# general

* good idea with the sticky notes! it worked very well
* material is very well structured and easy to follow
* instructors were nice and very motivated to help participants

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good:

* keep things light and at good pace
* supportive style

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* great workshop in general
* more often coffee breaks!

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* lots of material
* good pace
* good optional resources for later

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maybe have some smaller breaks (5 min) to stretch legs, restroom, etc.

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* I really liked the pace.
* I also liked the attitude that it is OK to ask.
* It got a bit tight in the end of the day (speed) but nice to have the material online.

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Good interactive format with room for questions.

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I like the style.

# git

Git exercises were at a very good pace. Nice practice to rerun commands and consolidate the skill.

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Speed and depth of the git-intro was good.

Installation has been difficult.

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Git coop exercises were good. It was good to do in pairs.

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* The GitHub lesson was very good an interactive.
* Again: really nice with all the codes and info at the webpage.
* Nice with the breaks today.
* Sometimes it went a bit fast but I can find info on the webpage.

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Exercises in collaborative development were really useful for understanding the concept.

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* easy to follow (not too fast)
* use real example rather than “recipe”

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Great session on git, especially the way all the questions were answered.

# social coding

I had a hard time following this afternoon’s presentation on copyrights.

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Large disconnect between first and second section (Git vs. license) -> Introduce licensing later?

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Session on licenses was a little bit slow, maybe there is a way to be more to the point.

# modular code development

It could be great to approach modular code development and code complexity part through examples rather than presentation.

# reproducible research

Really happy you did not try to make us Snakemake expert, as I’m not sure I could use it in R.

# day 3

good:

* best practice recommendations
* collaborative version control exercises
* tempo and complexity on point

ideas for improvement:

* start with recap from day 2
* last part felt a bit rushed