

End of Project Survey

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Lecture Session: TC 05

Please answer all questions.

The end of project survey provides you an opportunity to write about what you have learned from the class activities, class assignments, group project and any other information important to share with your group members, lecturers and tutors for future improvement.

This survey aims to help you articulate higher order thinking skills, apply your learning to experiences in the classroom, and reflect on the results. You should consider your reflection an important component for expressing honestly and openly how you feel about the information that you are learning.

A) What is your role in the group project? (e.g. project leader, programmer etc.)

Programming leader

B) Do you think you have contributed enough towards the successful completion of the group project? Why or why not?

Yes, because I've done all my assigned task as the programming leader, which includes deciding which platform and programming language to develop our software on, assigning modules to my team mates, helping my group mate if there's any problem in programming etc. Besides, I did help in other task such as keeping track of weekly submissions.

C) What is the most important thing you have learned about project-based learning? Why? (e.g. Agile/Scrum, project planning, requirement engineering, diagramming technique, testing technique etc.)

I've learnt that the process before developing a software is crucial in the success of creating a good software. I've learnt that the requirement engineering phase and the design phase had a pivotal role in the development process. Even though we're adopting the scrum method, we still find bad design to be a big hassle during the development process.

D) In your opinion, what is the most enjoyable and least part of project-based learning? Why? (e.g. more practical; not much memorization; peer review; group discussion; brain storming; presentation; learn to draw use case/class diagrams etc.)

Most enjoyable part is

Programming in general

Reason: Because coding is a lot of fun

Least enjoyable part is Drawing those ~~god damn~~ diagram.

Reason:

Because we aren't sure if our diagram are correctly drawn or not.

E) Describe your strengths as a team member in your group. (e.g. What worked well for the team?)

Technical ability, I can teach my member to code if there's any problem.

F) Describe your challenges as a team member in your group. (e.g. What could have worked better for your team?)

Communication skills because we have some communication problem between team member, making the development process slightly harder.

G) What do you wish the class had spent more time on? What do you wish the class had spent less time on? (e.g. class activities, presentation, online study, etc.)

More time to be spent on

Learning the application of the skills we learn in real life in a clear way (instead of learning during the development process)

Less time to be spent on

Drawing those diagrams which have different standard for different source and we have no way of knowing the diagram we draw are correct or not.

H) What should be dropped from or added to this project-based learning to make it better?

Thing(s) to be added

More marks for assignment, less marks for finals.

Thing(s) to be dropped from

Less weekly submission, very stressful every week 😞

I) Do you think the current mode of assessment of 50% final, 10% test and 40% project should be changed? If change, what should it be changed to? (e.g. all course work, no final; 80% project, 20% test etc.)

40 marks for final, 60 for CW.

J) Do you think the marking scheme is transparent and fair?

Yes, because

Yes, but frequent update would be better

No, because _____

K) Other comments (about lectures, tutorials, labs, facilities in class rooms/labs, test, activities in class/labs, time management, lecture plan, attendance etc.)

Lecture should be more more coursework based and less final-based. We feel like we worked so hard weekly but only get a few marks until the last week.