

## Peer Assessment Feedback Form

<b>Student Trainer's Name:</b>	Martin Ross
<b>Peer (print name, sign and date)</b> [anonymous feedback is allowed]	FRASER BROWN – 19/03/2018
<b>Software Engineering Master Class F21SM2</b>	
<b>Questions</b>	<b>Comments</b>
What did you like about the teaching material?	Linked new language to currently known languages by audience. Spoke about background info e.g. dependencies not just syntax, showed good depth in his understanding of the topic.
What did you like about the trainer's approach?	Good humour used, clear clean slides and a nice conversational lecture approach. Made audience feel at ease and relaxed. Answered very difficult questions very well.
What have you learned?	Market share & usage of the GO language in industry. A new language has been learned. Programming language problem solving was tested well in the labs (useful for interviews).
Is there any aspect that you would have liked to include in your own teaching?	Conversational/casual approach to presenting. Clear masterclass content that was detailed and concise. Simple lab set up which means we could get to the lab content quicker.
What could have been improved?	More focus/explanation on nit-picky syntax such as ':= ' and '= '. It would have been nice to see some more source code.
<b>General Comments:</b> Martin did a great job, really well done! I was struggling to think of things to improve on as it went so well. You handled difficult questions from the audience really well.	

## Peer Assessment Feedback Form

<b>Student Trainer's Name:</b>	Lewis McNeil
<b>Peer (print name, sign and date)</b> [anonymous feedback is allowed]	FRASER BROWN – 22/03/2018
<b>Software Engineering Master Class F21SM2</b>	
<b>Questions</b>	<b>Comments</b>
What did you like about the teaching material?	Clear slides. Nice use of videos to add extra material to the lecture. Good grounding of elastic search in real industry usage. Lab was streamlined in terms of materials and & set up very nice and concise.
What did you like about the trainer's approach?	Good use of videos, pictures and text to explain the topic. Did not shy away from technical detail. Live demo was a good and well-prepared addition to solidify concepts.
What have you learned?	I now know what NoSQL is. Different elements of syntax for using elastic search. How to use an industry tool, Kabana. I got a taste of the big data field
Is there any aspect that you would have liked to include in your own teaching?	Videos & a live demo or equivalent would be nice possible additions to my teaching.
What could have been improved?	An overview of what was going to be spoken about at the start. Slow down when talking, you had good information but were talking slightly to fast due to nerves. Clearer lab instructions it became confusing after a while.
<b>General Comments:</b> Query language needed more explaining before giving lab exercises on it.	

## Peer Assessment Feedback Form

<b>Student Trainer's Name:</b>	Duncan Cameron
<b>Peer (print name, sign and date)</b> [anonymous feedback is allowed]	FRASER BROWN – 26/03/2018
<b>Software Engineering Master Class F21SM2</b>	
<b>Questions</b>	<b>Comments</b>
What did you like about the teaching material?	Good use of examples to explain complex language components. Clear slides, good pointing to external resources, for those interested. He rooted his examples and presentation points in concepts we had learned previously to make learning them in a new language easier.
What did you like about the trainer's approach?	Gave good background information about concurrency and object orientated programming (OOP). Was a very succinct and refined presenting style. Confidently went in depth with other technical areas and background info which was good. Gave lab and lecture material a good structure
What have you learned?	Gave me a good refresher on OOP and concurrency. Learned pros and cons of concurrency in the new language (GO) as compared with other languages like C. Got a better grasp on the language from more detailed lab examples and complex topics covered.
Is there any aspect that you would have liked to include in your own teaching?	The Dynamic Code examples (running live code mid presentation) and asking questions then proving the answers In the lecture was really nice.
What could have been improved?	Diagrams when explaining threads/GO functions. More real-world examples. More abstract diagrams when exploring OOP principles and maybe a direct side by side comparisons between C/Java and a Go implementation would have been nice.
<b>General Comments:</b> Added more depth to the topic originally covered by martin and didn't repeat info that wasn't necessary to understanding.	

## Peer Assessment Feedback Form

<b>Student Trainer's Name:</b>	Adam Dalley
<b>Peer (print name, sign and date)</b> [anonymous feedback is allowed]	FRASER BROWN – 28/03/2018
<b>Software Engineering Master Class F21SM2</b>	
<b>Questions</b>	<b>Comments</b>
What did you like about the teaching material?	Good initial grounding of the new language in terms of related JS languages and compilers. Loads of live demos which is great for allowing us to see how we were meant to use the language in the lab. I enjoyed the practical nature of your lecture, you were naturally expanding and explaining aspects of the language, it was easy to follow and interesting to see.
What did you like about the trainer's approach?	Good clear explanations of new language features and project files during the live demos. Explained more tricky syntax issues found in other languages such as enums and arrays very well. Gave good examples of odd use cases and things we may come across as odd when learning the language. Watching Adam run through live demos and language features showed he had deeper understanding of the underlying operation of the language and types. Very good handling of the awkward binary question, nice one! Covered software engineering best practices in the lecture and how they related to typescript which was nice.
What have you learned?	What transpiled means. How the new typescript language relates to other similar scripting languages. Union and intersection types, I had no idea those existed. What variable shadowing is. What optional properties in interfaces are. Fat Arrow function declarations.
Is there any aspect that you would have liked to include in your own teaching?	Live demos and walking the audience through the tools I was using.
What could have been improved?	A diagram showing how transpiling and conversion from typescript to javascript.
General Comments:	