

*** PROVISIONAL REPORT ***

UNIVERSITY OF TEXAS AT AUSTIN
Downing, Glenn P C S373 86975
E100 EXPANDED

COURSE-INSTRUCTOR SURVEY
SOFTWARE ENGINEERING

Summer 2017 DEPARTMENT COPY
Enrollment = 22
Surveys Returned = 19

	NUMBER CHOOSING EACH RESPONSE					NO. REPLIES THIS ITEM	AVG.
	Str Disag	Disagree	Neutral	Agree	Str Agree		
1 COURSE OBJECTIVES DEFINED-EXPLAINED	0	0	1	3	15	19	4.7
2 INSTRUCTOR PREPARED	0	0	0	3	16	19	4.8
3 COMMUNICATED INFORMATION EFFECTIVELY	0	0	1	5	13	19	4.6
4 STUDENTS ENCOURAGED-ACTIVE ROLE	0	0	1	4	14	19	4.7
5 INSTRUCTOR AVAILABILITY	0	0	1	6	12	19	4.6
6 COURSE WELL-ORGANIZED	0	1	4	4	10	19	4.2
7 STUDENT FREEDOM OF EXPRESSION	0	0	1	5	13	19	4.6
8 CLASS PARTICIPATION ENCOURAGED	0	0	0	1	18	19	4.9
9 ENGAGING INSTRUCTION	0	0	0	5	14	19	4.7
10 INST. HAD THOROUGH KNOWLEDGE OF SUBJECT	0	0	1	5	13	19	4.6
11 INSTRUCTOR EXPLANATIONS CLEAR	0	0	0	7	12	19	4.6
12 GENUINELY INTERESTED IN TEACHING COURSE	0	0	0	1	18	19	4.9
13 HELPFUL COURSE MATERIALS	0	0	5	6	8	19	4.2
14 ADEQUATE INSTRUCTIONS FOR ASSIGNMENTS	0	2	4	8	5	19	3.8
15 ASSIGNMENTS AND TESTS RETURNED PROMPTLY	0	0	2	6	11	19	4.5
16 ASSIGNMENTS USUALLY WORTHWHILE	0	0	0	3	16	19	4.8
17 STUDENT PERFORMANCE EVALUATED FAIRLY	0	0	3	7	9	19	4.3
18 STUDENT PERCEPTION OF AMOUNT LEARNED	0	0	0	5	14	19	4.7
	Vry Unsat	Unsat	Satisfact	Very Good	Excellent		
19 OVERALL INSTRUCTOR RATING	0	0	0	3	16	19	4.8
20 OVERALL COURSE RATING	0	0	1	6	12	19	4.6
	Excessive	High	Right	Light	Insuff		
21 STUDENT RATING OF COURSE WORKLOAD	4	10	5	0	0	19	
	Less 2.00	2.00-2.49	2.50-2.99	3.00-3.49	3.50-4.00		
22 OVERALL UT GRADE POINT AVERAGE	0	2	2	6	9	19	
	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>F</u>		
23 PROBABLE COURSE GRADE	6	11	2	0	0	19	

For the computation of averages, values were assigned on a 5-point scale so that the most favorable response was assigned a value of 5 and the least favorable response was assigned a value of 1.

COMMENTS:

Total Number of Comments: 12

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1. This course was an excellent learning experience, both in terms of computer science material and also life skills, ie teamwork.
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2. In my humble opinion, the quizzes were not representative of the students' knowledge of the course. Considering the significant percentage they contribute to the overall grade, it is too easy to lose .4 or .8 of your average every day, especially considering the tricky nature of some of the problems. I understand the importance of challenging the student's understanding of course material, and so I support the quiz content but recommend their contribution to the overall grade be heavily reduced, perhaps by 25 to 50 , and increase the worth of the projects instead.
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3. Thank you for offering to teach this course over the summer, I enjoyed it.
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4. At least during the summer, you should make the blogs due after the project deadline. Nobody is going to prioritize writing the blog over working on the project the day before it is due.
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5. The professor gave good lectures on material related to the website, but he left a lot of the learning of the new technologies to us. He gave us a real world experience that I can appreciate for the application. He gave us the good and the bad of it. He gave us a platform to communicate with and used his technologies Piazza and Canvas to a good extent.
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6. Even though I will probably get a B- in the course, my grade is not indicative of the amount of knowledge that I've gained from this course. Professor Downing is an absolutely incredible lecturer and has helped me immensely in becoming a better developer. His teaching style is incredibly engaging, and he has a conversational approach with his students in explaining the concepts. Overall, this class has been amazing and I'm very fortunate to have taken a course with him. I will say, I think the quizzes were graded quite harshly, as we had 18 of them and there were only 3 questions on each quiz, so my grade took a nose dive because of consistently missing just one of the questions. But like I said, professor Downing did an amazing job.
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7. Great class!
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8. Plan It Poker was the least useful tool in my opinion. It was great to learn about user stories in the reading, but our project seemed too small to have 10 stories per phase. Most of our stories ended up being very repetitive in order to meet the minimum of 10, and therefore were not very useful. And because we were learning new tools as we went, our "estimates" were pretty much wild guesses. I think it might have been better to write all of our stories for the whole project and then revise during each phase by updating our estimates and adding or changing stories where needed, more similar to how the book describes. Or possibly just a lower minimum. Unless we were doing it wrong, in which case maybe an example would be helpful.
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9. I remember you said at the beginning of the course that 4 people per group was too little and 6 people per group was too much, though in the end you still went with 4 people per group for reasons unknown. I know having more websites to serve as examples is nice, but I really suggest not doing that during the summer course because in cases where one or more people don't do their fair share of the work, it puts a LOT of strain on the remaining members. Having what was essentially 3 people for all of the phases of the projects was kind of terrible. Even with given extensions, my ability to study for quizzes tanked and didn't do me any favors grades wise. I dropped my second class. Please keep that in mind, if only for future summer semesters.
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10. Highly enjoyed this class minus the workload. The main suggestion I have is to spend less time on the intricacies of a specific language like Python to go over some of the intricacies of web development instead. It's fairly easy to teach yourself Python and look up most of the things taught in class or in the reading materials, but there are so many things you can learn about web development that are very bad practice. People could still teach themselves the tools and technologies on their own, but they would have better direction on what is good practice in general just 1 small example - separating JavaScript and CSS into separate files . I also think one class on git and software development tools like editors etc would be beneficial
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11. I really like and hate the death by 1000 cuts quizzes, but it is a bit painful.
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12. Awesome material, awesome professor, and awesome projects. Taking Hacker Rank as regular credit in exam 2 is a pain without early notification. Guess this only happen in Summer, students in further semesters will get enough information. Overall a good class, worth taking.
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