



Instructor's Report - Spring Term 2022, CMPT 363 D200 - User Interface Design, Paul Hibbitts

About the Instructor's Report

This report is for the instructor of the course only. It uniquely displays results from the [university question set](#) that factors in remote learning as well as the questions that you selected or created for your course.

For the Fall 2021 term, your Department Chair or Program Director will **not** receive a report from SETC program. This decision was made to support instructors amid the remote teaching and learning challenges they may currently be facing. You are welcome to share your report as you see fit.

The intention of this report is to provide an overall summary of student's experiences of teaching, learning, and course delivery to inform understanding and reflection on teaching practice. It is not a direct measure of teaching effectiveness for promotion or tenure. This report cannot be used to reasonably rank or highlight differences between individual instructors as it lacks contextual information (e.g. class size, student demographics, etc.).

For more information about SETC reports, please visit our [website](#).

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Notes:

Statistics: This report only shows descriptive statistics (mean, standard deviation, frequency of scale options, and response count for each question) aggregated at a course level to protect student confidentiality.

Scales: The following scale is used for all questions in this report unless otherwise indicated:

1=Strongly Disagree, 2=Disagree, 3=Neutral, 4=Agree, 5=Strongly Agree

NRP: A value of "NRP" indicates that there was no response provided for a question.

Low Response: if less than 5 students responded to the *overall* course evaluation, your report will show limited information. This is to protect student confidentiality. On a question-by-question basis, you can still see full information even when less than 5 student responded to a particular question.

Creation Date: **Friday, April 29, 2022**

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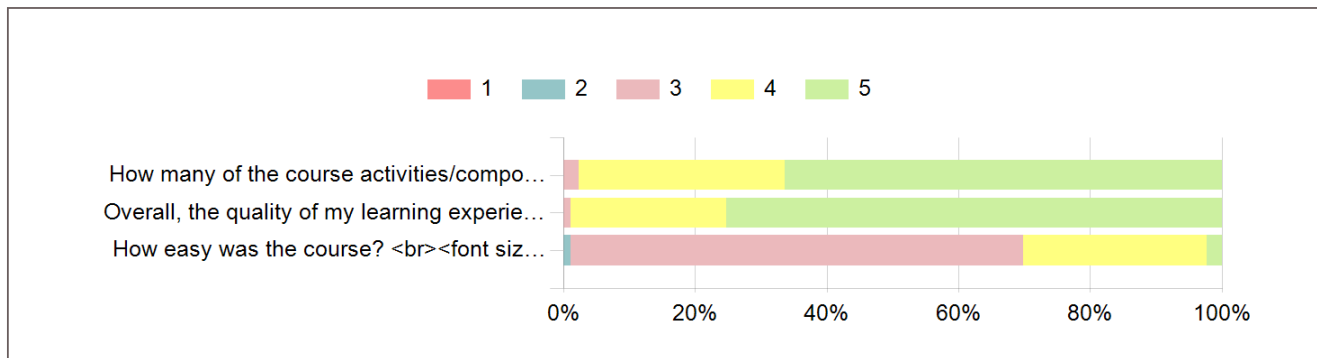
Section 1 – Who Responded?

This section gives some information about respondents. It is intended to help you understand the limits and generalizability of the statistics presented. Click [here](#) for more information about how response rate, perceived course difficulty, course engagement, and students' overall experience impact evaluation responses.

Raters	Students
Responded	87
Invited	118
Response Ratio	73.7%

Question	Response Count	Mean	Standard Deviation
How many of the course activities/components (i.e. watched lectures, contributed to discussions, assignments) did you complete? Scale used: 1=None, 2=Not very many of them, 3=About half of them, 4=Most of them, 5=All of them	86	4.64	0.53
Overall, the quality of my learning experience in this course was.... Scale used: 1=Very Poor, 2=Poor, 3=Fair, 4=Good, 5=Very Good	85	4.74	0.47
How easy was the course? Scale used: 1=Very Hard, 2=Hard, 3=Medium, 4=Easy, 5=Very Easy	86	3.31	0.54

Response Distribution



Section 2 – Teaching Narrative and Questions

This section displays your teaching narrative and the responses to the questions you selected/created. If you did not submit a narrative or questions, this section will be blank.

Did you design the course?

No response.

Teaching Narrative

No response.

Instructor Questions

This section will be blank if you did not submit any questions or you only submitted comment questions. You can find the responses to your comment questions in Section 4.

Section 3 – University Questions for Remote Learning

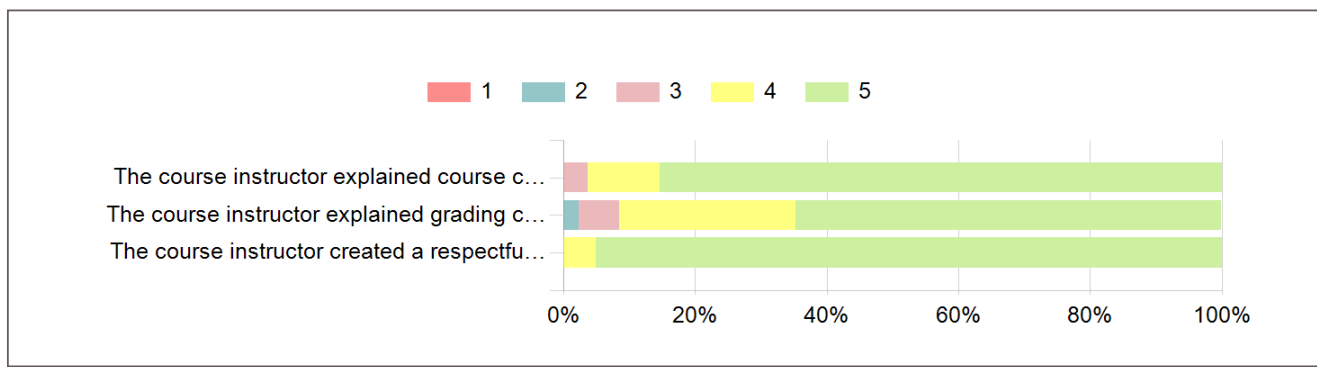
These questions appear on every SETC form and have been updated to refer to [remote instruction and learning](#). Responses to the university comment question can be found in Section 4.

Part 1 – Students' Experience with the Course Instructor

To what extent do you agree with the following statements about your experience with this course instructor:

Question	Response Count	Mean	Standard Deviation
The course instructor explained course concepts clearly.	82	4.82	0.47
The course instructor explained grading criteria clearly.	82	4.54	0.72
The course instructor created a respectful learning environment.	80	4.95	0.22

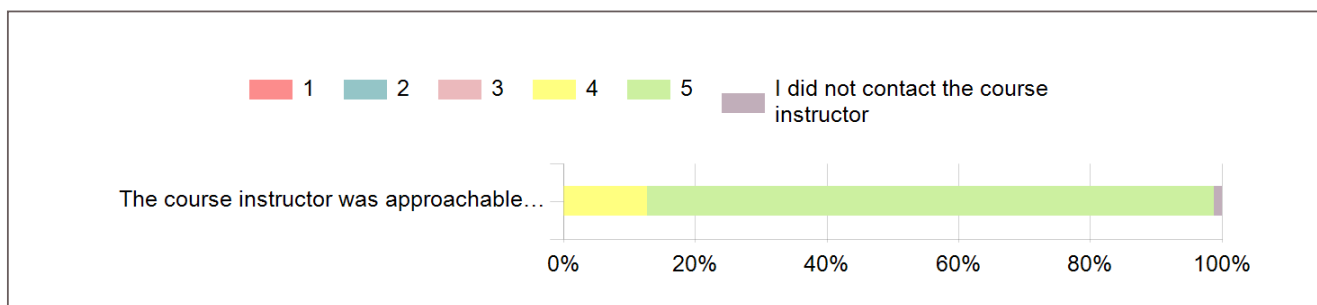
Response Distribution



Question	Response Count	Mean	Standard Deviation
The course instructor was approachable when I needed help.	85	4.87	0.34

Scale: 1=Strongly Disagree, 2=Disagree, 3=Neutral, 4=Agree, 5=Strongly Agree; I did not contact the course instructor

Response Distribution

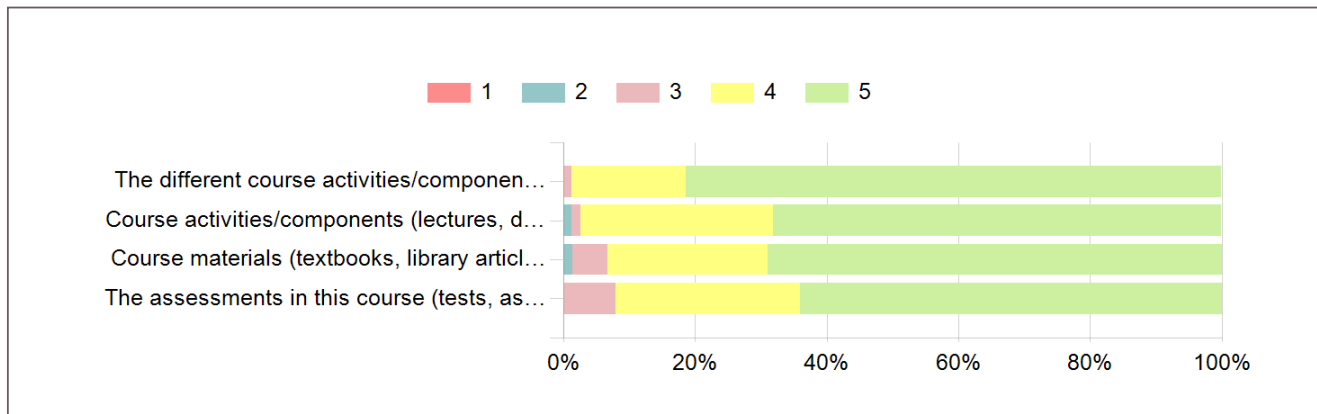


Part 2 – Students' Experience with the Course

To what extent do you agree with the following statements about your experience in this course:

Question	Response Count	Mean	Standard Deviation
The different course activities/components (lectures, discussions, assignments, etc.) were connected.	75	4.80	0.43
Course activities/components (lectures, discussions, assignments, etc.) helped me learn.	75	4.64	0.58
Course materials (textbooks, library articles, and website links) improved my understanding of the course content.	74	4.61	0.66
The assessments in this course (tests, assignments, essays, etc.) allowed me to demonstrate my understanding of the course content.	75	4.56	0.64

Response Distribution



Section 4 – Comments

This section displays responses to all comment questions.

Instructor Selected Comment Questions

What was the overall best aspect of this online course? What was the overall best aspect of this online course?

Comments
Paul is always available and willing to provide help whenever he can, and the assignments match up perfectly with course material to allow us to apply the concepts we have learnt which makes us more familiar with them.
Online is best
I enjoyed the cowork/Q&A session.
The best aspect was Paul's enthusiasm and evident care for the topic and the class and I loved that he used Discord for primary communication. It is clear that Paul is knowledgeable about the topic and I appreciate that he provides us with lots of extra material should we be interested.
The professor's openness and willingness to help. Any doubts I had, he would always be available on discord to answer questions clearly.
For me it was the mini lectures. They have an excellent structure with sprints of learn and break and Q&A. It gave me time to digest what was being presented
Discord channel
Best aspect: Professor Paul Hibbitts provided us a discussion forum for us to send our questions where he was very active and answered all our questions
The quality of the lectures were very good. Paul delivers concepts in a clear and understandable way.
I did not need to go to school just for one class. The discord server is great as there are so many people to answer questions and the prof responded quickly if there was any.
I think the Friday class that was made into a co-work session was really helpful.
The pace of teaching can be controlled by the students and the teachers are very polite
Able to attend lecture from home and rewatch the recordings
Being able to work on my own time
Practical, can use direct to work
The best aspect of this online course was how lectures and readings were done
Loved the course. Very informational, the design of the course and assignments allowed me to demonstrate my knowledge.
The professor's ability to teach effectively
The assignments were real world projects that we now have experience in.
Lectures were very accommodative of my ADHD
Having several applicable assignments instead of midterm/finals
Building on previous assignments and using the accumulated knowledge to make my own design of an app.
It was asynchronous
Content presented in an understandable way with many examples
Having a discord to quickly ask questions if needed
hes the best!
I appreciate the fact that the instructor posts lecture recordings online, and the course page on Canvas is very organized. It has been easy for me to find the information that I need from the course page.
The organization of the modules and the incorporation of discord as online text/audio office hour
Paul is a great prof who clearly cares about his student's success
Allowed people to move at their own pace
Options on when to do your work, with a fairly consistent demand for work/time spread out across all weeks.
He provided discord server for students to ask their questions
Not having to go up the mountain.
The accessibility
I really appreciated that each week, we were assigned to read articles that were informative and relevant to our learning for that week, instead of being assigned some textbook. It kept the course more interesting and engaging.
Very well designed courses, very lively online courses, unparalleled sense of course participation!
the tutorials
The overall best aspect of this course was the availability to complete assignments individually and not as a group of many students. This was very convenient for me since I don't work greatly with other people and I would rather work on my own most of the times.
Instructor was very passionate and knowledgeable about the course material, and was very approachable. Also the weekly readings and assignments were set up so that one idea led up to another
The lectures with recordings and Zoom co-work sessions since the prof was able to help every students with their questions about assignments.
Great!
I found the various projects interesting and the main driving force that expressed what we learned in class.

Comments
The fact that being online how the instructor had put so much efforts to have the student navigate through each and every part of the course so easily
Learning concepts (especially usability and visual design) for designing good interfaces.
While there were many great aspects of this online course, my personal favorite was Paul's blackboard lectures. They were very interactive. I interacted more with the blackboard sessions than I would in an in-person course, as Paul had a great system for asking questions and sharing insightful comments in the chat section.
No final exam Great project
How much support was given for assignments
we have more time to communicate with teacher through discord
The lectures and readings explain everything clearly and help me understand each concept. And there is no exam in this course which is really good.
Prof was amazing and explained everything clearly.
recorded lectures
One class a week and one work section a week. Made this class very manageable and enjoyable.
It's very convenient, and can revisit lectures
Recorded lectures. Being able to watch them later helped me organize my schedule better.
The more hands-on activities were great. For example when we went through the designs of the Costco and Walmart websites for usability heuristics.
learnt how to approach UI and UX design
Paul's availability to answer questions both in lecture and out is unlike anything I have seen from any instructor at SFU — A+.
The flexibility to watch recorded lectures whenever I have time in my schedule.
I found the content very interesting and applicable to the work I plan to do after graduating.
Being able to watch lecture recordings any time.
The instructor was very helpful and responsive with questions.
I loved the flexibility of the online course format and I really appreciated how blackboard sessions were recorded so that students can refer back to them at a later date.
The flexibility is the best aspect.
Engaging
The communication from the professor was excellent. It was very clear, respectful, and quick.
The best aspect was the ability to reach out to the instructor at any time through the discord server.
good way of lecture delivery
Being able to watch lectures on my own time and the support offered by the teaching team.
Having it asynchronous so I could learn the material at my own speed.
I can quickly talk with the instructor. And review the other students' questions.
Very organized and weekly update emails keep students informed.
Very good and smooth, would love to see more online courses in the future.
The requirements are clear.
Students can choose to work on assignments either individually or in a pair, which gives us flexibility to adjust our schedule when taking an online course.

What was the overall worst aspect of this online course?

Comments
The course is quite abstract and as such the grading can be questionable. There would often be reasoning from TAs as to why I lost marks in my homework, but those same reasons would often apply to exemplary homework which Paul would showcase.
Nothing
The worst aspect of this course was the fact that we could not discuss the TA's marking with the possibility of a regrade. The marking in this class was too harsh and the reasons why marks were deducted seemed rather petty and nitpicky as if the TAs were tasked with trying not to give anyone a perfect mark. It was pretty frustrating to see a 3% loss due to not having bullet points because that would make the document "prettier".
Nothing horrible, but I think the lack of programming. I know the course is mostly theoretical, but I would like to have a big assignment in WebFlow or Figma or something like that to test my UI design skills.
This is just my personal opinion here, but I didn't benefit too much from the visual journal entry. While they are sparse and don't happen religiously every week because of assignments and whether or not we had lectures that week but it just didn't feel like I was benefiting or learning from it. It felt like a bit of a chore at times. Which is complete opposite of the readings.
None
Worst aspect: N/A
The amount of time spent per assignments. The assignment grading was very subjective and sometimes followed unspecified criteria.
lots of spam emails from discussions being marked.
Nothing as such
None
Sometimes it's hard to ask questions during lecture because questions were answered at certain points during the lecture (not answered right away)
Not having recorded work sessions for peoples questions
Everything is good
Nothing
I cannot think of a negative aspect of this course; it was a very pleasant experience being taught by professor Hibbitts.
Not sure how helpful the Visual Journal entries were, better off having an attendance mark if your goal is to have students "come" to class
It was mostly readings I would've liked to do more digital design but Paul made it clear this was not a programming class.
N/A
Can't think of any
lack of social aspect
nothing
Overall, I have had a great experience taking this course. The only aspect that I think can be changed is the grading, as I find assignments that are worth 27% each for the course to be stressful.
The lack of active discussion and removal of the user interview component
Lack of programming content. Discussion posts and summaries were annoying to complete, feels like an arts course just having to BS it.
Few assignments worth a lot of marks
Assignments felt quite open-ended, with no "right" answer (which is good as that is what the real world is like, just took adjustment to learn what the expectations were of us in the scope of the course).
None
constantly forgetting that class time was happening.
using bb collaborate
I personally think the User Research Report assignment was graded pretty harshly. It was definitely a challenge to design perfect themes and statements and it required a lot of thought, and I feel like it was very hard to please the grader to receive beyond a C grade.
Sometimes I still have a little doubt about my understanding of the coursework, but overall I don't see anything wrong with this course.
the things we were getting marked on were pretty subjective to people's opinions
The overall worst aspect of this course was that the TAs didn't really explain much about why I lost marks for certain aspects of the assignments. I tried to reason through my work, but they remained firm with their opinion and the problem is that I still didn't quite understand why I lost marks after they told me.
None
None for me. Best online CMPT course I've taken.
I found the major gaps in lectures, being a week or more, to be a little concerning since it led to me always reflecting back to notes.
I don't find any

Comments
Having to use Joplin (even though it served as a good example of what not to do when developing a note-taking app, I felt frustrated whenever testing it).
It is very rare I say this, but I cannot recall a negative aspect of this course.
None
Weekly readings
everything is fine
Assignment2 is not easy, I can't conclude the theme very well.
Grading seemed too strict for certain assignments.
interactability
I found some of the grading rubric to be a little vague.
Lacking in person interaction which keeps students engaged
The 2-hour lectures are a bit long. It is hard to focus even with the breaks.
Some of the readings were a bit on the dry side even though they were about important topics
online course is bad, in-person is better.
The assignment rubrics are entirely subjective, which is unfortunately part of the nature of the course. While the feedback was extremely detailed, it feels like too little too late, and is not exactly easy to apply to the next assignment when the grading time is so long.
The relative subjectivity in the marking of assignments with primarily emphasis on writing skills.
I felt a little lost when it came to wireframe designs and technical difficulties only made it worse.
Nothing.
The low attendance rate for classes.
N/A – I thought that this online offering of CMPT 363 has been the most enjoyable online course that I have taken.
Everything is cool! The professor Paul Hibbitts is so caring!
N/A
The grading criteria was difficult to understand for some assignments. More examples would have been appreciated for what the markers are looking for with more explicit things mentioned (such as numbering pages, double spacing)
The worst aspect would have to be the weekly reading responses. It did get kind of tedious after a while.
none
I didn't feel like my amount of effort translated to higher grades.
Nothing.
It was difficult to apply learned theories on assignments especially the third assignment. Maybe smaller individual assignments with more UI design exercises would give students more opportunities to practice and apply the theories.
Nothing
not super clear what perfect work would be for an assignment
–
N/A

What are one to three specific things about this online course (incl. all online tools used) that especially helped to support student learning?

Comments
The readings were very helpful to understanding course material, unlike most courses where readings are just an extra bit of content to go through. The course Discord is very helpful for class discussion or for asking help from Paul about course materials.
Location freedom discipline
The readings and lecture slides were helpful for completing the assignments. The examples for assignments were also very helpful to get an idea of what was required.
1. Discord as the primary communication platform 2. Relative and good weekly articles that help solidify the information we learned that week 3.
–The assignments –The prof's explanations and examples (Walmart vs. Costco, great comparisons!) –Canvas
The co work sessions was definitely something that I appreciated. It is a regularly scheduled slot for me to do any work I wanted to do. I also found the discord quite useful as Paul was very active on it to answer any and all questions we had.
Co–work meeting One–minute summary Visual journal
– The Discord discussion forum was extremely helpful because we could see questions from other students that we may have had as well – The weekly readings were really interesting and supported the content we learned in class
The articles and one–minute summaries were useful in gaining more ideas of how to complete the assignments.
I like going to the canvas page and seeing all the things needed to get done for the week.
Everything
Students can watch the video again at any time, check the knowledge points they are not clear about, and ask questions from teachers anytime and anywhere
– discord chat – recordings –
Recorded lectures
Zoom recording lecture
The recorded lectures helped me keeping up with the class while balancing offline classes
The readings Discord chat with the professor and other students Fridat co–work sessions
Recorded lectures, and the professor's swift responses to questions and enquiries through personal emails or course–dedicated chats.
Co–work sessions. Professor being available on Discord
The readings were short enough that I actually read them. Dr. Hibbitts combined visuals and text to reinforce concepts well. The class Discord channel was really useful as it allowed me to check if any questions had already been answered.
The online resources and weekly readings
The assignments were heavily influenced from course material so there was no worries of being lost in the coourse.
1. Discord chat 2. Recorded lecture videos 3. Weekly readings
Having recorded lectures
links to further readings it was well organized
nope
– lecture recordings – CMPT 363 discord server – Zoom co–work sessions
Discord
Discord server is helpful and better than Canvas discussion boards
Hosting weekly coworking sessions was nice
Live lectures felt very interactive and engaging, thanks to the effort put in by the instructor.
Office hours and zoom
1) Reading a variety of UX articles from different sources 2) Viewing other student storyboard wireframes to see how they solved user problems 3) Having due dates of assignments each week be on the course home page

Comments
<ol style="list-style-type: none"> 1. The homepage in canvas that listed all weekly activities and deadlines. 2. Recorded lectures. 3. Detailed instructions and examples for each assignment.
Canvas, Discord, Github.io and a great professor who "stands by the student's side" – paul
The prof replied very quickly and was available most of the times to help
First of all, the Zoom co–work sessions and work–sprints were extremely helpful. It not only gave us a chance to work on our assignments within the allocated lecture hours, but also provided us a chance to ask questions live to the professor, with instant feedback. Second, the Discord channel, set up by the professor, was also very helpful. It spared me the time that it would have taken if I was writing emails multiple times for similar questions, and I could also detect problems when another student pointed it out. Lastly, the visual journal entries really was helpful in the sense that I could focus on a visual element in addition to learning about theories and explanations, and as this course is about design, assessing visual elements was a great opportunity to train my eyes to pick out a salient feature that spoke to me.
Cowork sessions
Approachable prof with his dedicated private discord that student can come and ask him about almost anything course related. Weekly readings that are very related to the assignments that students will do.
<ul style="list-style-type: none"> – I found that using canvas is a more interactive way to be more beneficial since it provides a way to stay focused and interested in the content of the class – I found the different uses of switching from BPCollab and Zoom to be beneficial as it didn't mix up recordings – I found the use of discord was really helpful as it provided an easier way to communicate with the professor and other classmates since most people are already using it.
The discord channel where instructor was all time available to clear any doubts
Discord communication, Zoom co–work sessions.
Paul hosted some QnA sessions via zoom and they were phenomenal for help with assignment clarifications and some extra knowledge about the topics.
Discord use Canvas feedback Article assignments
Discord chat to quickly ask questions
discord group really helpful
<ol style="list-style-type: none"> 1. Paul replies to emails and discord very quickly. 2. The readings each week are clear and the summary encourages me to do the readings. 3. The cowork sessions give us lots of hints on assignments
Discord to contact prof. Canvas site updated every week with weekly deadlines
canvas
The articles/summaries. The workshop class. Having 2 workshop classes on the week assignments were due.
Mid fidelity wireframe too we used
Discord server for quick questions about assignments. It is useful to read through other people's questions even if I don't have any.
<ul style="list-style-type: none"> – Having moments to ask questions to the students kept us engaged in the lecture components – Being active on the discord kept a great record of questions answered for assignments
Online reading supports the class contents quite well
The readings professor provided
<ul style="list-style-type: none"> – Having a class Discord server is a good idea, and Paul was available very often. – Assignments following a well–established format and clear expectations helped a lot in determining what to work on and priorities — very useful for students as we're juggling multiple classes' worth of this at the same time!
Discord is an excellent communication channel to ask for clarification from the instructor. Message turnaround time is usually very quick or immediate, reducing time spent writing a formal email.
<ul style="list-style-type: none"> – Discord office hours and Q&A – Recorded lectures for asynchronous learning
We can easily approach the prof on discord.
The instructor was very active on Discord when students were asking questions.
<ol style="list-style-type: none"> 1. Weekly one–minute summaries of course readings, because admittedly, I don't always do course readings for all of my classes. However, by having weekly summaries, I can stay on top of my readings. 2. Example submissions for assignments, visual journal entries, one–minute summaries, etc. – having the examples help me understand what is expected for the assignment and distinguish between a "good" or "bad" submission. 3. Canvas course was by far the most organized out of all the courses I have taken to date, and I love how easy it was to navigate to different pages from the home page (e.g. the blackboard sessions, Zoom links for co–work/Q&A, weekly readings, summary discussions, etc.)

Comments
1. Q&A sessions during lecture and blackboard sessions 2. useful but not too difficult assignments 3. high quality readings every week
Provided sufficient reading materials
The Discord chat greatly helped me quickly understand concepts and ask questions. The recorded lectures also helped me as I could rewatch them for further clarification.
The things that helped to support learning in this online course was the use of discord for feedback/questions/office hour. The weekly zoom work session was also very helpful and having no lectures the week before due date really made the assignments much more manageable.
Paul's organization
BBcollaborative ultra is a good platform.
Discord Channel
The recording and reading are helpful and provides flexibility for students who need to juggle multiple duties. The Q&A sessions and Discord chat make the instructor extremely accessible which significantly improves learning experience.
Collab sessions, discord communication (very quick)
<ul style="list-style-type: none"> – Discord server dedicated for the class (plus some interesting UX items) :) – The instructor is really approachable and available to respond to students' question in a timely manner. – All readings available online and very up-to-date (so we know the trend and what is in the loop recently in the industry).

What are one to three specific things about this online course (incl. all online tools used) that could be improved to better support student learning?

Comments
Marking sometimes feels arbitrary, and I sometimes feel like the work I put in to show my knowledge and understanding is not rewarded.
Nothing
The course website was very cluttered and overwhelming to browse. Each week's page was just a huge list of things with barely any white space to separate the different sections. It would be better information architecture if the supplementary readings section wasn't so big and loud and the main element at the top would be the things due that week with links to them since these are our primary actions. I get cognitive overload when viewing any page on the course website.
Implementation of quizzes for the weekly articles we had instead of writing a "what I learned" paragraph about it. That way, we are more inclined to pay attention and learn from the articles.
A design assignment involving two parts with one iterating on the last could be interesting and tie into the course content. It could be useful to have the opportunity to use peer feedback to improve our designs.
None
– Potentially one class as a Balsamiq tutorial
More examples of exemplary assignments before having submitted the assignment.
Possibly get a transcript of what was discussed in group work sessions. As people may have missed it or people don't remember what happened during the collab and missed some key details.
I don't think anything can be improved.
None
Not sure
Canvas assignment page
N/A
It is hard to say, perhaps if students were encouraged to communicate more, the course could see some improvement. Although, it is hard to say.
I actually think making these project group projects would be better. I did mine individually, but that's because online its hard to meet classmates to ask them to team up and get a read on them if you think they would be a good group member.
I didn't feel like I learned much from doing the visual journals. Not sure if the purpose was just to make sure we watched the lectures though.
Have more hands on assignemnts as opposed to readings.
1. Maybe the grading criteria having each assignments worth 27% when someone fails one of the assignments it can easily affect their overall grade
im not sure
nope
N/A
Use of blackboard could be moved to Zoom for more features
I didn't like having to email Paul for Discord access.
More assignments that are worth less would be nice
N/A
Change bbcollab to zoom
Maybe more examples of past student assignments.
2 lectures per week instead of just the 1
Honestly, I have none.
Prototype design tool, perhaps recommending a more professional prototype tool will be more helpful for students in the future (most tools do not have a high learning threshold, such as Axure is a good tool, it can make students closer future job)
The tool to design UI was pretty outdated and confusing
This probably could not be controlled, but I think given that there are more than 100 students in this class it would be helpful if there were more TAs or if there was any way that the professor could have a look at the assignments in addition to the TAs. Also, I found that the 1 minutes summaries were great, but I feel like the visual journal entries were more helpful than the 1 minute summaries.
Maybe recordings of the zoom co-work sessions (some common questions about assignments may have been answered during those sessions, and having a recording or something similar that details the answers would be helpful) but currently I think everything is very good.
– I think having an in-person aspect of the class, like having a lecture room where we can watch lectures together with other classmates would be beneficial. Since most of the classes have in-person classes, it would be convenient to have room to watch lectures instead of spending time finding a place to watch the lecture.
I don't find any
I wish we had examples of peer feedback from previous semesters to use as reference.

Comments
I cannot even think of one thing I would change, let alone three.
TA interaction; I was interacting with the Prof significantly more than TA's
the professor already do his best
Sometimes I can't understand the assignment quickly and get inspiration, so I hope the explanation of the assignment would be clearer.
none
The weekly overview page on canvas was a little cramped, making it less so would help looking over the weeks items. More detailed grading rubrics.
Help students form groups
The assessment guidelines in each assignment can be more descriptive. Words like "Outstanding", "Excellent" do not really make me understand what the expectations are.
Sometimes I felt like there was a bit of a jump between the theory and the assignments. It would be nice to have some more practice before submitting a graded assignment.
nothing
– Discord was used well but could be a bit more effective. For example, at the beginning of the course I constantly got notifications when a user joined the server. This was placed in the same channel as general; which meant that I couldn't mute it in case something important was said! A better solution would be to have a separate channel for the automatic welcome messages that no one could type in.
– I love the overall embedded course design in Canvas but the emoji feel almost childish, and doesn't feel very professional.
Increased lecture time to include more applicable and relevant industry examples to supplement what is presented in class.
– Balsamiq for Google Drive was difficult to use
Nothing.
Maybe additional ways to communicate for students who do not use Discord.
I tried to think of something that could be improved on, but I thought that this course was very well-executed and enhanced my learning experience. I don't have any specific comments about things that can be improved, because I thought that the course was fantastic as is.
Too much repetitions when working on Assignment 1, maybe it is better to reduce some repeated content.
Already perfect
I think having less readings per week can make this class better.
Show examples of exactly what each project is expected to look like.
Nothing.
I would like to see more examples during our lectures. The demos with Walmart and Costco websites were so memorable and valuable because they helped me to see how theories are applied in real life.
Nothing
I wish I could see more real examples related to assignment #2, during the lectures. The lectures discuss many principles and guidelines that should be applied when doing user research, but they are a bit theoretical and it took me a while to figure out what to do with assignment #2.

If you have any advice for other students who are considering taking this course, what would it be?

Comments
Make use of the resources Paul provides, from office hours to discussions to Q&A on Discord. I don't think there is a more helpful and approachable professor than Paul.
Nothing
Start assignments earlier and incrementally make improvements.
Beware that this is more of a user experience course. I came in expecting to do more visual design on tools such as Figma since this course does say "user interface design". Yes, all of the things we learned were leading up to creating a great UI design, but that is not what was promised. The only visual design we did was the last assignment and it wasn't even a high-fidelity mockup using industry UI tools. Everything Paul taught was relevant and great information and I do not regret joining the course. However, I barely had any hands-on practice in making high-fidelity mockups which is what I thought the course was going to offer so I was rather disappointed.
Embrace the course!
Have an open mind as this course is quite different than any course in CMPT that you have taken before, reach out if you need clarification and show up to class.
Follow Paul's steps and everything will be very easy and fun!
– Start assignments early and iterate on your work!
Make sure to allocate enough time in your schedules to be able to complete the assignments on time. They are quite lengthy.
Do not leave anything last minute. The one-minute entries take some time of the day but if you leave things last minute, you will have a much more frustrating time as there are so many things to do in this class each week.
Join the Discord server, it is tremendous help even if you didn't have any questions.
nothing just listen to his lectures they are really good.
It will be the best course in CS
Utilize online resources, readings and discord chat for assignments and any questions you have
None
Take it
Definitely take this course, lots to learn. Once you learn what good UX is, you can never unlearn to not see UX issue everywhere
Attend all lectures and finish the readings; it's all worth it.
Go to co-work sessions
Take it even if you don't enjoy UI/UX design.
Pay attention to class and readings is essential since most of the assignments are built on these
1. Reading the weekly readings their quite helpful 2. Go over the discord chat even though you have no questions some people ask very good questions there which may help with the assignments and overall understanding of the course 3. Don't leave the assignments till last minute
Start on the assignments early
make sure you like the topic (UI/UX)
nope
I would recommend this course to anyone who is interested in understanding how to improve the usability of UI designs. One piece of advice that I would like to give is to stay on top of the materials for each week, as they will be very helpful for the upcoming assignments.
Learn to critique the UI designs you see in your everyday life
This course is not for you if you are a code monkey – very design and artistically focused.
Take the course with Paul he's great
keep up with weekly readings/assignments
Be engaging
Unlike coding courses where your mark is either 0% or 100% depending on whether it works, assignments in CMPT 363 follow a more linear relationship with effort. You could rush them all on the due date but you won't have good ideas or present them effectively. Working in parts over several days is better even if the total time spent is the same.
apply what you learn from it – good UI/UX is arguably one of the most important aspects in making people actually want the software/services you make
This is a very interesting course that will give you an idea of what UI design and will teach you specific components of a good design. Highly recommend.
You don't need to hesitate, Take it. Here you can get the best education, the most timely help and support, and a very friendly environment for communication and discussion. You'll get a huge sense of achievement after you've completed this very useful and very engaging course.
enjoy

Comments
I would recommend this course to anyone who wants to deep dive into the world of UI design, especially those of you who are afraid that you need to know coding! I myself am very, very bad at coding but I really enjoyed this course as there was no coding component, and as I could learn a lot from the professor who has been in the industry for a long time!
Start assignments early, ask questions and utilize available resources
Be resourceful and active since the prof is approachable, you can learn a lot about UI design from him.
– The content of this course is really beneficial, take your time in learning and understanding it, and don't slack off.
Just complete all the given work load on time
The assignments for this course may look fairly easy at first glance, but you will come to find that they require as much time and effort as assignments for other CS courses, so start early and go to Pauls QnA because you will pick up some extra insights for the assignments that you never even thought of. Be excited for this course because you can easily have fun with it if you stay engaged.
n/a
choose it
No advice, this is an excellent course.
Good idea to memorize the basics of every reading because it will help you in the future for assignments. Reading today could be helpful for an assignment 2 months later.
enjoy the class
Start the assignments early.
Don't wait until the day before the due date to do the assignments.
Read the assignment rubrics carefully. Some of the assignments might seem straightforward, and for the most part, they are. However, if you want to do well then have a good understanding of what is being asked of you.
have fun
this is worth taking
Start early on every assignment. Just like writing an essay it is wise to begin early with a draft and then iterate on it towards a final version.
Take thorough notes and keep them. They'll prove valuable to any developer well after graduation.
Good course.
Attend lectures since it's very helpful in learning design.
This course was a very refreshing experience from coding-heavy classes! Future students should try to start assignments as early as possible because they can be time-consuming to complete. The professor is also very accessible on Discord, so do ask questions whenever you need!
Strongly recommend! especially who wants to work in a product team in the future!
Take it, dont hesitate
Do not hesitate to ask for help. Also start assignments early and take your time.
I highly recommend this course, Paul is an excellent instructor that makes the material interesting and easy to learn. Combined with his wealth of industry experience, the lectures are also insightful and practical.
Read all the readings with the intention to learn.
Nothing.
This course help students become aware of good UI designs without overwhelm students with loads of work.
be ready to put in time for assignments, but overall great course
leave time to proof read
Have fun with your classmates in the Discord server :)

Do you have any further comments?

Comments
Thank you for putting together this amazing learning experience. I was unsure about this course at first because of its abstract nature, but I can now confidently say that I have gained valuable knowledge and experience from the course.
You're great! I love your attitude, and you made the course more fun and interesting than I thought it would be.
Paul you've been nothing but supportive, understanding, respectful, approachable and truly helpful. Thank you so much for a great course.
I hope to attend more of your other classes if possible, I really enjoy your teaching (the best at SFU!)
I think it would be helpful to have "mini assignments" after each unit. For example, after we learn about usability it would be cool to be given a case study assignment where we find all elements that are weak aspects of usability. I think this would help us when we design our own wireframes because we would have a stronger eye for what is good and what is bad!
Apart from that, thank you for an awesome semester learning about User Interface Design!
Paul was a great professor. Overall very helpful and friendly, and a great lecturer. Overall, great experience.
I enjoyed the class, unexpectedly there was quite a bit of writing involved.
Great job!
Thank you for making this course so engaging.
Thank you for such an amazing experience. It has been a true pleasure being your student.
Originally the outline had 4 evenly weighted assignments, and as you mentioned you switched it to the current model. I think this model works quite well, with assignment 4 being worth a bit less.
Dr. Hibbitts has designed the best CMPT course I've taken at SFU, online or in person.
no
The course was great and learnt a lot. But having the 3 assignments worth 27% always made me worried that if I mess up one of them it may affect my overall course performance maybe consider modify the course marks distribution. Other than that it was a nice course!!!!
prof is one of the best I've had at SFU!
He is one of the best!!!!!!!!!!!!
Thank you for a great semester!
Thanks for your great attitude, we need more professors like you at SFU!
I would prefer if we used canvas for the class discussion board rather than discord, I don't really use the platform and felt that it made it a bit more confusing to keep up to date with any questions asked.
Having fewer assignments worth less would also be nice, since it felt a bit harder to demonstrate my knowledge when each assignment was worth roughly a third of the grade, so if a mistake was made it was very impactful.
Thanks for a great course!
Best prof
He's nice and approachable.
This was my favorite course of the term, if not my favorite course I've taken at SFU. It's clear Paul takes student feedback seriously, and uses it to improve the class.
This course was extremely organized and informative! Thank you for teaching us!
Thank you so much for the course you designed!
Thank you so much for all your help and responses during the course!
Thank you so much professor for another successful semester! I am personally looking into pursuing UI design further and hopefully become a UI designer after I graduate. I genuinely enjoyed all your lectures and co-work sessions, and I would definitely recommend this course to all my friends. Thanks a lot!
Thank you for an amazing semester!
Keep doing the good work! One of the best cmpt professors!
I wanted to appreciate Paul for being online all time available to clear any students doubts.
Thank you so much for your efforts.
I hope that future students get the change to take this course. Paul takes remote learning, which many students believe to be less informative than in-person learning (even though this is not true from my experience), and turns it into an advantage. He is very sure to give us assignments which relate to designing remotely with a team. For example, we did heuristic evaluations and remote user research via app reviews, which may all be accomplished in a remote setting. These skills are more important today than ever as remote methods will be, and have been, popular. Paul also teaches most topics from an industry perspective. I felt like I was learning practical designing skills and Paul would be sure to add in little helpful hints about the working of today's industry. Overall, a fabulous course and instructor.
Everything was amazing, just think the grading on some assignments were too strict.
Thank you for a fantastic semester. Your approach to teaching is the best I've seen at a University.
One of the best instructors I have taken a class with. Paul is very understanding of student's needs.
Thank you for sharing your time with us. Your hard work and experience were apparent in all parts of the course.

Comments
The course provides an insightful and different lens towards software design and user behaviour in general. Thanks for your work. Cheers!
I really enjoyed this class. I took it because it seemed easy and I needed a CMPT 3XX to graduate, but I'm glad I took it and I learned a lot about how our software and our designs impact real people. I'll be working at YouTube after I graduate and I'll strive to apply what you've taught and design with empathy, usability, and accessibility in mind.
Thank you very much for this semester!
Thank you Professor Paul Hibbitts !
Thank you sir!
Loved being in your class this semester!
Nothing.