

Prof. Dr. Oscar Nierstrasz (PERSÖNLICH)

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Auswertungsbericht Lehrveranstaltungsevaluation an die Lehrenden

Sehr geehrter Herr Prof. Dr. Nierstrasz

Sie erhalten hier die automatisierte Auswertung der Evaluation zur Veranstaltung 15F 2417
Programming 2.

Fragebogen Typ NVORLeP2. Es gilt Folgendes: Zuerst werden unter dem Titel Globalwerte die
Mittelwerte der folgenden Skalen aufgeführt.

- Planning and Presentation
- Manners with Students
- Interest and Relevance
- Complexity and Scope
- Assessment of Individual Lectures

Im zweiten Teil des Auswertungsberichts werden die Ergebnisse zu den einzelnen Fragen und
allenfalls Mittelwerte dazu aufgelistet.

Der Wert 1 kennzeichnet aus Sicht der Studierenden eine minimale Veranstaltungsgüte, der Wert 4
oder mehr eine maximale Veranstaltungsgüte. Bei invertierten Fragen sind die Werte für die
Veranstaltungsgüte gerade umgekehrt.
Bei der Skala 'Schwierigkeit und Umfang' in den Standardfragebögen bezeichnet der Wert 3 (genau
richtig) die optimale Veranstaltungsgüte.

Wir hoffen, dass Ihnen der Bericht von Nutzen ist. Bitte besprechen Sie das Ergebnis vor
Semesterende kurz mit Ihren Studierenden.

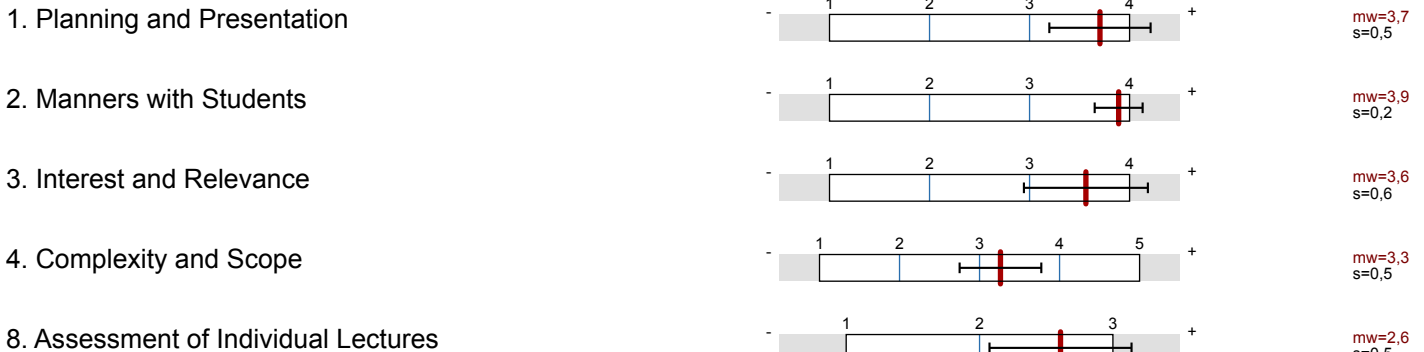
Gerne besprechen die Mitarbeitenden der Gruppe Hochschuldidaktik (Kontakt: hd@zuw.unibe.ch) mit
Ihnen Ihre Evaluationsergebnisse. Bringen Sie die ausgedruckten Berichte bitte zum Gespräch mit,
da diese für die Hochschuldidaktik nicht zugänglich sind.

Falls Sie Verständnisfragen betreffend den Richtlinien und Abläufen haben, finden Sie Antworten
unter [www.qualitaet.unibe.ch/content/qualitaetssicherung_und_entwicklung_qse/lehre/
evaluation_lehrveranstaltungen/index_ger.html](http://www.qualitaet.unibe.ch/content/qualitaetssicherung_und_entwicklung_qse/lehre/evaluation_lehrveranstaltungen/index_ger.html).

Sie können uns auch per Mail kontaktieren, sollten Sie weitere Auskünfte benötigen.

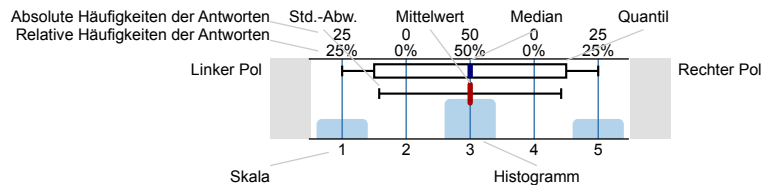
Mit freundlichen Grüssen
Daniela Wuillemin
Vizerektorat Qualität, Fachstelle Lehrevaluation

Globalwerte



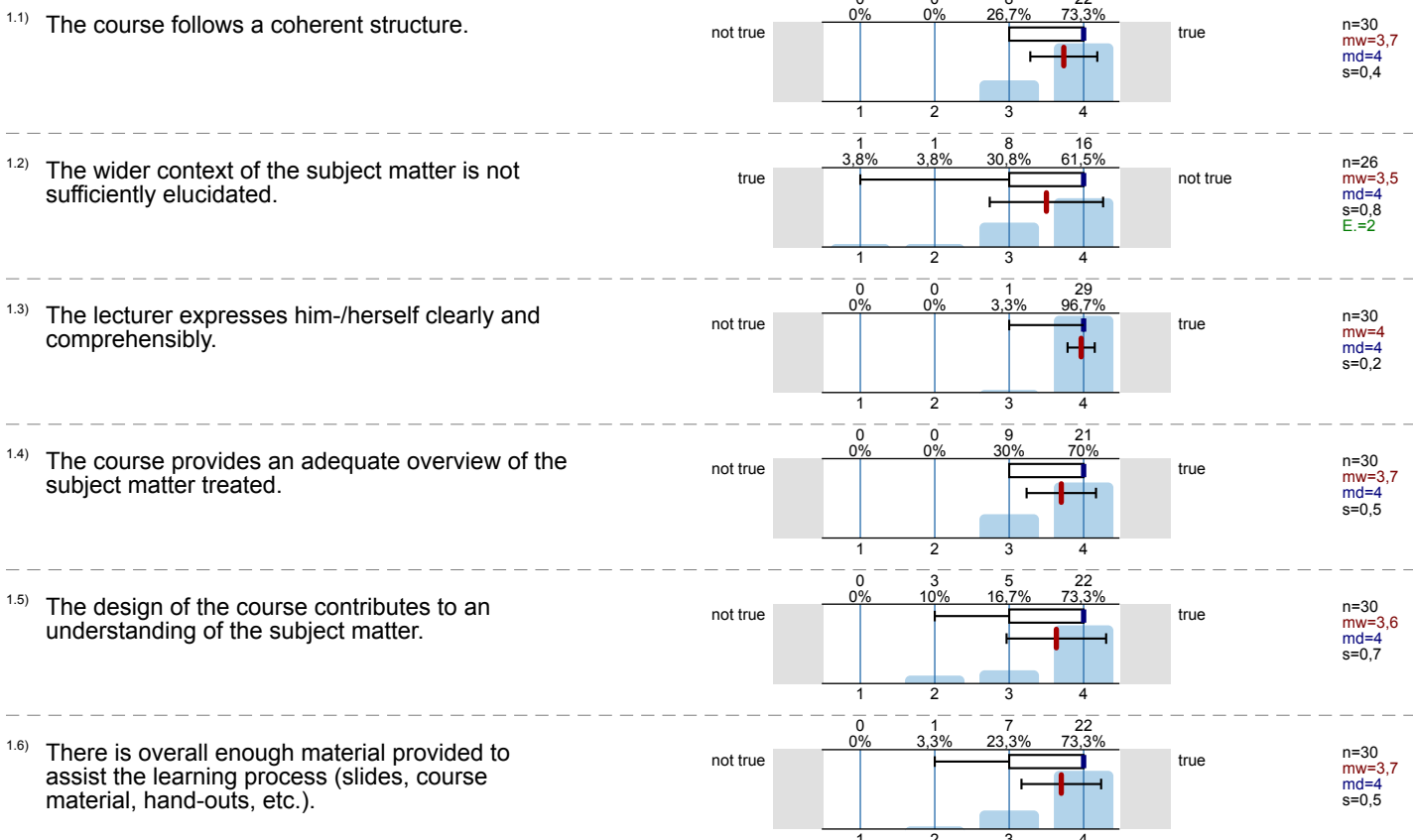
Legende

Fragestext

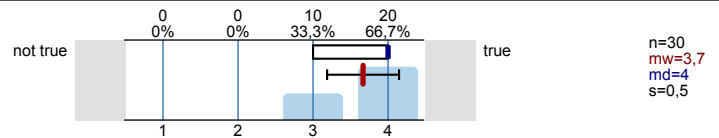


n=Anzahl
mw=Mittelwert
md=Median
s=Std.-Abw.
E.=Enthaltung

1. Planning and Presentation

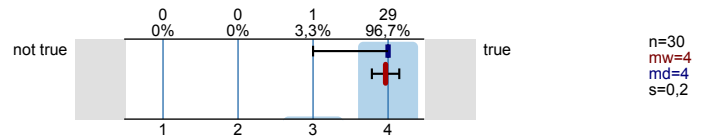


1.7) The course materials (slides, course manuals, hand-outs, etc.) are overall of sufficient quality.

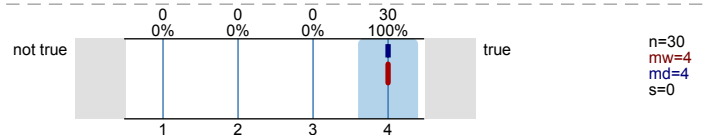


2. Manners with Students

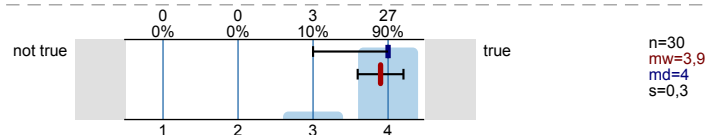
2.1) The lecturer takes students seriously.



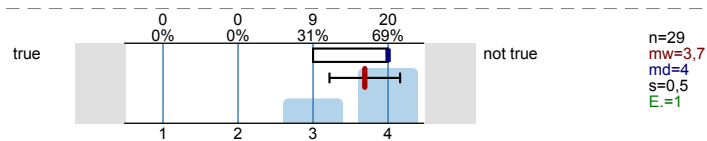
2.2) The lecturer is friendly and respectful towards students.



2.3) The lecturer addresses questions and suggestions from students adequately.

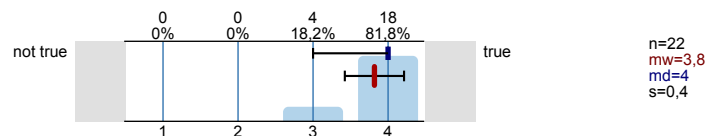


2.4) The lecturer doesn't seem to care about his/her students' progress.

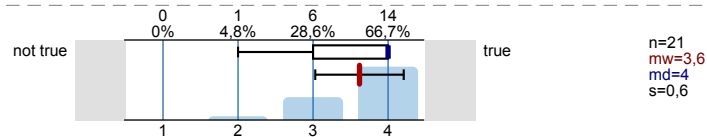


3. Interest and Relevance

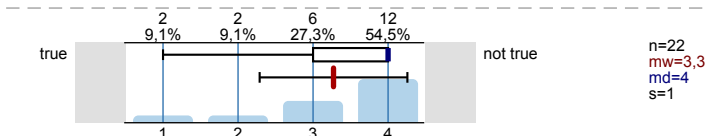
3.1) The lecturer succeeds in making the course interesting.



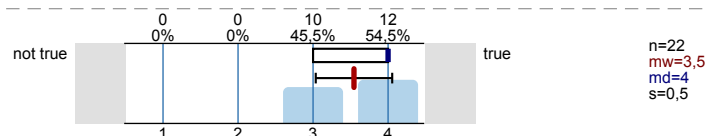
3.2) The course is probably very useful for my future professional life.



3.3) The applicability and relevance of the subject matter is not sufficiently clarified by the lecturer.

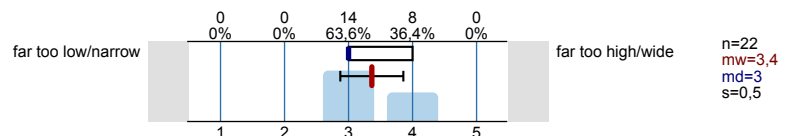


3.4) The lecturer fosters my interest in the subject.

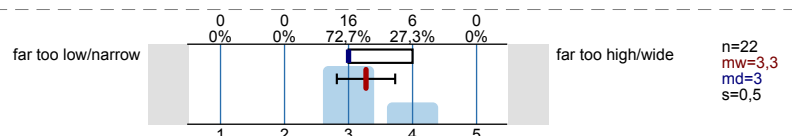


4. Complexity and Scope

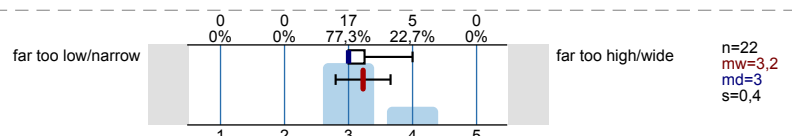
4.1) The degree of complexity of the course is:



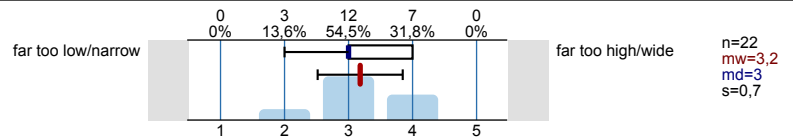
4.2) The scope of the course is:



4.3) The pace of the course is:

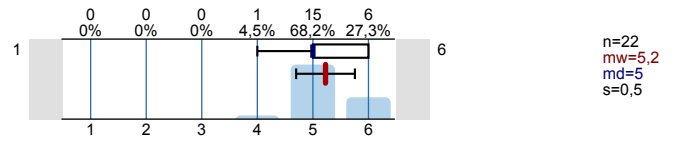


4.4) The amount of knowledge presupposed by the course is:

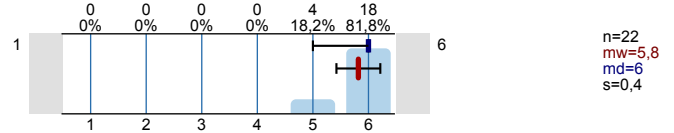


5. Overall Assessment

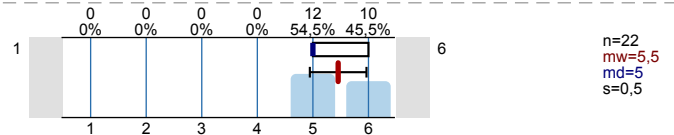
5.1) How would you grade the course as a whole?



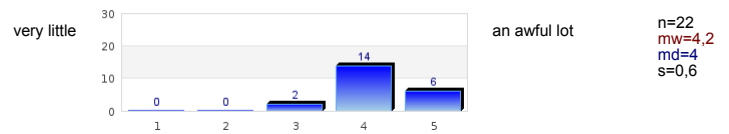
5.2) How would you grade the lecturer with regard to subject expertise?



5.3) How would you grade the lecturer with regard to teaching methods?

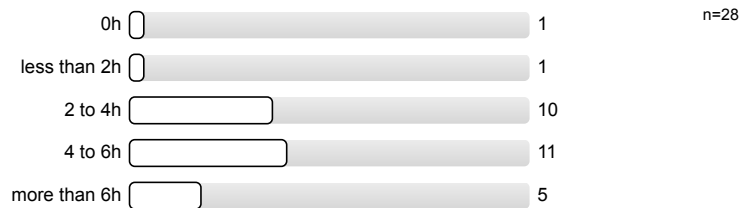


5.4) The course has taught me

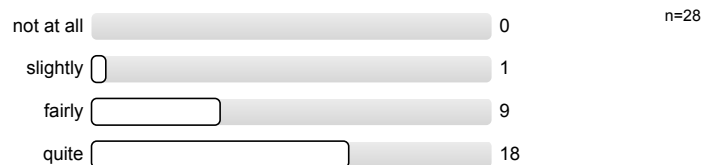


6. Sociodemographic Data and Background Variables

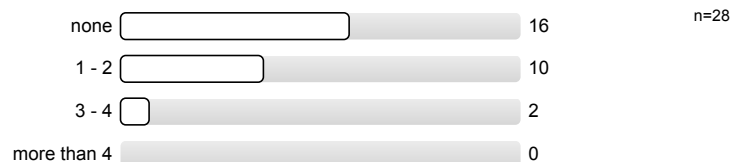
6.1) How many hours per week did you invest in preparation and revision for the course (on average)?



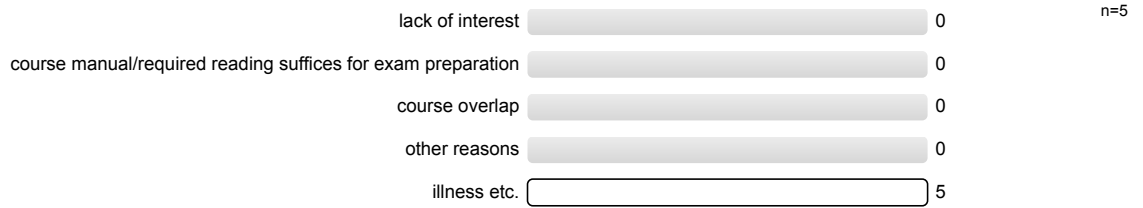
6.2) Was the topic of interest to you?



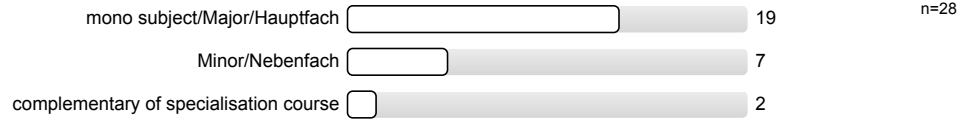
6.3) How many lectures did you miss?



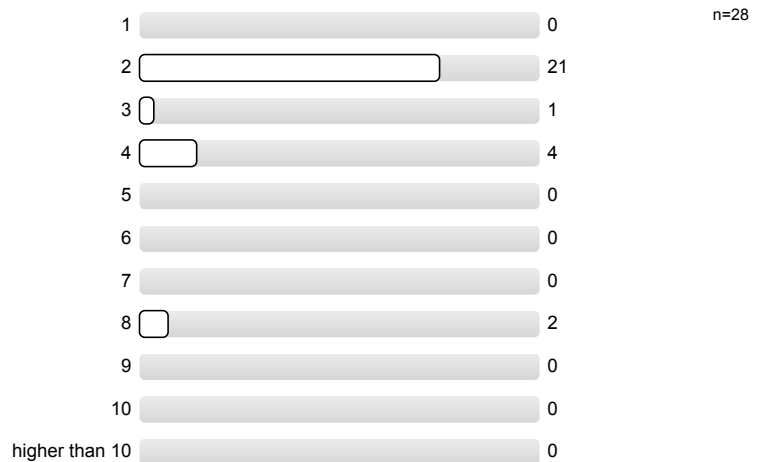
6.4) If you missed more than 2 lectures, please give one reason:



6.5) Allocation of the course in your study programme:



6.6) Your current number of semesters:



6.7) Sex:



7. Open questions

7.1) What did you like about the course?

- the interactive advanced design lab
 - live coding
 - comforting to listen: good pace, clear language etc.
 - the professors shift is always so well ironed, how do you do that ???
 - Tips & Tricks in exercise hour
- programming

practical work

The lecturer involved students, we had some really interesting discussions and sometimes the lecturer was quite funny what motivated me.

Lecturer is motivating students very well.
good body language -> makes it more understandable!
• cool way to make problemsets!

Demos, Overview our C++, Smalltalk, Examples (Telcom, Interactive Design Session). The exercise hours were also great and diving into git was very appreciated!

The lecturer is knowledgeable and funny.

After problem set 06 I really learned and understood alot.
Advanced Design Lab was really useful!

Lecture 2: good use of the snakes & ladders example, very helpful with do's & don't's in the presentation
Lecture 3 was very good and informative? and interesting

really good professor, fun to do it in English, generally interesting
very good assistants who did great presentations and were really helpful and awesome? really!

• sehr interessante Vorlesung, angenehme Vortragweise
• gute Betreuung der übrigen, gute Assistenten!
thanks Andrei, Alex, Mani

GU1, Smalltalk

Good overview, it was very interesting. Learned a lot about good practices.

Interesting, and I always liked when we looked how you programmed ~~to~~ 'live'.

The teaching assistants, Mario, Andre, and Alex were great and very helpful during the help hour.

The pattern lecture was good, much better with your examples than in the GOF-Book

Lecture is overall very interesting and easy to follow. ~~Most things we~~
~~there was~~ Most of the times there was a reasoning why things should be done in a certain way, what he makes the understanding easier.

7.2) What did you not like about the course?

- the C++ course was far too much for me. Too many information in a too short a time. I'd have preferred just a live demo.
- for me, the exercise hour should go into further depth on the theory that was told before rather than teaching additional theory

patterns

A lot of work for the lab, as minor

Patterns seem very relevant for the exam but there were only one lecture about patterns.

The lecture about patterns was quite fast and very awkward to implement patterns into the tennis ball-slip game. More of a personal problem: due to social anxiety I get generally unwell if the presenter asks questions and expects an immediate answer (or any), but again the course in general was great.

The documentation in the internet the course refers to is sometimes too complex, or contains too much information. I would prefer a dummed down documentation on PDFs when this is the case, so I don't drift off topic or learn something that is not relevant or useful for the course or test.

Lecture 4: the Money/MoneyBay example was interesting but a bit tedious and excessive - we can look at longer examples at home

C++ was a bit unclear, obviously it's difficult to do in just one lecture but I didn't really get it

- sehr sehr zeitaufwändig / anspruchsvoll

Guidelines, lessons and Patterns

Not enough focus on patterns. The lecture was not so good about patterns, we had to learn the patterns with big effort by ourselves.

Iterative development was in big parts repetition of
Design by contract

The assignments require way too much time and effort for the subject
~~the~~ going SERS.

Smalltalk feels like thrown into the curriculum.
Still not sure if I will use it in the future.

C++ Lecture! Short and unclear (Guideline to how you create object with
this very complex pattern wasn't easy to follow)

GUI lecture seemed like a topic that's a little excessive for the lecture, because
we couldn't really be taught something within the 2 hours. ~~and~~

7.3) Suggestions for improvements?

See 7.2

no patterns

would more time on explaining patterns.

• Andrei talks very fast and not so clear? - difficult to understand?

Maybe expand the lecture about patterns ~~about~~ a bit.
Otherwise I really liked the course!

Lecture 1: maybe a bit too general, but still a good introduction (I voted 'B' because I didn't really learn anything)

the design labs could have used a more interesting & clear example

mit guter Partnerarbeit funktioniert's top!
Wenn man aber das Pech hat und der Partner nicht
kommt oder die Zusammenarbeit nicht funktioniert
ist es mühsam. (war bei mir zum Glück nicht der
Fall)

More stuff about Gull, maybe also exercise

Focus more on patterns with ~~exp~~ examples and explain
them better.

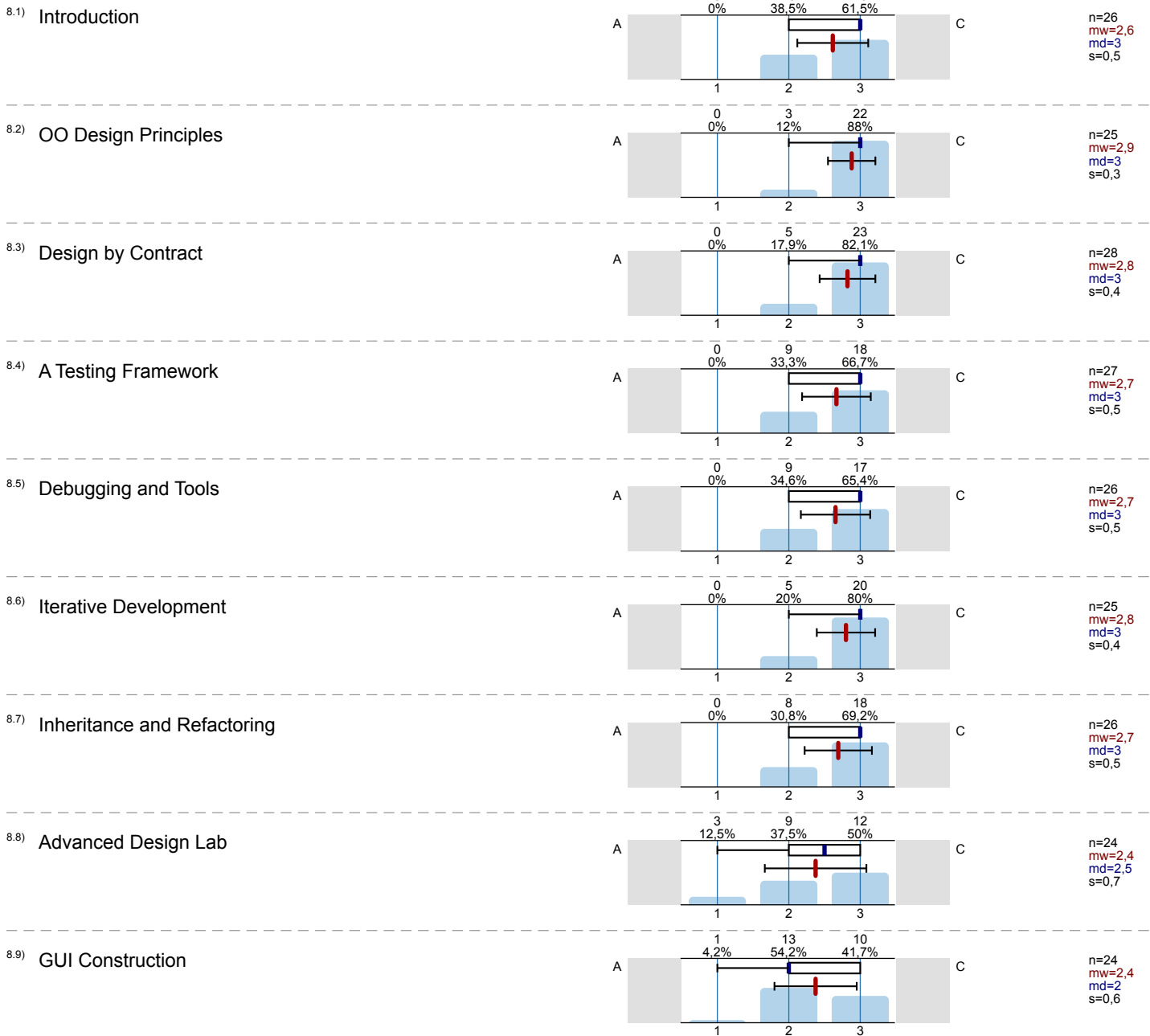
The deadline should be on Friday, giving more time to work on the
assignment.

More time between Poolstunde and assignment deadline.
~~Also that you can~~
I usually need some help to get started and have very little time to
finish the assignment.

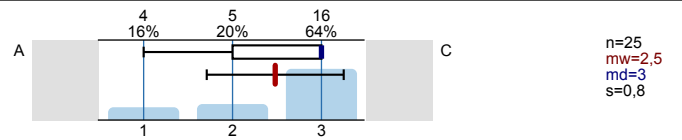
Note: I really liked this course. It is definitely my favorite this semester.

Drop C++ or combine it with a short exercise. Learning is better than seeing)

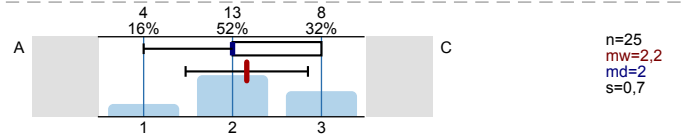
8. Assessment of Individual Lectures A = poor | B = average | C = very good



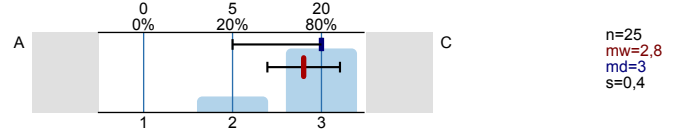
8.10) Guidelines, Idioms and Patterns



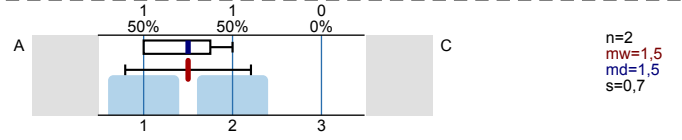
8.11) A bit of C++



8.12) A bit of Smalltalk



8.13) Einblicke in die Praxis

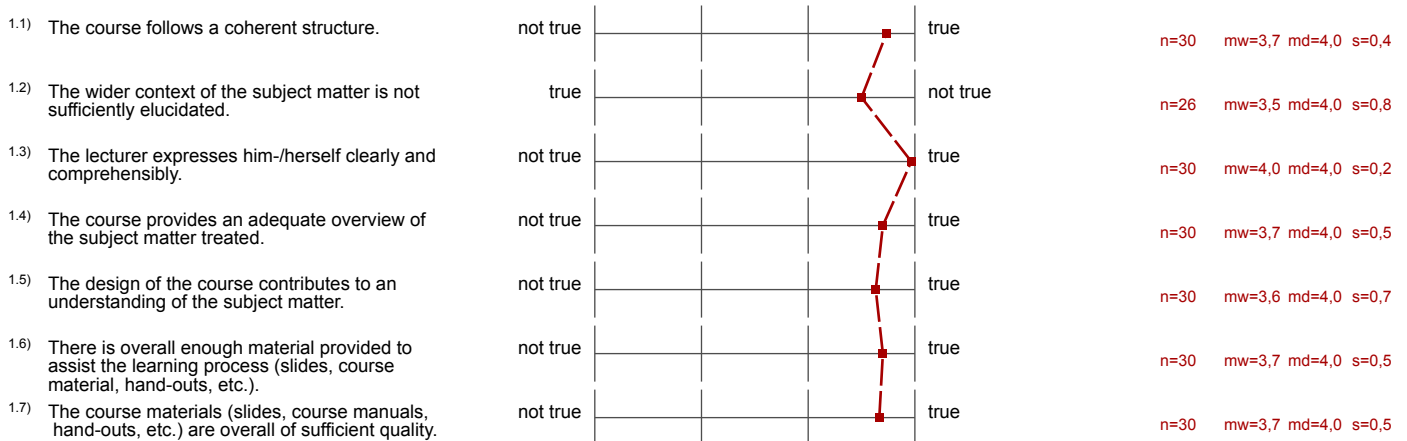


Profillinie

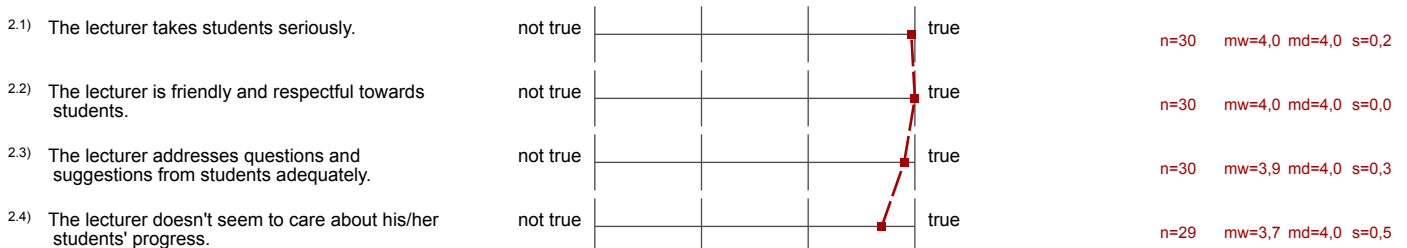
Teilbereich: Phil.-nat. Fakultät
 Name der/des Lehrenden: Prof. Dr. Oscar Nierstrasz
 Titel der Lehrveranstaltung: 15F 2417 Programming 2
 (Name der Umfrage)

Verwendete Werte in der Profillinie: Mittelwert

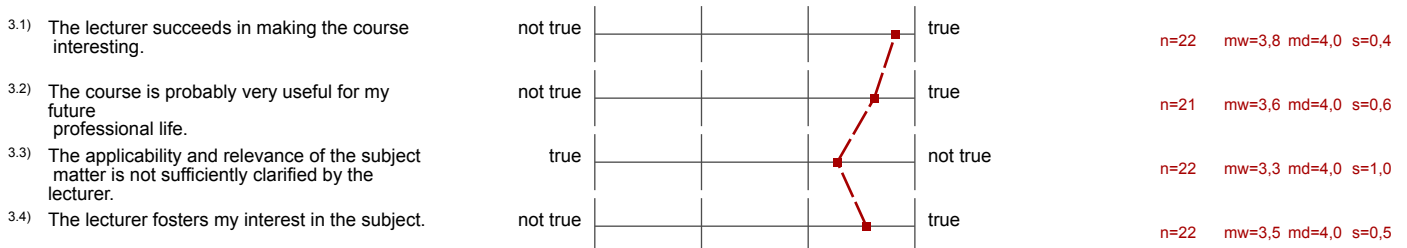
1. Planning and Presentation



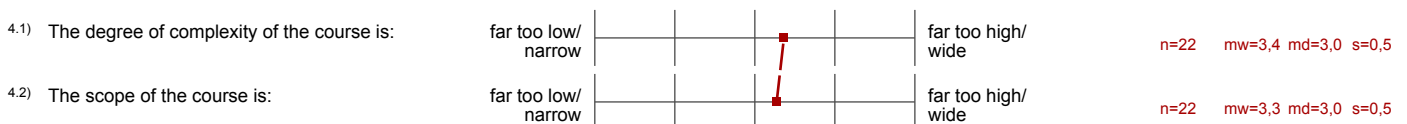
2. Manners with Students



3. Interest and Relevance

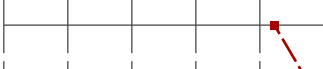
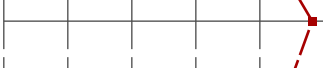
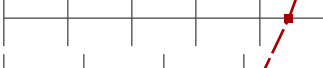



4. Complexity and Scope











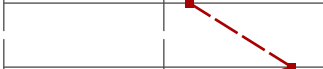




4.3) The pace of the course is:	far too low/ narrow		far too high/ wide	n=22 mw=3,2 md=3,0 s=0,4
4.4) The amount of knowledge presupposed by the course is:	far too low/ narrow		far too high/ wide	n=22 mw=3,2 md=3,0 s=0,7

5. Overall Assessment

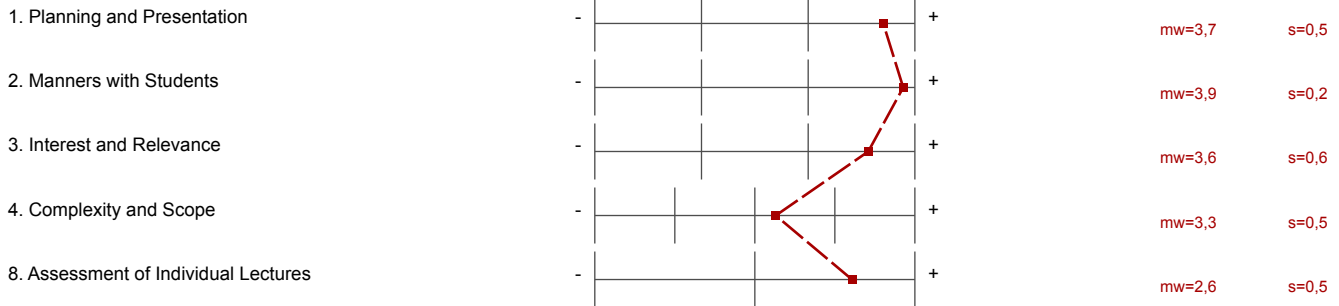
5.1) How would you grade the course as a whole?	1		6	n=22 mw=5,2 md=5,0 s=0,5
5.2) How would you grade the lecturer with regard to subject expertise?	1		6	n=22 mw=5,8 md=6,0 s=0,4
5.3) How would you grade the lecturer with regard to teaching methods?	1		6	n=22 mw=5,5 md=5,0 s=0,5
5.4) The course has taught me	very little		an awful lot	n=22 mw=4,2 md=4,0 s=0,6

8. Assessment of Individual Lectures

8.1) Introduction	A		C	n=26 mw=2,6 md=3,0 s=0,5
8.2) OO Design Principles	A		C	n=25 mw=2,9 md=3,0 s=0,3
8.3) Design by Contract	A		C	n=28 mw=2,8 md=3,0 s=0,4
8.4) A Testing Framework	A		C	n=27 mw=2,7 md=3,0 s=0,5
8.5) Debugging and Tools	A		C	n=26 mw=2,7 md=3,0 s=0,5
8.6) Iterative Development	A		C	n=25 mw=2,8 md=3,0 s=0,4
8.7) Inheritance and Refactoring	A		C	n=26 mw=2,7 md=3,0 s=0,5
8.8) Advanced Design Lab	A		C	n=24 mw=2,4 md=2,5 s=0,7
8.9) GUI Construction	A		C	n=24 mw=2,4 md=2,0 s=0,6
8.10) Guidelines, Idioms and Patterns	A		C	n=25 mw=2,5 md=3,0 s=0,8
8.11) A bit of C++	A		C	n=25 mw=2,2 md=2,0 s=0,7
8.12) A bit of Smalltalk	A		C	n=25 mw=2,8 md=3,0 s=0,4
8.13) Einblicke in die Praxis	A		C	n=2 mw=1,5 md=1,5 s=0,7

Profillinie

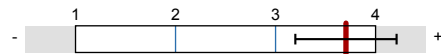
Teilbereich: Phil.-nat. Fakultät
Name der/des Lehrenden: Prof. Dr. Oscar Nierstrasz
Titel der Lehrveranstaltung: 15F 2417 Programming 2
(Name der Umfrage)



Präsentationsvorlage

15F 2417 Programming 2
Prof. Dr. Oscar Nierstrasz
Erfasste Fragebögen = 32

1. Planning and Presentation



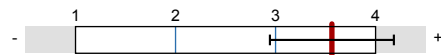
mw=3,7

2. Manners with Students



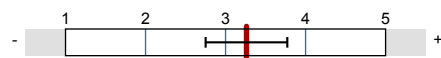
mw=3,9

3. Interest and Relevance



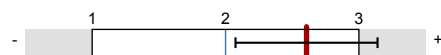
mw=3,6

4. Complexity and Scope



mw=3,3

8. Assessment of Individual Lectures



mw=2,6