Instructor: Feinberg, Daniel Subject: CS Catalog & Section: 5520 02 Course ID: 35108

Objectives

Enrollment: 69

Responses Incl Declines: 30

Declines: 0

## Instructor Related Questions: Daniel Feinberg (24 comments)

#### Q: What were the strengths of this course and/or this instructor?

- 1 The instructor replies to emails quickly and gives instructions clearly. The readings and videos that touch on the psychological part of app design and development are eye-opening. Really enjoyed the class even though it is quite challenging and time-consuming.
- 2 Provides looots of help regarding setup, implementation, and abstract core idea of development.
- 3 I would like to say it is an easy-pass course. But I barely learned anything. I feel like it's a waste of my money to choose this course.
- 4 Very patient, I learned a lot
- 5 Expectations of the course is reasonable. We are building projects that we can showcase on our resume.
- 6 Rich content, well organized, you can learn a lot if you are interested in Android dev
- 7 Creating a great set of course assignments, and schedule.
- 8 Assignments and project were very engaging due to the open-ended nature of designing applications. Feedback and support from instructor and TAs has been very helpful, motivating, and enlightening when working/designing projects.
- 9 Helpful learning materials and reasonable workload.

#### Q: What could the instructor do to make this course better?

- 1 Do hope to have more aids on how to make the app connected to main-stream backend frameworks like ExpressJS or some other stuff.
- 2 Make the learning materials new. And also, if there will be a live lecture per week, that would be better.
- 3 I do wish there were sections on cross-platform mobile app development (Flutter, etc)
- 4 Make it in person
- 5 An option to do the projects alone would have been nice. We have plenty of group projects and dealing with coordination in an async class is extra work that takes away from learning app dev
- 6 Deadline for the final project seems to be fairly short compared to deadlines for other classes. More time to develop would provide more opportunities to apply what we learned and deliver a more finished product.
- 7 Also introduce iOS
- 8 Update the tech stack of the learning materials
- 9 In general, this course is well organized. Maybe give a starter code and instruction via docstring when we learn something new.
- 10 Update lecture and course material: Since this is an asynchronous, online class, all of the materials were pre-recorded (years ago) and outdated. The professor would go through code walks and then put out an announcement explaining that we shouldn't implement something the way he taught in the video since those methods are deprecated. He would also provide sample code that was so outdated many students had to attend office hours just to get it to run. It's clear things are always changing, so to have course materials many years old was disappointing.

Use own material: The professor also used a lot of Android documentation videos for our "lectures." While helpful for supplemental learning, other's youtube videos should not replace our professor's lecture on that material.

Host Office Hours: The professor should host office hours.

Better Paced Syllabus: Fit more in the syllabus. The beginning of the semester was very slow. With more comprehensive lectures and up to date code walks, the course could have covered much more material to better set students up for their projects, and a potential co-op/career in mobile app development.

- 11 Some of the videos are a bit old and sometimes the Github links don't work the best without some maneuvering.
- 12 introduce more optional section we can diving deep on(like AI, Kotlin, UI etc...)
- The instructor drowns all course content in a sea of repetition and micromanagement. He enumerates a basic set of assignment requirements through paragraphs of writing, repeating himself incessantly. Presumably he does this due to a large number of student complaints about things not being clearly laid out, yet with a rubric already provided, it makes the actually important information in his announcements very difficult to find. Be concise. Be clear. Use your words judiciously because when you become a constant stream of noise, we just tune out everything you're saying.

I want the professor to rethink the final project schedule. To be honest, I didn't learn a single thing in the last month of the course, nor did I watch any videos or do any readings. Why would I? Not only would there be no benefit since none of that content is covered in assignments, all of my time was spent coordinating other group project members who were also all putting in the bare minimum on it. I work as a software engineer, and lead a team of engineers, and can tell you that these experiences do not prepare students to be good team members or how working on teams work. Honestly they make everyone think that it would suck since it's generally pretty awful trying to do a group project with people in different time zones, different abilities, etc. I'm thinking about the group assignments as well, where I had to teach other students on the concepts whereas they should've just been in office hours and pushed to figure out and implement things individually.

# Q: Please expand on the instructor's strengths and/or areas for improvement in facilitating inclusive learning.

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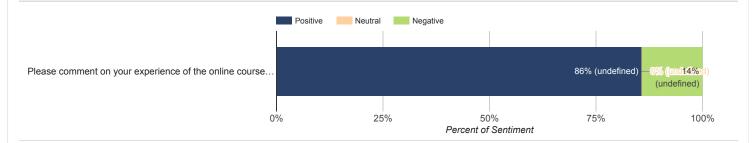
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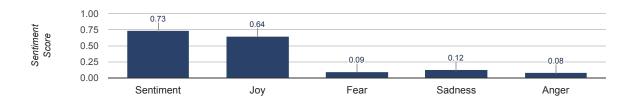
Rethink the generative Al policy. Only when assignments are poorly designed, can gen Al completely replace students and do well on them. For example, multiple choice tests (which this course did not have) and pointless Canvas discussion assignments (which this course has). May it be an end to professors thinking students feel a sense of community from mandatory posting and replies.

Thankfully, AI would do a pretty poor job on all of the assignments in the course, which are very well designed. Lean into them, and realize that pretty much all software engineering is being done in concert with AI. Don't let your course stay behind in 2022, this industry moves much too quickly.

### Questions to Assess Students' Online Experience (7 comments)

# Q: Please comment on your experience of the online course environment in the open-ended text box.





- 1 The professor and TAs are really helpful and professional  $\star\star\star\star\star$
- 2 Professor and TAs are very helpful. ★★★★
- 3 I feel like there are too many restrictions to speak on the Piazza. It actually makes us unwilling to ask questions or to request regrading. And also the course materials are kind of old. It does not help but kind of waste my time to watch those videos. I highly recommend re-recording those learning materials. ★★☆☆
- 4 I learned a lot from this course. ★★★★
- 5 Professor is quick to respond Piazza questions and always ready to help.  $\bigstar \star \star \star \star$
- 6 I think the class is great. Professor is very knowledge and TAs are nice and helpful. Most of question can be answer within one day. I wish we could include some more cutting-edge technology at the second half of the semester or as an option. \*
- 7 Online resources were very useful and easy to access ★★★★

### Student Self-Assessment of their Effort to Achieve Course Outcomes (7 comments)

# Q: What I could have done to make this course better for myself.

- 1 I felt like there were still some gaps between the things we learned in class vs the homework. But probably that's how the computer science field works.
- 2 Start reading the materials earlier
- 3 had better teammates
- 4 Do more practise.
- 5 I wish I could go to the lab sessions live, but it is in conflict with my other classes. Finding motivation to go back and review the lab sessions can be challenging, but I learn a lot everytime I do that.
- 6 Spend more time to explore new stuff on mobile dev. That's definitely a huge topic and time consuming topic.
- 7 Being more consistent with working on the assignments would prevent me from submitting close to the deadline.