Students:

Year in College	Major	Programming Experience	Biggest Issue	What helped or would have helped	Comments:
Senior	CS	4 years	Syntax	N/A (First survey didn't ask)	Lack of feedback from instructors contributed to this.
Senior	CS	3 years	Syntax	Working in a group	It was difficult to say something in a way the language would understand.
Junior	CS	3 years	Switching programming paradigms	Learning why something works the way it does and how it works that way. (Concepts)	It was difficult because we are taught one way then switched to another way.
Sophomore	Other	1 semester	Syntax	A tutor	What would be cool would be a way to use voice to create programs.
Sophomore	CS	2 years	Lack of info and missing info	Visuals and examples of algorithms and structures	The Textbook for data structures aren't good. Lot of the info for the structures is missing.
Junior	CS	1.5	lack of standards in IDE.	Rebuilding existing programs.	N/A
Sophomore	CS	1 year	Recursion and concepts of data structures	Hands on experience.	More exposure to different languages would be great.
Junior	Former CS	2 years	Math and Syntax	1 on 1 help	Left program because of Math
Junior	Other	1 year	Java Syntax	visiting a tutor everyday.	I want a good tutor program that gives you practice on syntax.
Junior	Other	1 semester	Syntax, functions, and	A tutor	I want a dictionary for all the code.

			definitions for words		(API)
Senior	Other	1 year	Getting enough hands on experience	Explanations of programs.	Left CS due to complexity of lectures.
Senior	CS	3 years	Java syntax structure and data flow after hitting Java Library methods and classes in code.	Would have liked to have known about the Java API and seen it's source code.	Note: This is Wei's personal self survey for when he was in CS1.

Teachers:

Issues students face	Made it easier for students to learn	Ideas	comments
A different way of thinking. (computational thinking)	plug and play. light bots.	A way to facilitate pair programming in an extension.	too much coding and not enough good habit building in CS.
Design, creating something new and open ended, building something new, and the Object oriented model.	Role Play and acting out the executions.	a way to network students together to work with one another.	Jboxes