Response Frequencies

Question	5	4	3	2	1	0	Mean	Std. Dev.	95% CI	Omits
What is your overall rating of this instructor's teaching effectiveness?	*almost always effective* 7 39%	*usually effective* 8 44%	*sometimes effective* 3 17%	*rarely effective*	*almost never effective*		4.2	0.73	3.87-4.57	0
How much do you feel you have learned in this course?	*an exceptional amount* 5 28%	*more than usual* 8 44%	*about as much as usual* 5 28%	*less than usual*	*almost nothing*		4.0	0.77	3.64-4.36	0
What is your overall rating of this course?	*one of the best* 3 17%	*better than average* 10 56%	*about average* 4 22%	*worse than average*	*one of the worst* 1 6%		3.8	0.94	3.33-4.23	0
Rate the usefulness of the outside assignments (homework, papers, reports, and special projects, etc.) in helping you learn.	*almost always useful* 11 61%	*usually useful* 6 33%	*sometimes useful* 1 6%	*rarely useful*	*almost never useful*	*not applicable*	4.6	0.62	4.26-4.85	0
Rate the usefulness of the in-class activities (lectures, discussions, etc.) in this course in helping you learn.	*almost always useful* 5 28%	*usually useful* 9 50%	*sometimes useful* 2 11%	*rarely useful* 1 6%	*almost never useful* 1 6%		3.9	1.08	3.38-4.40	0
I was treated with respect in this class.	*strongly agree* 15 83%	*agree* 3 17%	*uncertain*	*disagree*	*strongly disagree*		4.8	0.38	4.65-5.00	0
What is your rating of this instructor compared with other instructors you have had?	*one of the most effective* 4 22%	*more effective than most* 9 50%	*about as effective as most* 2 11%	*less effective than most* 3 17%	*one of the least effective*		3.8	1.00	3.30-4.25	0
Of the total hours you spent on this class, how many were valuable in advancing your education?.	*almost all valuable* 7 39%	*more than half valuable* 8 44%	*about half valuable* 3 17%	*less than half valuable*	*almost none valuable*		4.2	0.73	3.87-4.57	0
The materials used in this course (text, readings, websites, etc.) are.	*almost always useful* 7 39%	*usually useful* 5 28%	*sometimes useful* 4 22%	*rarely useful* 1 6%	*almost never useful*	*not applicable* 1 6%	4.1	0.97	3.59-4.53	0
The difficulty level of the course is.	*extremely difficult* 1 6%	*more difficult than average* 11 61%	*about average* 6 33%	*easier than average*	*extremely easy*		3.7	0.57	3.45-4.00	0

Alon　　**Efrat**　　　CSC　　433-001　　**Computer Graphics**　　　　　**25860-01**　　　**30 enrolled,**　　**18**　(60%) responded

QUESTION	RESPONSE FREQUENCIES														Omits

I expect a final course grade of

A	B	C	D	E, F	Other		
13	5					-	-
72%	28%						

Omits: 0

My class is

freshman	sophomore	junior	senior	graduate student	other		
			6	12		-	-
			33%	67%			

Omits: 0

My sex is

female	male		
1	17	-	-
6%	94%		

Omits: 0

In my academic program, this course is best described as

in my major	in my minor	Gen. Ed. requirement	an elective	other		
16	2				-	-
89%	11%					

Omits: 0

Outside of class time, about how many hours per week have you spent on class-related

under 5	5-9	10-14	15-19	20 or more		
1	8	4	3	2	-	-
6%	44%	22%	17%	11%		

Omits: 0

My primary college is.

Agriculture	Architecture	BPA	Education	Engineering/ Mines	Fine Arts	Health Professions	Humanities	Medicine	Nursing	Pharmacy	Science	SBS	Other
		1		1						-	14	-	2
		6%		6%							78%		11%

Omits: 0

My grade point average is.

3.50-4.00	3.00-3.49	2.50-2.99	2.00-2.49	below 2.00		
12	5	1			-	-
67%	28%	6%				

Omits: 0

Alon   **Efrat**   **CSC**   **433**   **-001**   **LEC**   **Computer Graphics**   **25860-01**

Question	Instructor			Comparison Group 1		Comparison Group 2	
				Comparison Group Descriptions CSC Fall and Spring Upper Division Undergraduate			
	Enrolled : 30 Responded: 18 Pct. Response: 60%			5 or more enrolled Sections: 127 Enrollment: 5,550 C_SCALU0		Sections: 16 Enrollment: 471	
	Mean	**St. Dev.**	**95% CI**	**Mean**	**95% CI**	**Mean**	**95% CI**
1. Overall rating of teaching effectiveness [almost always effective (5)–almost never effective	4.2	0.73	3.87 - 4.57	4.1	4.05 - 4.22	4.2	4- 4
2. Overall rating of the course [one of the best (5)–one of the worst (1)]	3.8	0.94	3.33 - 4.23	3.8	3.76 - 3.92	4.0	4- 4
3. Amount learned [an exceptional amount (5)–almost nothing (1)]	4.0	0.77	3.64 - 4.36	4.0	3.90 - 4.05	4.1	4- 4
4. Overall instructor comparison [one of the most effective (5)–least effective (1)]	3.8	1.00	3.30 - 4.25	3.8	3.71 - 3.90	3.9	4- 4
5. Usefulness of the in-class activities [almost always useful (5)–almost never useful (1)]	3.9	1.08	3.38 - 4.40	4.0	3.87 - 4.04	4.1	4- 4
6. Usefulness of the outside assignments [almost always useful (5)–almost never useful (1)]	4.6	0.62	4.26 - 4.85	4.3	4.19 - 4.32	4.3	4- 5
7. Usefulness of course materials (new question) [almost always useful (5)–almost never useful (1)]	4.1	0.97	3.59 - 4.53	3.8	3.76 - 3.91	4.0	4- 4
8. Students treated with respect [strongly agree (5)–strongly disagree (1)]	4.8	0.38	4.65 - 5.00	4.7	4.62 - 4.70	4.7	5- 5
9. Difficulty level of the course (new order) [extremely difficult (5)–extremely easy (1)]	3.7	0.57	3.45 - 4.00	3.9	3.80 - 3.95	3.8	4- 4
10. Value of time spent on course [almost all valuable (5)–almost none valuable (1)]	4.2	0.73	3.87 - 4.57	4.1	4.06 - 4.20	4.1	4- 4

Graphic Comparison of the Means

MEAN / QUESTION

- ■ @Instructor
- ■ @CompGrp1
- □ @CompGrp2
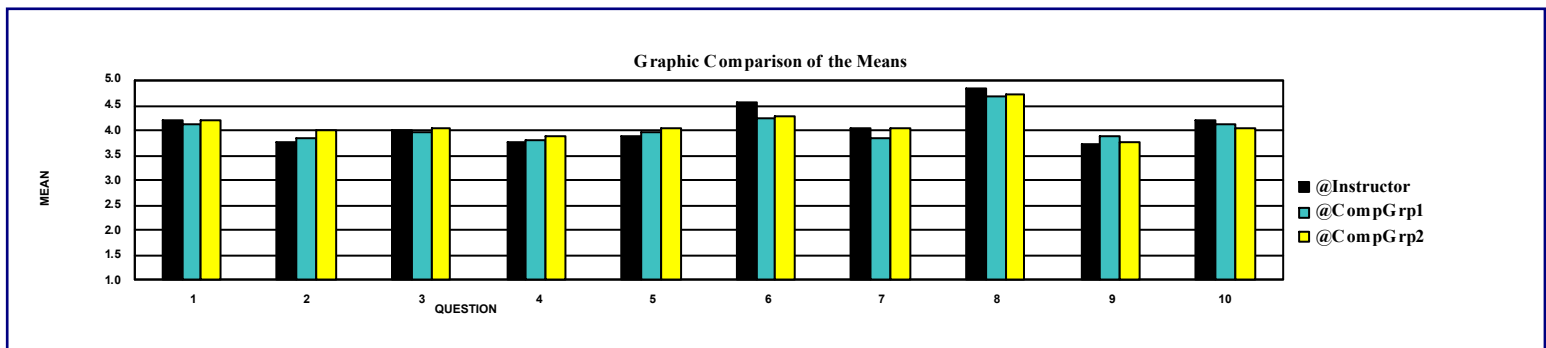
Spring-11   25860-01

What did you especially like about this course?

First introduction to graphics, thought it was great.

I like the programming projects. It consumes me a lot of time, but help me understand the algorithm better and get familiar with openGL API.

I really enjoyed the projects. At first it was really difficult to understand the example code given to us as a starting point for the projects but once we figured out what was going on things got much better.

Instructor's way of teaching, Very good quality of midterm exam.

It gives you a broad introduction to the many topics in graphics and imparts you with enough knowledge in each in order to allow you to continue exploring.

Prof. Efrat was nice and did have enthusiasm for the subject and teaching.

The projects were very challenging, but generally pretty cool and we did learn from them. Prof. Efrat was reasonable when it came to deadlines.

The hints on the homeworks were very helpful.

The assignments were good. The shader programming assignments were cool.

The course had some good amount of Geometry, which is very appreciative, as even people who are not so interested with Graphic programming, can view it in a mathematical perspective

The homework was effective in teaching OpenGL and several graphics concepts. Topics that I liked the most: painter, z-buffer, quadtrees, transformations.

The programming assignments were very good. They were relevant to the material and of appropriate difficulty. I like that we were to independently learn OpenGL syntax, that left time in lecture to cover more important subjects. The assignments themselves were fun.

The teacher was great, he was willing to give you more time if he saw effort being put into the projects and treated me with a lot of respect.

The use shaders

Online TCE Comments

What suggestions would you make to improve this course-section?

As usual, more opengl examples

Being in the field of Computer Science I still do not understand why we dont use modern technology (video recording) during each lecture. Video lectures would have aided me when working on the projects.
Selecting and teaching OpenGL during the first few weeks of the course would have been very helpful.
TA was not especially helpful.

It might be helpful to provide some written homework to work through the algorithms and their applications, like the problems in the midterm.

It took along time to get grades back. Maybe adding another TA to help with grading would be for the best.

More resources for opengl should be provided (e.g. In assignments the parts which deal with opengl syntax should be provided as APIs, the parts which need conceptual understanding should be not) , especially since there is no need for teaching opengl syntax in class. Some API's may have been provided for implementing shaders easily.

Not many computer scientists took calculus and understand the concept of a derivative (useful for poly bases and splines). I would suggest adding this topic to your math review lecture at the start of the semester.

Teach how to use OpenGL at the beginning of the semester. He gets this information on his evaluation every year, but never does anything about it. There are free lectures at the end of the course, so replace those late free lectures with early OpenGL lectures.

Teach OpenGL in addition to all the math required for the assignment. It's hard enough figuring out the math part of the assignments but trying to learn how to do these things in OpenGL at the same time makes it extremely difficult. Reading the OpenGL API doesn't give you the high level overview required to know how to fit all the pieces together to make your program work.

The class website was not very useful. It was copied from a previous year's page and not entirely updated. This made it unclear which information was new and old, and what was accurate or not.

Timely grading (for homework)! Only present one method (in depth) of solving a given problem. (eg only Phong shading)

Too many mistakes and sloppy notation, combined with a minor language barrier made the class difficult to follow.

Perhaps even more direction on the homework or more OpenGL good coding practices.

Not sure the professor was a expert on some of the topics.

While OpenGL is a tool, used as a mechanism for course instruction, there was no real effort to teach OpenGL on any useful level.

Please write any additional comments you may have below.

A huge problem I had with this class had nothing to do with the material but converting my OpenGL projects from Microsoft VS to something the graphics machines will accept. The graphics machines are generally inaccessible from home and dont have the required libraries, they dont come installed with glew!

This is more directed toward lab staff, but there should be a better mechanism for turning in assignments. Visual studio assignments should be accepted as-is without having to spend hours making the assignment work on a new arch/os.

Additionally, our Prof also arranged few talks on Shaders which I presume was his effort to help us understand the varied resources available, to solve the same problem. That was very much appreciative !

He is very fair when it comes to exams.

I know that mathematics is essential for graphics... I don't have to like it though. Too many dot products, cross products, normals, vectors, etc for my taste. ;)

Leonard's talks on shaders were extremely helpful, especially because they provided a high level overview of shaders and then he showed us exactly how you implement them with code examples.

TA was useless. Leonard Brown did some nice lectures.

The most difficult part of the course was using the required tool. I would suggest spending more time covering the tool with someone who's very experienced with the tool.

The TA for this class was poor. Assignments were graded exceedingly late and often in an awkward manner. It was clear that the TA was interested in putting in as little effort as possible to skate through his responsibilities this semester.

Dr. Efrat has a very thick accent but I want to mention that I do not think this was in any way a problem. He appears to put a good deal of effort into being understood, asks for help if he needs it, and generally seems to have overcome this as far his teaching effectiveness is concerned. I appreciate the effort and thought it worth mentioning.

The TA for this course was horrendous. We never got our assignment grades unless we explicitly asked for them. They were never ready on time. Going to office hours was worthless, never got any useful help.