1. If you use material design guide line, then stick to it, it will look better. For example, don't use centred font in the first view, look it up in the
   https://material.io/guidelines/components/cards.html#cards-usage.
   Another example in the course evaluation, button should not have a grey border when not chosen
   https://material.io/guidelines/components/buttons.html#buttons-flat-buttons
   Also about list: https://material.io/guidelines/components/lists.html
2. implement something to the buttons (e.g... Couse description) when being clicked, e.g. Some dummy massages to complete the interaction.
3. In the course evaluation, is there more than 3 tags? Can the user edit tags or add ones?
4. Maybe put the "attending course" above the "completed course"? Because the list will grow when I have completed more courses and "attending courses" become more interesting then.
5. Maybe it is better to hide the LRZ credentials in the comment so that people are more honest.
6. data-progress is a great idea, very useful for the system transparency.
   It happens to us once that through iPhone 4, your "data-progress" is above the top bar, looks also very cool, you can think about whether you keep it under the top bar or above