%)	32 (36.36%)	4 (4.55%)	1 (1.14%)	2 (2.27%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3230	4.54	0.67	1951 (60.40%)	1029 (31.86%)	131 (4.06%)	26 (0.80%)	17 (0.53%)	76 (2.35%)

26. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
90	4.18	0.98	40 (44.44%)	35 (38.89%)	9 (10.00%)	3 (3.33%)	3 (3.33%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3233	4.37	0.80	1632 (50.48%)	1192 (36.87%)	234 (7.24%)	58 (1.79%)	39 (1.21%)	78 (2.41%)

27. 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-3240-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
90	3.85	0.93	21 (23.33%)	38 (42.22%)	20 (22.22%)	4 (4.44%)	2 (2.22%)	5 (5.56%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2583	3.97	1.00	823 (31.86%)	1084 (41.97%)	355 (13.74%)	169 (6.54%)	71 (2.75%)	81 (3.14%)

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

28. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
90	3.64	1.17	26 (28.89%)	27 (30.00%)	20 (22.22%)	13 (14.44%)	4 (4.44%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3230	4.01	0.99	1096 (33.93%)	1351 (41.83%)	405 (12.54%)	198 (6.13%)	90 (2.79%)	90 (2.79%)

29. 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-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
90	4.30	0.88	45 (50.00%)	33 (36.67%)	7 (7.78%)	4 (4.44%)	1 (1.11%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3230	4.27	0.86	1446 (44.77%)	1296 (40.12%)	257 (7.96%)	97 (3.00%)	51 (1.58%)	83 (2.57%)

30. 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-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
88	4.39	0.69	42 (47.73%)	40 (45.45%)	4 (4.55%)	2 (2.27%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3217	4.12	0.95	1234 (38.36%)	1286 (39.98%)	344 (10.69%)	146 (4.54%)	74 (2.30%)	133 (4.13%)

31. 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-3240-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
90	10 (11.11%)	36 (40.00%)	31 (34.44%)	8 (8.89%)	5 (5.56%)

Results for SEAS, 3000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2583	88 (3.41%)	704 (27.26%)	1052 (40.73%)	432 (16.72%)	307 (11.89%)

32. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-3240-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	3.62	1.16	20 (22.22%)	39 (43.33%)	14 (15.56%)	11 (12.22%)	6 (6.67%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2577	4.08	0.97	977 (37.91%)	1098 (42.61%)	285 (11.06%)	159 (6.17%)	58 (2.25%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

33. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-3240-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	3.53	1.25	20 (22.22%)	38 (42.22%)	10 (11.11%)	14 (15.56%)	8 (8.89%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2579	3.97	1.10	980 (38.00%)	957 (37.11%)	332 (12.87%)	196 (7.60%)	114 (4.42%)

34. 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-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	4.12	0.92	35 (38.89%)	39 (43.33%)	9 (10.00%)	6 (6.67%)	1 (1.11%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3216	4.26	0.82	1384 (43.03%)	1449 (45.06%)	257 (7.99%)	84 (2.61%)	42 (1.31%)

35. 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-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	4.17	0.90	38 (42.22%)	36 (40.00%)	9 (10.00%)	7 (7.78%)	0 (0.00%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3230	4.20	0.93	1449 (44.86%)	1243 (38.48%)	349 (10.80%)	112 (3.47%)	77 (2.38%)

36. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-3240-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	4.19	0.93	41 (45.56%)	32 (35.56%)	11 (12.22%)	5 (5.56%)	1 (1.11%)

Results for SEAS, 3000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3237	4.11	1.00	1367 (42.23%)	1213 (37.47%)	399 (12.33%)	165 (5.10%)	93 (2.87%)

37. Please make any overall comments or observations about this course:

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-3240-001

Total	Individual Answers
49	*See below for Individual Results*

N/a

I think more work needs to go into assigning team members. Only one or two people on my team had crucial prior technical knowledge and spent the first week or two trying to catch the rest of the team up. This frustrated them and drastically slowed down our progress.

Sherriff is a great professor and obviously makes lots of efforts to make this class more useful and pertinent to our education. But even though he said he would change the course a lot, I really don't see much change based on things I've heard from previous semesters. I just think the course itself needs to be strongly re-evaluated.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Amazing professor!
	Overall, this is a pretty dumb class. I think the idea of a project is good but the execution is pitiful. One thing he says is that we will not be able to choose our groups in the real world; however, in the real world, if you have idiot group members that do not perform, they will be fired. I wish firing group members was a thing. Me and one other person carried our group and that is the only reason we did well. GPA should also not be a factor when picking groups. You should get one partner to be on your team that you get to choose. Also I don't understand why we had to make user stories when in the real world that is more of an interaction with your client. We were just making up BS along the way. Overall, this class was just dumb. Lectures were ok but I feel like everything in this class is what you will learn in the real world. Project was stupid. Grading was extremely subjective and arbitrary. Grades did not fully show how much effort I put into the class. I'll still likely get around an A but so will my group members despite them being dumb. You always think everyone at UVA is smarter than you until you get into a class with them... Finally I think Sherriff is one of the best professors. He is one of the best at truly understanding his students. Alright I'm going to end on that. I hope you will take what I said into consideration.
	This felt like a boring and dry course and Professor Sheriff did an amazing job to make it fun and entertaining. The class content itself does not give a fun outlook of the subject. It seem like a difficult thing to make enjoyable and should just be integrated into other classes as I don't see a way to make this fun. Once again, Sheriff did his best to make the lectures funny and entertaining and he was fairly successful in it.
	Great Professor, but a challenging course to teach. The TAs were not very available or helpful, unfortunately.
	This class only sucks because so many people are at different levels with respect to web development and django familiarity. Therefore it was very hard for me to shine because i didn't know what I was doing most of the time relative to a lot of other students. And that's not for lack of effort, either.
	N/A
	I understand that Sherriff expected us to learn a lot of things in this course by ourselves, however he was extremely unhelpful when I went to his office hours. He essentially said I don't know you try to figure it out by yourself. In addition it seemed like he was always changing objectives in relation to the project
	10 hours for lab.
	Sherriff is good and made this class bearable, but it still doesn't seem to teach much of anything important
	The course overall felt well structured and well presented. The lecture material was interesting and presented well. I've already stated my issues with the project, however, so I believe that software dependencies and group size should be looked at for future semesters.
	Loved the class!
	Hi you're an awesome professor and person - thanks for being great.
	I think this course should be moved up to 2nd year curriculum. A lot of topics in this course have already be covered in other classes or an internship.
	Sherriff: 5/5 stars, good lecturer Material: 1/5 stars, holy shit this is so boring Project: 1/5 stars, no surprise a 9+ person team with no project manager was a shitshow. Overall: Sherriff you are the only good thing about this course <3
	Professor Sherriff is great, and I wish I had more professors like him. The only thing I would change about the course is the name. Advanced Software Development should be changed to something regarding Software Engineering since that's more inline with the information that we covered.
	Decent course. The material is not too exciting but important to learn. The project was difficult without prior background experience with the technologies. Prof. Sherriff is a great, entertaining lecturer. I would certainly like to take another class with him, preferably something more interesting than CS 3240, but the waitlist for Mobile is sitting at 120, so RIP.
	I think 5 is a good team size for the project.
	I don't feel like I gained anything from this class lol
	I'm sure other people are going to hit the points of this course I lot better than I could. So I'm going to omit any sort of rant-type response here. I can say that this course needs some work. I kinda wish I had waited until the next semester to take it, because this course kind of felt like a guinea pig this semester.
	It might be better if there was more introduction to materials such as github and docker during early labs, instead of having the python labs, as I think python was easy enough to learn on our own, and could have been assigned as early homework instead.
	Good course to take wish I learned more technical aspects such as Django development. Learning felt like it was dependent on group. Grading was not very clear.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Thanks for the wonderful class It is a bit hard to let everyone gets involved in the group project. Since we are all new to this kind of working style, cooperation is not easy. I think the team size could have been a little bit smaller, or the project could have been a little more intensive. At points we split up tasks that could have easily been accomplished by one person into tasks multiple people could work on, just to give everyone a fair amount of work. Great course!!! Fun project. One of my better classes this semester. Professor Sherriff makes the course a lot more enjoyable. It is a shame to see how my views on software development and Sherriff changed over the term. Up till test one I was really on board with the course and interested to see how the project would progress. As time when on I was let down again and again. Sherriff in the guise of friendliness fosters an atmosphere of unprofessionalism and emotion. Sherriff all to often got angry at questions of "when will the API be given" or "are there more printers" or "how should we go about doing this" and then tried to blame it on us that were where being jerks and or impatient. Other times when questions where asked on the project that Sherriff did not have the answer to yet he brushed them off and said he'll tell more later or when its "done". Our team nevertheless our team had to make assumptions to move forward. When these assumptions turned out wrong it was still our fault for having made poor assumptions in the first place. Sherriff also took it as a badge of honor as for the dryness of software development. He said that it is in many ways similar to broccoli. I like broccoli. Is it my favorite food? No, but I have no issue with it. Similarly I have no issue with the content of this class but THE WAY it was force fed to us by and overgrown man child who did not have plan and put the burden of responsibility to use the broccoli on the students it too many cases. Furthermore the EVIL hat to me felt like a poor way to cover up slipups on the professor's part in the notion of portraying a character. ***** 5 star rating It makes sense that the class was a little disorganized given the short prep time, but the project was really difficult with so many people and so little information. The grading is also really subjective and you can lose so much credit for one person on the course staff not feeling like giving full credit. I would design a much more interesting project than a voting system for next semester to at least make it easier to want to work on the entire semester. Sherriff is an absolutely fantastic lecturer. He's the best in the department. Actually Bloomfield is probably the best, but Sherriff is a close second. I never went to lecture, but it was so easy to focus through his podcasts (even though I have severe ADHD, and the material is boring as hell) since he's such an engaging lecturer. The project sucks. The team size sucks. Trying to simulate the real world is super unnecessary. Students will learn these skills better in their first week of work anyway. I'm very, very glad the CS curriculum is being redone. I think it would be very wise to factor just how insanely unnecessary this class is into the redesign. Take git and very very basic web stuff (intro html/js) and put in into a much earlier prereq and then take 95%+ of the software engineering knowledge stuff in the curriculum and put it in some kind of class that isn't required for every CS major. Unrelated, but make BA CS kids take OS. The one Homework Assignment that we completed before we learned anything in the course shouldn't have been weighted as heavily as it was, nor should it have only checked three test cases. The class was generally enjoyable. - I liked Sherriff's lectures. - I didn't like paper activities (maybe except the coffee one, that was okay) - I liked the coding activities like the square peg round hole activity, the maintenance activity, and the singleton activity. Fun, helpful, and non-stressful! - I was afraid to ask Sherriff questions. In my experience he makes you feel kinda bad when you ask him stupid questions, and I'm pretty shy. - I thought grading was fair - it would be cool if you did unity demo for decorator pattern! (assuming I understand the decorator pattern correctly) Project team size for this semester was probably one to three people too many. The project difficulty was on par for what this course is defined as. I would like to say that changes to the syllabus should be announced in advanced rather than just done(like switching to more in class activities instead of attendance...). I wish the course came full circle and talked a bit more about software testing (highly important, especially if the aim is to replicate bits of the real world). I thought that the project was great. It was a good length for the number of people because yeah, even though we probably could've gotten it done with 4 people, having 8 people made the coordination and communication much more difficult and I think the difficulty was worthwhile because it was realistic to what we would see in the real world. It was really annoying because we never got clear information about the project but again, I think it was worthwhile because it was realistic. You should probably grade assignments a little faster though because we waited like, 2.5 months for our homework which was annoying... Overall it was good, you did a good job. :)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Professor Sherriff, I hope you do not write this comment off as a bad semester or a pissed off student. It was a bad semester but that had nothing to do with how bad of a professor or person you were. I remember how you mentioned in the beginning 4 lectures about how you would never grade attendance in the class. Then, at the end, you changed the rubric from 20% final exam to 15% final and 5% class work. I didn't have a problem with that because I agree with you: attendance was way too low. But, it was the fact that you changed it sneakily and never told anyone about it. That was incredibly dishonest and lacking in integrity and I think that tells a lot about you as a person and as a professor: you let your emotions control you far too much, it's childish. In fact, I didn't even take your ethics lecture seriously because, to be frank, you don't have the right to lecture anyone on ethics after doing what you did. Furthermore, I have talked to you outside of lecture and the fact that you get childishly angry about nothing is painfully obvious. In fact, I have friends who have told me you yelled at them during OH for asking clarifying questions on a project that was so clearly unorganized and disappointing as a whole. Seriously? I never want to take a course by you again after hearing that and honestly, you need to grow up as a person. Learn to control your emotions, you are not a child anymore. Anyway, I hope you actually read this and take it seriously because you can improve a lot as a professor and a person if you stop letting your emotions control you so easily. The project needs to be rethought, or at least curved. Project grades were entirely dependent on your TA, and not all TAs graded fairly. One groupâs project didnât even work and they got mostly 5s on the sprints, while another team met all the requirements and got some 3s and 4s. Also, several times throughout the semester, a team member would do my part of the project while I was still working on it, and I was forced to scrap everything. It was very frustrating, and because of this I donât believe my commits or scores accurately reflect my effort. The course was interesting and I liked the concept of the project, but found many issues with its implementation and evaluation. This class just felt super arbitrary and unplanned. We spent a bunch of time doing failsafes I don't know we needed to do or not. I have no idea if you guys actually looked at github/youtrack, and if so how specifically you evaluated us from it. Major structural concerns with the course the can only be traced back to Sherriff's failings as a professor. 1. Didn't really teach. Probably could have gotten more information from reading a book about software dev. 2. Horribly unclear on deadlines and expectations. 3. Evaluation metrics were a black box. 4. Material was poorly organize and actively took away from learning experience. I think that this is a solid class. The project we worked on this semester was interesting and allowed me to learn a lot. The class material, too, was insightful and I have learned new ways to think about and tackle problems. However, the class and project began to grow apart and become two distinct entities as the semester progressed. I feel that a bit more unity between class and lab could be beneficial. Lectures were engaging and Sherriff made the material interesting to learn by either tying it to personal stories from working as a software dev or by giving us in-class activities. While a lot of people probably dreaded the in-class activities, I actually thought it helped foster conversation with the people sitting near me and actually helped me learn the material a lot better. The lecture slides were not too dense so that the lectures were boring, rather they had the key points and Sherriff did a great job of expanding on each one. Lighten up on the project. You're penalizing students without giving them adequate guidance. We would've been able to build for the feature you were looking for if we knew what you were looking for. I understand that that is a real-world concern, but I also have a GPA concern as well. You're ruining my future. Sherriff is the best but TAs were really bad (didn't know how to help, unfair grading). Also the team was too big. For one, I think it's worth noting that I personally didn't like the course material (thought it was rather useless and didn't seem like a good use of 3 credits, more on that later), but Sherriff did teach it well and was helpful at certain points. However, the organization of the course was quite terrible. The grading for the first HW wasn't provided until way later than it should have been, and the guidelines provided weren't clear enough - TA's took off on very subjective criterion because of vagueness in how it was explained. I thought the project was awfully implemented - no concrete guidelines as to how it was going to be graded overall, how to implement it, and what our individual grade would consist of were given. There was a disconnect between what the TAs told us and what Sherriff told us in class, sometimes with Sherriff telling us certain things the TA's would then take off for on the sprint grade. The TA's were quite awful - they had entirely subjective criteria for grading, both for sprint grades and for individual grades, and were not reliable in any sense to ask questions for. In reality, none of the software development techniques we learned in class were used on the project - making me think that the content would be better off restructured to teach modern frameworks and techniques used in software development (Docker, Django, REST API's, etc), the same way we learned about GitHub. The assumption that people would know these techniques off the bat/could learn them on their own makes no sense to me given the time required to self-learn such things far exceeds that to learn, say, the principles of agile development or how to do a functional decomposition. In general, many software professionals talk about how the in-depth knowledge they learned for their degree wasn't useful in "the real world", and I was hoping this class would be a remedy to that problem. Instead of learning useful stuff for real-world work however, I am left with a feeling that I completely wasted my time in learning things that I will probably learn anyways from a company's policy training, and bitterness towards a project, TA's, and professor that forwent standard conventions of providing a proper timescale, grading rubric, and defined criterion, all for a facade of "emulating the real world". The group was too big. I know the goal was to make us work in a team like environment, but we are being graded as a team. I had team members do nothing. The TA knew, and nothing was done. I could not get team members to contribute, and the TA's should have tried to do something in this case.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The project just didn't hit with me. I ended up doing a fair amount of the work NOT because I was bossy/my team sucked, but because the project just wasn't good for a team setting in my opinion. I have nothing against most of the team, but me and one of the others could have gotten the project done in less time, with better coding standards, and with better techniques than the 7 - I believe that's because the project's scale does not match what the course is meant to teach. This might just be with my group, but the attempts to make us use "good software development techniques" (such as Youtrack, github branches, multiple methods of communication, standup meetings, etc) all just felt like they were bs'ed away. It's because they were extraneous and unneeded. A real workplace will have much better defined goals and a much better structure; this did NOT simulate that well in my opinion. Furthermore, the TAs simply were not helpful. Part of this is with the project not being fully developed, but most groups likely fell victim to overengineering their system because of the crappy requirements. Why is there only one election a month? Why does this one election not have different ballots based on location, as most elections do? My team spent most of the time figuring out how to cater towards a REAL voting system because we are used to that, but it turns out that wasn't even really the scope of the project... the scope seemed more like a polling site. It just didn't match the expected scope. The course itself was fine. I enjoyed it more than I likely would have under many circumstances. Sure, it's hard to teach and definitively not fun, but not much you can do about that. Sorry if it sounds like I'm railing too hard or in bad ways - I just found the project to be implemented almost exactly wrong. Its a strange class, but I think the long term project saved it from being really boring. That being said, I actually wish it hadn't been the voting polls thing.

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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 ~*

1. How accurate is this statement for you: The project was of acceptable length.

~
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)
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%)

2. How accurate is this statement for you: The project was of acceptable difficulty.

~
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)
39	4.31	0.73	17 (43.59%)	18 (46.15%)	3 (7.69%)	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	4.31	0.73	17 (43.59%)	18 (46.15%)	3 (7.69%)	1 (2.56%)	0 (0.00%)

3. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.

~
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)
39	4.26	0.72	15 (38.46%)	20 (51.28%)	3 (7.69%)	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	4.26	0.72	15 (38.46%)	20 (51.28%)	3 (7.69%)	1 (2.56%)	0 (0.00%)

4. Which topic/lecture in this course was your favorite and why?

~
Question Type: Short Answer
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
30	*See below for Individual Results*

I found them all very interesting, but if I had to pick, it would be AR/VR.

Monetization of a Mobile App. I really enjoyed the practicality of the lecture and found it to be very interesting

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~ 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 and important and interesting topic which I had studied before but this time it was explain 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 here 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

The information in this document is private and confidential. Please handle accordingly.

~ 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.

The information in this document is private and confidential. Please handle accordingly.

~ 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: 25 Individual Answers: *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

The information in this document is private and confidential. Please handle accordingly.

~ 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

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~ 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 timelined.

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%)

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~ 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.

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
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: 22 — Individual Answers: *See below for Individual Results*
	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: 25 — Individual Answers: *See below for Individual Results*
	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.

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~ 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%)

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~ 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%)

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~ 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%)

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~ 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

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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	4.59	0.55	23 (62.16%)	13 (35.14%)	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)
2705	4.37	0.80	1409 (52.09%)	1020 (37.71%)	176 (6.51%)	72 (2.66%)	28 (1.04%)

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~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

34. The instructor was approachable and made himself/herself available to students outside the classroom.

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Question Type: Likert

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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 Sherriffâs 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.

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~ 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

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