

CS 2501-001 Spec Topic: Computer Science - Spring 2015

ENGR (20493)

INSTRUCTORS: **Floryan, Mark (mrf8t)** - Sherriff, Mark (mss2x)

Respondents: 17 / Enrollment: 28

Summary: CS 2501-001 Spec Topic: Computer Science - Spring 2015 (20493)	
Overall Course Rating CS-2501-001 Mean 3.75 CS-2501-001 Std Dev 1.17 CS-2501-001 Response Count 85 SEAS, 2000-level courses Mean 4.02 SEAS, 2000-level courses Std Dev 1.01 SEAS, 2000-level courses Response Count 14909	Overall Instructor Rating <i>INSTRUCTOR:</i> Floryan, Mark Mean 4.49 Std Dev 0.66 Response Count 118 SEAS, 2000-level courses Mean 4.21 SEAS, 2000-level courses Std Dev 0.93 SEAS, 2000-level courses Response Count 21524

~ QUESTIONS AND DETAILS ~		~ ANSWER MATRICES ~							
<div>1. The course addressed technically rigorous subject matter consistent with the course objectives.</div> <div>~</div> <div>Question Type: Likert</div> <div>~</div> <div>contributed by Dean of the School of Engineering and Applied Science</div>	Results for CS-2501-001								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	17	3.65	1.11	3 (17.65%)	9 (52.94%)	2 (11.76%)	2 (11.76%)	1 (5.88%)	0 (0.00%)
	Results for SEAS, 2000-level courses								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	2981	4.34	0.76	1417 (47.53%)	1267 (42.50%)	201 (6.74%)	60 (2.01%)	25 (0.84%)	11 (0.37%)
<div>2. The instructor used methods other than/in addition to traditional lectures (for example, active learning, in-class problems, collaborative learning, in-class discussion) effectively in this course.</div> <div>~</div> <div>Question Type: Likert</div> <div>~</div> <div>contributed by Dean of the School of Engineering and Applied Science</div>	Results for CS-2501-001, Floryan, Mark								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	17	4.47	0.51	8 (47.06%)	9 (52.94%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)
	Results for SEAS, 2000-level courses								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	3088	3.97	1.09	1149 (37.21%)	1147 (37.14%)	380 (12.31%)	231 (7.48%)	130 (4.21%)	51 (1.65%)
<div>3. There was a reasonable level of effort expected for the credit hours received.</div> <div>~</div> <div>Question Type: Likert</div> <div>~</div> <div>contributed by Dean of the School of Engineering and Applied Science</div>	Results for CS-2501-001								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	17	4.24	0.97	7 (41.18%)	9 (52.94%)	0 (0.00%)	0 (0.00%)	1 (5.88%)	0 (0.00%)
	Results for SEAS, 2000-level courses								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	2983	4.06	1.03	1146 (38.42%)	1277 (42.81%)	248 (8.31%)	197 (6.60%)	109 (3.65%)	6 (0.20%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

4. The homework assignments helped me learn the subject matter.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	3.88	0.93	4 (23.53%)	9 (52.94%)	2 (11.76%)	2 (11.76%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2981	4.17	0.92	1163 (39.01%)	1115 (37.40%)	272 (9.12%)	140 (4.70%)	46 (1.54%)	245 (8.22%)

5. The textbook increased my understanding of the material.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	2.85	1.41	1 (5.88%)	5 (29.41%)	1 (5.88%)	3 (17.65%)	3 (17.65%)	4 (23.53%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2986	3.45	1.19	425 (14.23%)	670 (22.44%)	508 (17.01%)	273 (9.14%)	167 (5.59%)	943 (31.58%)

6. The course material was well organized and developed.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
16	3.75	1.00	3 (18.75%)	9 (56.25%)	1 (6.25%)	3 (18.75%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3062	4.03	1.03	1129 (36.87%)	1244 (40.63%)	368 (12.02%)	177 (5.78%)	110 (3.59%)	34 (1.11%)

7. The instructor was knowledgeable about the subject matter.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.76	0.44	13 (76.47%)	4 (23.53%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3077	4.54	0.71	1927 (62.63%)	920 (29.90%)	135 (4.39%)	38 (1.23%)	22 (0.71%)	35 (1.14%)

8. The instructor was well prepared for class.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.53	0.51	9 (52.94%)	8 (47.06%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3077	4.39	0.79	1605 (52.16%)	1122 (36.46%)	214 (6.95%)	63 (2.05%)	30 (0.97%)	43 (1.40%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

9. I received adequate preparation from the prior courses in the curriculum to be successful in this course.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.00	1.13	5 (29.41%)	4 (23.53%)	1 (5.88%)	2 (11.76%)	0 (0.00%)	5 (29.41%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2978	3.88	0.97	721 (24.21%)	1192 (40.03%)	484 (16.25%)	175 (5.88%)	66 (2.22%)	340 (11.42%)

10. The grading policy was fair.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.53	0.62	10 (58.82%)	6 (35.29%)	1 (5.88%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3079	4.12	0.91	1149 (37.32%)	1354 (43.98%)	352 (11.43%)	132 (4.29%)	60 (1.95%)	32 (1.04%)

11. The instructor responded adequately to in-class questions.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.71	0.47	12 (70.59%)	5 (29.41%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3072	4.29	0.85	1421 (46.26%)	1223 (39.81%)	242 (7.88%)	89 (2.90%)	46 (1.50%)	51 (1.66%)

12. The instructor effectively used technology in support of the learning goals for this course.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2501-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
17	4.65	0.49	11 (64.71%)	6 (35.29%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
3069	4.16	0.91	1240 (40.40%)	1227 (39.98%)	365 (11.89%)	105 (3.42%)	62 (2.02%)	70 (2.28%)

13. The average number of hours per week I spent outside of class preparing for this course was:

Question Type: Multiple Choice

contributed by Office of the Provost

Results for CS-2501-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
17	1 (5.88%)	10 (58.82%)	6 (35.29%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2988	203 (6.79%)	996 (33.33%)	1158 (38.76%)	365 (12.22%)	266 (8.90%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

14. I learned a great deal in this course.~
Question Type: Likert~
contributed by Office of the Provost

Results for CS-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
16	3.88	0.96	4 (25.00%)	8 (50.00%)	2 (12.50%)	2 (12.50%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2964	4.17	0.92	1262 (42.58%)	1180 (39.81%)	333 (11.23%)	139 (4.69%)	50 (1.69%)

15. Overall, this was a worthwhile course.~
Question Type: Likert~
contributed by Office of the Provost

Results for CS-2501-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
17	4.29	0.85	8 (47.06%)	7 (41.18%)	1 (5.88%)	1 (5.88%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2980	4.12	0.98	1250 (41.95%)	1141 (38.29%)	354 (11.88%)	158 (5.30%)	77 (2.58%)

16. The course's goals and requirements were defined and adhered to by the instructor.~
Question Type: Likert~
contributed by Office of the Provost

Results for CS-2501-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
16	3.81	1.05	4 (25.00%)	7 (43.75%)	4 (25.00%)	0 (0.00%)	1 (6.25%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3066	4.27	0.78	1316 (42.92%)	1402 (45.73%)	238 (7.76%)	86 (2.80%)	24 (0.78%)

17. The instructor was approachable and made himself/herself available to students outside the classroom.~
Question Type: Likert~
contributed by Office of the Provost

Results for CS-2501-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
16	4.38	0.62	7 (43.75%)	8 (50.00%)	1 (6.25%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3072	4.25	0.84	1373 (44.69%)	1252 (40.76%)	322 (10.48%)	91 (2.96%)	34 (1.11%)

18. Overall, the instructor was an effective teacher.~
Question Type: Likert~
contributed by Office of the Provost

Results for CS-2501-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
16	4.31	0.79	8 (50.00%)	5 (31.25%)	3 (18.75%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
3085	4.15	1.01	1383 (44.83%)	1137 (36.86%)	303 (9.82%)	164 (5.32%)	98 (3.18%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

19. Please make any overall comments or observations about this course:~
Question Type: Short Answer~
*contributed by Office of the Provost***Results for CS-2501-001**

Total	Individual Answers
11	<i>See below for Individual Results</i>

Great course, I really hope you offer it in future years because it's a great way for non-CS majors to get a chance to learn about games and game design. I was really jealous that my CS major friends got a chance to take this course last year, so I was thrilled that this opportunity came around for the rest of us. I had a lot of fun in the class and really enjoyed the perspectives both Sherriff and Floryan brought. In the future, I definitely think it's best to have CS 1110 or some sort of coding experience as a pre-req so you can focus on game design ideas without worrying about people being completely lost on the coding assignments

Wish we would have learned more coding but it was a worth while course. I deff hope more non cs students get the same opportunity I had coming into Rice Hall to learn!!

The course was good overall but the gap in programming knowledge between people who had taken CS1110 and people who haven't made the class difficult for some. People who had programming experience were left doing all the work on projects and people who didn't felt lost and unable to understand the coding process

I enjoyed this class a lot, even if it didn't turn out to be exactly what I expected. Since I am not a gamer, I was a little intimidated at first, but gaming was not necessary to succeed in and enjoy this course. I liked the balance of coding and design theory that we had going by the end.

For a class based upon coding, very little coding is taught to the students.

The amount of work for this class was way too high for people who didn't have experience in programming. Very little time was spent in class teaching programming methods, so the programming assignments were frustrating to complete. For those of us who did have experience, the class was not terrible, but it put even more work on us so that our teams were able to have a finished product at the end of the course. I do not know what you were thinking when assigning both pac man and the final game to be due around the same time. This was absurd and poorly thought out. If you do this class again, I recommend having an entrance exam so that you can stratify the enrollment (have different classes for different experience levels)

Good class, but wish there had been more emphasis on learning programming. Towards the end of the semester the workload increased too much, so it should've been spread out more across the semester. The class also should've been geared a bit more towards programming beginners.

Sherriff has addressed this sufficiently in class, but to explain my ratings...basically, it was a mistake to let in people with no experience. I have 0 experience and I think coding guidance during lecture was wholly inadequate. Especially toward the latter end of the semester when we got Pacman and a final project dumped on us (concurrently may I add, which was foolish), all we had really covered was using random numbers and whatever we managed to do for our first small game. Some people for that game only managed to create a buggy "game" where inputs moved a box around. I know the very basics of a platformer, but otherwise have no idea how to do a final project or even where to start. Luckily we had some knowledgeable people in our group who had a huge amount of previous coding experience. Also, for Pacman, I was with a partner who had no experience like me, so I struggled to get through that and she could offer me no help. No fault to her. I stayed 2 hours in office hours this past week and the TA could not even tell me how to code the ghost so it would not get stuck in a corner. We just gave up. I will probably get a B on that assignment. That sucks.

I enjoyed the perspective that this class provided on game design and gaming, but that is about it. I know that this class was an experiment-- you kept saying, "we'd do things differently from day 1" if given a second chance, but I feel that modifications could have been made throughout the semester to support students and they weren't. As someone with no coding experience, I was under the impression that we would learn basic code as a class and would have enough experience by the end to build simple games. We did learn some code at the beginning, but coding stopped completely after our midterm. Now, we are being asked to create an entire game with virtually no knowledge of Python. Luckily one of my teammates has coding experience, or we would be completely lost. And I don't mean "lost" as in our final product wouldn't be good-- I mean "lost" as in we would not be able to produce anything whatsoever. I would say that that indicates that this class has failed most of its students.

Nice, fun, informative class so a good example of education. It seemed to have some trouble deciding whether it wants to be a game design class or programming class, both of which would be good.

Overall, I really enjoyed the course and learned a lot from Professors Sherriff and Floryan. However, I signed up for the course to further learn how to program, and I wish there was a larger emphasis on programming. Other than that, great course!!