

Mixed Reality (Spring 202230)

Instructor: **Yildirim, Caglar**

Subject: **CS**

Catalog & Section: **5097 02**

Course ID: **39007**

Objectives:

Enrollment: **19**

Responses Incl Declines: **19**

Declines: **0**

Instructor Related Questions: Caglar Yildirim (33 comments)

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

- 1 The instructor is very enthusiastic about the domain/subject and ensures everyone is on the same page through the learning process
- 2
 - Very knowledgeable about this course
 - Promotes hands-on work. most of his assignments needs students to implement concepts taught by him in the class. I think this is a very effective way of learning.
 - He himself preps for the stuff he teaches in class: for example, some of the slides he used to teach concepts in class were actual screenshots of games played by him in his XR headset
 - Gives good feedback
- 3 Knowledge an enthusiasm of material
- 4 He is enthusiastic about the topic.
- 5
 - The course was overall very well structured.
 - Instructor did his best to convey the information.
- 6 Very prepared, nice to students.
- 7 It's a lot of work, but I've definitely learned a lot about VR development and feel much more confident about trying to get a job in the field.
- 8 The best course I've taken at Northeastern.
- 9
 - Very knowledgeable
 - Kept classes interesting and fun
- 10 The professor is clearly passionate and knowledgeable about the material. Lectures both in-person and remote were very informative.
- 11 Caglar cares deeply about this course and it shows greatly.
- 12 The instructor was incredibly knowledgeable and passionate about the field. He was rigorous but kind and it was a privilege to take the course.
- 13 He was really passionate about this course which made it super cool.
- 14 Professor Caglar teaches very effectively. His class is a bit fast paced, but all of his lectures are recorded and he provides sufficient online resources. Anyone can follow his class given time and effort!

He also provided helpful feedback and suggestions for our project. We were stuck on roadblock but his suggestions really saved our time!

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

- 1 Research oriented Final Project topics were a bit monotonous and boring at times. Would have preferred to develop a VR game or an impactful VR application for users instead.
- 2
 - He could do a better planning of the course in terms of assignments/projects. He changes the schedule at his will which sometimes become difficult for students who had already allocated time slots for other coursework or research work.
 - His expectation from students are sometimes unrealistic. There were times in the class when we were asked to implement things which was really difficult to complete in the given deadline. Maybe a careful planning of things would have been good. But given that he is taking the class for the first time, I guess these glitches were expected.
- 3 Quizzes would often test ludicrously specific details of Unity methods which would be unnecessary to memorize for real XR development.
- 4 I found the content of quizzes to be somewhat tangential to the rest of the course. Knowing specific method calls for Unity in C#, for example, doesn't seem very important or relevant, when in all other cases I can use previous code or the internet for reference.
- 5 The assignments and quizzes weren't paced as well as they could have been. The schedule of assignments towards the end of the term became unreliable and it was harder to plan ahead.
- 6 He could have done a better job explaining unity environment. Also setup should be done in pre-recorded video rather than in class. Would love if we had more AR materials.
- 7 Replace graduate projects with an option to choose between games and projects. Not all of us are interested in Research.
- 8 Maybe reduce last-minute notices.
- 9 I think the option to do individual projects would be nice. Or at least have them done in pairs to increase accountability. I didn't like the group project when I took game programming or this class because in both instances I ended up doing most of the work and actually had to put in more time trying to organize the project with other people/fixing bugs in their work and I think I would've been happier/done a better job with the final project had it been done on my own.
- 10 Maybe work on the XRA would be great.
- 11 The final projects were of vastly different difficulties. I believe all final projects should required the same amount of work, or teams with harder projects should be graded more leniently.
- 12 The unity setup could have been taught online. It was kind of expected that everyone would have problems. If students tried it out online beforehand, the in-person class time could have been used to solve any issues.

I wish he taught some course materials early on (or provide online resources for the topics). Things like multiplayer and AR only came a week before the final project was due, and we were very short in time (there was hackathon, another assignment, and other classes that week).

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

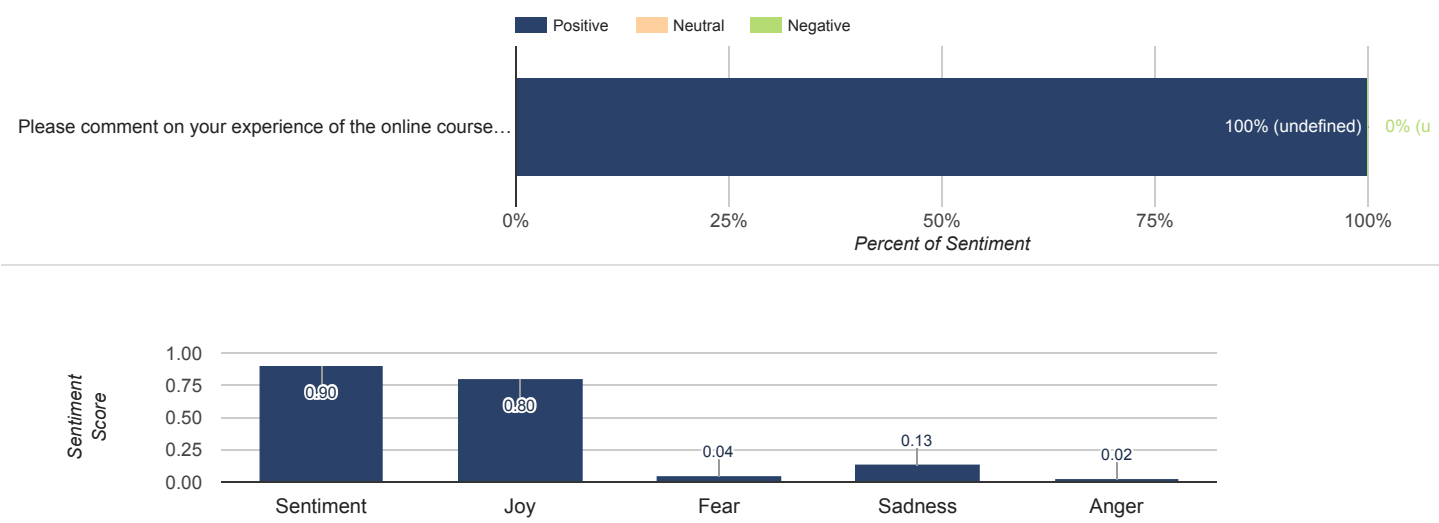
- 1 Caglar is excellent at explaining topics so that they are easy to digest. He always brought a positive energy into the classroom and was patient with us when we went through our initial VR development struggles.
- 2 The instructor had excellent choices of projects and taught me a lot.

Q: Please expand on the instructor’s strengths and/or areas for improvement in facilitatating inclusive learning.

- 3Lack of support to ask questions. Spent a lot of time on this class but I felt like the professor de valued by work and effort. He could have done a better job in communicating expectations. I felt like his criteria was really subjective at times. I felt demotivated after a couple of weeks and seriously burnt out because I felt my input for the class was not valued and misjudged, leading to dissatisfaction of the output and demotivation to work hard for the course. I had a lot of trouble navigating this course. I felt misunderstood and distressed.
- 4The instructor was very helpful in providing resources, and extending deadlines when needed. However, I felt the instructor was too controlling for the project setup, it felt like we were forced to work on a project that we had little to zero say in.
- 5I like the professor, he's very knowledgable, and willing to teach us.
- 6Professor explains everything very well. Got to learn a lot through his unique teaching way.
- 7Professor facilitated inclusive learning environment, encouraging discussion during class time.

Questions to Assess Students’ Online Experience (5 comments)

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



- 1The course has been great. Got to learn about the new technology stack(Unity and C#). Could be better if it's platform-independent. ★★★★★
- 2Online course materials were really well-structured. The professor did a tremendous job collating and providing required materials and instruction content on Canvas to tackle the assignments ★★★★★
- 3Really liked the way Prof. Yildirim conducted the class sometime mid March where he temporarily switched this class to a primarily online medium due to his health reasons. The transition was smooth and did not cause any disruption in our learning. Appreciate that. ★★★★★
- 4Great online class. ★★★★★
- 5great ★★★★★

Student Self-Assessment of their Effort to Achieve Course Outcomes (5 comments)

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

- 1I wish I was able to attend more in-person classes. However sometimes my schedule conflicted with class timings and was not able to be in person. The in-person experience in his class is really awesome.
- 2Allocated more time.
- 3Put more effort into finding a like-minded team for the course long project.
- 4Running two parallel threads with project and XRAs can be overwhelming for someone who has little to no experience in XR. I would have the XRAs and dedicate the last month to projects.
- 5Double checking deadline with professor. I didn't expect such tight deadlines in the later half of the course.
- Consulting professor with design and deadblocks. Professor Caglar gave very helpful feedbacks and suggestions for our project. I just assumed that we have to figure out everything on our own.