Universität Bern
Hochschulstrasse 4
3012 Bern

Dear Mr. Prof. Dr. Oscar Nierstrasz (as private and confidential)

Institut für Informatik und angewandte Mathematik
Neubrückstr. 10
3012 Bern

Report: Course Evaluation, to the Instructors

Dear Prof. Dr. Nierstrasz,

This email contains the results of the automated evaluation of the training meeting evaluation for meeting 15F 2417 Programming 2 to questionnaire type NVORLeP2:

The global indicator indicated first consists of the following scales of the questionnaire:
- Planning and Presentation
- Manners with Students
- Interest and Relevance
- Complexity and Scope
- Assessment of Individual Lectures

next the individual average values of the scales specified above are specified.

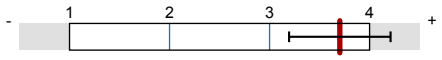
In the second part of the analysis report the average values of all individual questions are listed. The value 1 marks a minimum meeting quality, the value 7 a maximum meeting quality from view of the studying.

Prof. Dr. Oscar Nierstrasz

15F 2417 Programming 2 (2417)
No. of responses = 32

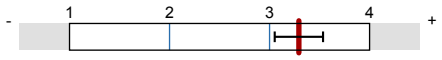
Overall indicators

1. Planning and Presentation



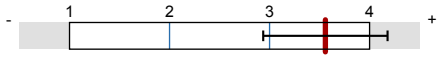
av.=3,7
dev.=0,5

2. Manners with Students



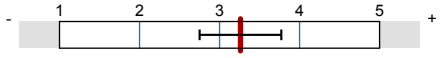
av.=3,3
dev.=0,2

3. Interest and Relevance



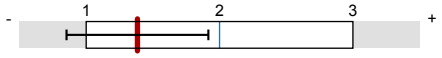
av.=3,6
dev.=0,6

4. Complexity and Scope



av.=3,3
dev.=0,5

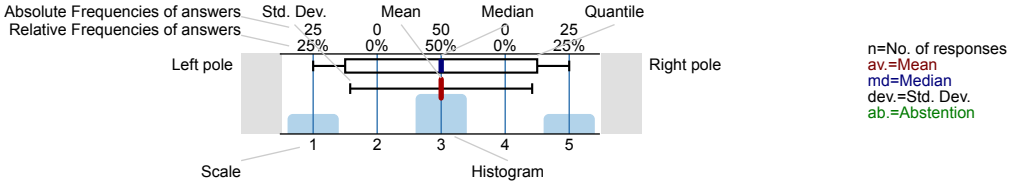
8. Assessment of Individual Lectures



av.=1,4
dev.=0,5

Legend

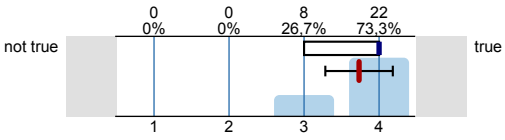
Question text



n=No. of responses
av.=Mean
md=Median
dev.=Std. Dev.
ab.=Abstention

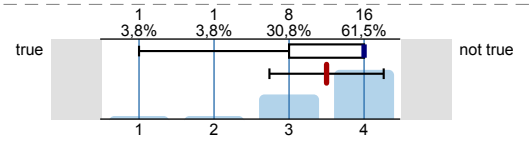
1. Planning and Presentation

1.1) The course follows a coherent structure.



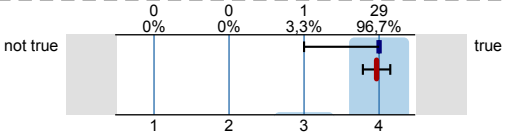
n=30
av.=3,7
md=4
dev.=0,4

1.2) The wider context of the subject matter is not sufficiently elucidated.



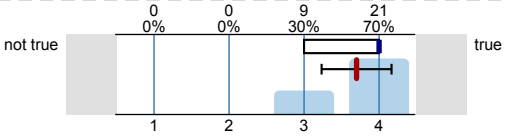
n=26
av.=3,5
md=4
dev.=0,8
ab.=2

1.3) The lecturer expresses him-/herself clearly and comprehensibly.



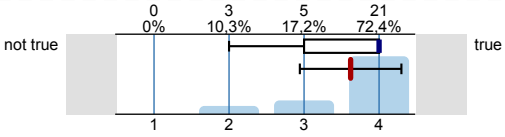
n=30
av.=4
md=4
dev.=0,2

1.4) The course provides an adequate overview of the subject matter treated.



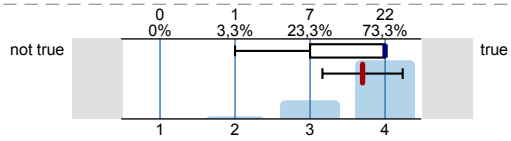
n=30
av.=3,7
md=4
dev.=0,5

1.5) The design of the course contributes to an understanding of the subject matter.



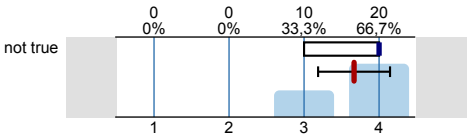
n=29
av.=3,6
md=4
dev.=0,7

1.6) There is overall enough material provided to assist the learning process (slides, course material, hand-outs, etc.).



n=30
av.=3,7
md=4
dev.=0,5

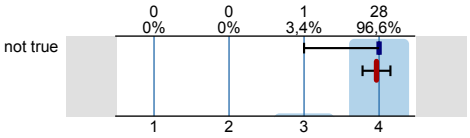
1.7) The course materials (slides, course manuals, hand-outs, etc.) are overall of sufficient quality.



n=30
av.=3,7
md=4
dev.=0,5

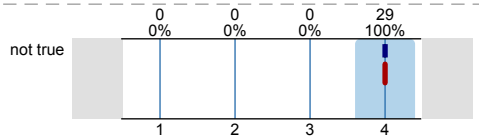
2. Manners with Students

2.1) The lecturer takes students seriously.



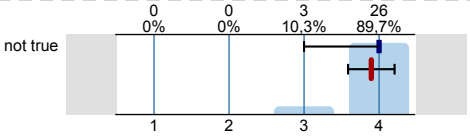
n=29
av.=4
md=4
dev.=0,2

2.2) The lecturer is friendly and respectful towards students.



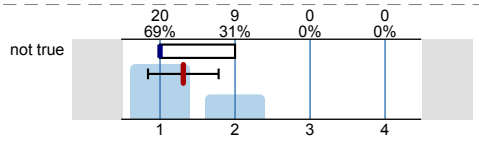
n=29
av.=4
md=4
dev.=0

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



n=29
av.=3,9
md=4
dev.=0,3

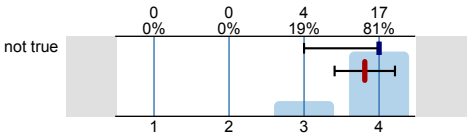
2.4) The lecturer doesn't seem to care about his/her students' progress.



n=29
av.=1,3
md=1
dev.=0,5
ab.=1

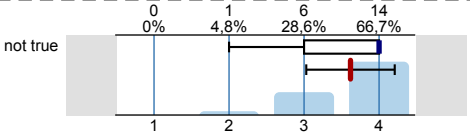
3. Interest and Relevance

3.1) The lecturer succeeds in making the course interesting.



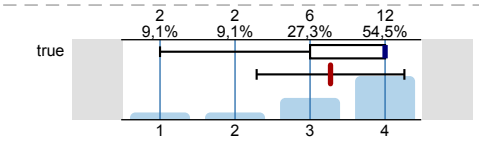
n=21
av.=3,8
md=4
dev.=0,4

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



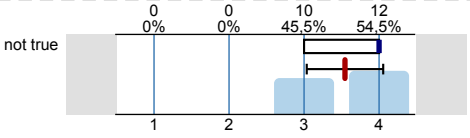
n=21
av.=3,6
md=4
dev.=0,6

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



n=22
av.=3,3
md=4
dev.=1

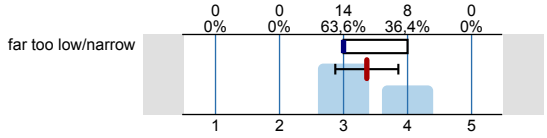
3.4) The lecturer fosters my interest in the subject.



n=22
av.=3,5
md=4
dev.=0,5

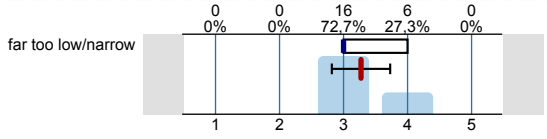
4. Complexity and Scope

4.1) The degree of complexity of the course is:



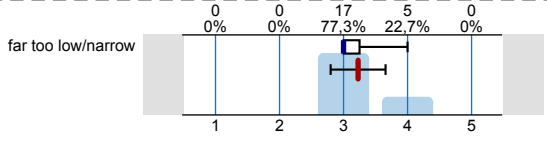
n=22
av.=3,4
md=3
dev.=0,5

4.2) The scope of the course is:



n=22
av.=3,3
md=3
dev.=0,5

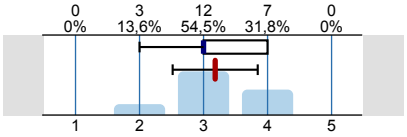
4.3) The pace of the course is:



n=22
av.=3,2
md=3
dev.=0,4

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

far too low/narrow

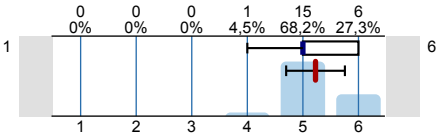


far too high/wide

n=22
av.=3,2
md=3
dev.=0,7

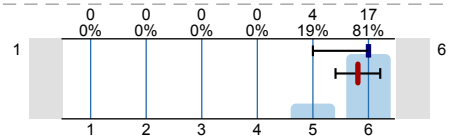
5. Overall Assessment

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



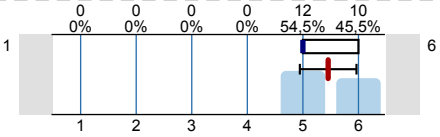
n=22
av.=5,2
md=5
dev.=0,5

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



n=21
av.=5,8
md=6
dev.=0,4

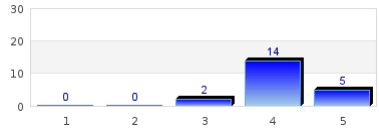
5.3) How would you grade the lecturer with regard to teaching methods?



n=22
av.=5,5
md=5
dev.=0,5

5.4) The course has taught me

very little



an awful lot

n=21
av.=4,1
md=4
dev.=0,6

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)?

n=28

0h	1
less than 2h	1
2 to 4h	10
4 to 6h	11
more than 6h	5

6.2) Was the topic of interest to you?

n=28

not at all	0
slightly	1
fairly	9
quite	18

6.3) How many lectures did you miss?

n=28

none	16
1 - 2	10
3 - 4	2
more than 4	0

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

n=5

lack of interest	0
course manual/required reading suffices for exam preparation	0
course overlap	0
other reasons	0
illness etc.	5

6.5) Allocation of the course in your study programme:

n=28

mono subject/Major/Hauptfach	19
Minor/Nebenfach	7
complementary of specialisation course	2

6.6) Your current number of semesters:

n=28

1	0
2	21
3	1
4	4
5	0
6	0
7	0
8	2
9	0
10	0
higher than 10	0

6.7) Sex:

n=27

female	1
male	26

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 shirt 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 over 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 problemset 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 Vortragsweise!
- gute Betreuung der Übungen, gute Assistenten!
  thanks Andrei, Alex, Mario

GUI, Smalltalk

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

Interesting, and I always liked when we looked how you programmed ~~live~~ '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-Bgok

Lecture is overall very interesting and easy to follow. ~~Most things we~~ ~~There was~~ Most of the times she 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 life 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 mine

Patterns aren't 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 tetris battleship game. More of a personal problem: due to social anxiety I get generally unwell if the presentor 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 to complex, or contains to much information. I would prefer a dummed down documentation on PDFs when this is the case, so I do not drift off topic or learn someting that is not relevant or useful for the course or test.

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

Ctt 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, Idioms 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 ourselfes.

Iterative Development was in big parts repetition of Design by contract

The assignments require way too much time and effort for the subject ~~[illegible]~~ giving 5 ECTS.

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 diagram it easy to follow)

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

7.3) Suggestions for improvements?

See 7.2

no patterns

spend 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 ticked 'B' because I didn't really learn anything)

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

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

More stuff about GUI, 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.

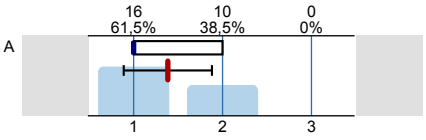
More time between Poolstunde and assignment deadline.
~~[illegible]~~
I usually need some help to get started and have very little time to finish the assignment.

None. I really liked this course. It is definitely my favorite this semester.

Drop C++ or combine it with a short exercise (coding is better than seeing)

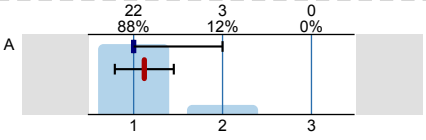
8. Assessment of Individual Lectures

8.1) Introduction



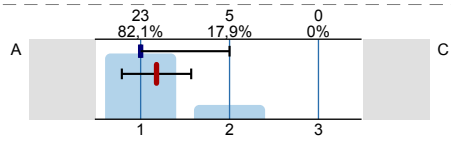
n=26
av.=1,4
md=1
dev.=0,5

8.2) OO Design Principles



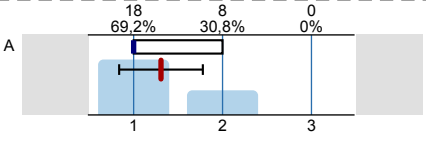
n=25
av.=1,1
md=1
dev.=0,3

8.3) Design by Contract



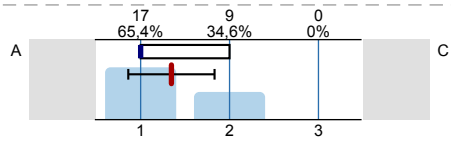
n=28
av.=1,2
md=1
dev.=0,4

8.4) A Testing Framework



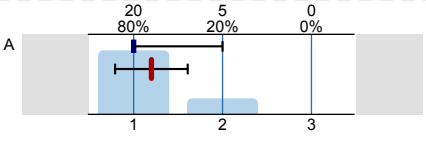
n=26
av.=1,3
md=1
dev.=0,5

8.5) Debugging and Tools



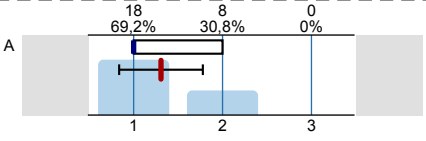
n=26
av.=1,3
md=1
dev.=0,5

8.6) Iterative Development



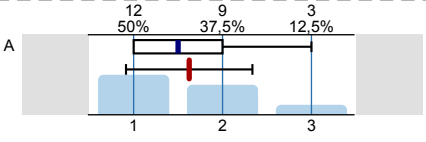
n=25
av.=1,2
md=1
dev.=0,4

8.7) Inheritance and Refactoring



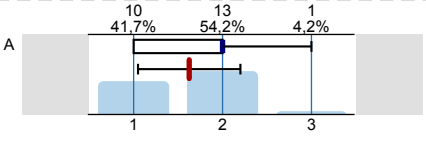
n=26
av.=1,3
md=1
dev.=0,5

8.8) Advanced Design Lab



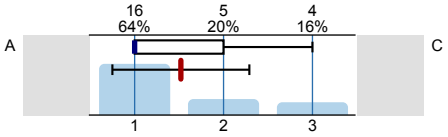
n=24
av.=1,6
md=1,5
dev.=0,7

8.9) GUI Construction



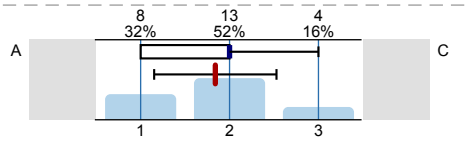
n=24
av.=1,6
md=2
dev.=0,6

8.10) Guidelines, Idioms and Patterns



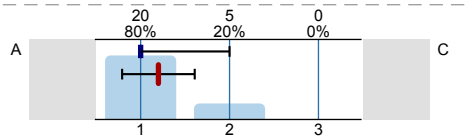
n=25
av.=1,5
md=1
dev.=0,8

8.11) A bit of C++



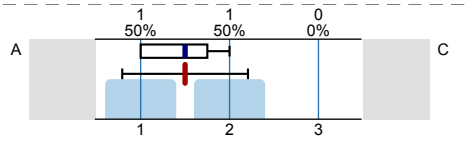
n=25
av.=1,8
md=2
dev.=0,7

8.12) A bit of Smalltalk



n=25
av.=1,2
md=1
dev.=0,4

8.13) Einblicke in die Praxis



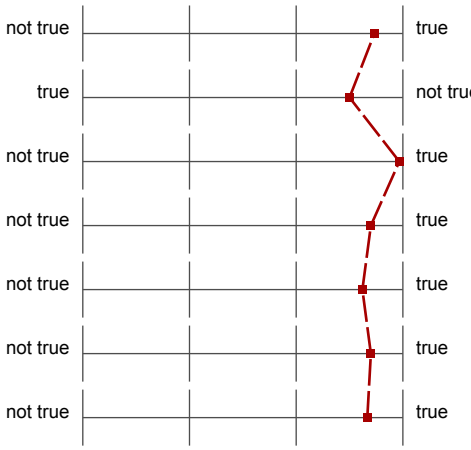
n=2
av.=1,5
md=1,5
dev.=0,7

Profile

Subunit: Phil.-nat. Fakultät
Name of the instructor: Prof. Dr. Oscar Nierstrasz
Name of the course: (Name of the survey) 15F 2417 Programming 2

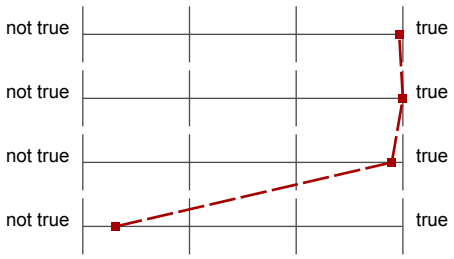
Values used in the profile line: Mean

1. Planning and Presentation



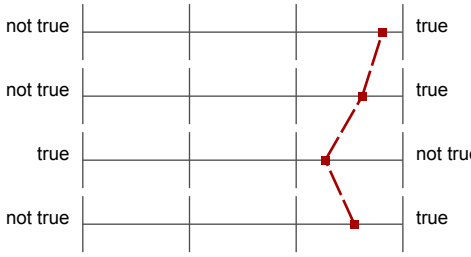
1.1)	The course follows a coherent structure.	not true	true	n=30 av.=3,7 md=4,0 dev.=0,4
1.2)	The wider context of the subject matter is not sufficiently elucidated.	true	not true	n=26 av.=3,5 md=4,0 dev.=0,8
1.3)	The lecturer expresses him-/herself clearly and comprehensibly.	not true	true	n=30 av.=4,0 md=4,0 dev.=0,2
1.4)	The course provides an adequate overview of the subject matter treated.	not true	true	n=30 av.=3,7 md=4,0 dev.=0,5
1.5)	The design of the course contributes to an understanding of the subject matter.	not true	true	n=29 av.=3,6 md=4,0 dev.=0,7
1.6)	There is overall enough material provided to assist the learning process (slides, course material, hand-outs, etc.).	not true	true	n=30 av.=3,7 md=4,0 dev.=0,5
1.7)	The course materials (slides, course manuals, hand-outs, etc.) are overall of sufficient quality.	not true	true	n=30 av.=3,7 md=4,0 dev.=0,5

2. Manners with Students



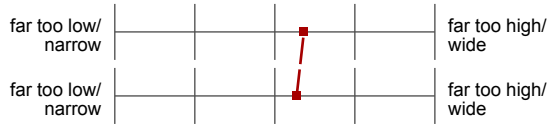
2.1)	The lecturer takes students seriously.	not true	true	n=29 av.=4,0 md=4,0 dev.=0,2
2.2)	The lecturer is friendly and respectful towards students.	not true	true	n=29 av.=4,0 md=4,0 dev.=0,0
2.3)	The lecturer addresses questions and suggestions from students adequately.	not true	true	n=29 av.=3,9 md=4,0 dev.=0,3
2.4)	The lecturer doesn't seem to care about his/her students' progress.	not true	true	n=29 av.=1,3 md=1,0 dev.=0,5

3. Interest and Relevance



3.1)	The lecturer succeeds in making the course interesting.	not true	true	n=21 av.=3,8 md=4,0 dev.=0,4
3.2)	The course is probably very useful for my future professional life.	not true	true	n=21 av.=3,6 md=4,0 dev.=0,6
3.3)	The applicability and relevance of the subject matter is not sufficiently clarified by the lecturer.	true	not true	n=22 av.=3,3 md=4,0 dev.=1,0
3.4)	The lecturer fosters my interest in the subject.	not true	true	n=22 av.=3,5 md=4,0 dev.=0,5

4. Complexity and Scope



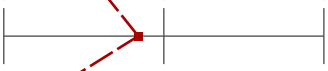
4.1)	The degree of complexity of the course is:	far too low/ narrow	far too high/ wide	n=22 av.=3,4 md=3,0 dev.=0,5
4.2)	The scope of the course is:	far too low/ narrow	far too high/ wide	n=22 av.=3,3 md=3,0 dev.=0,5

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

5. Overall Assessment

5.1)	How would you grade the course as a whole?	1		6	n=22 av.=5,2 md=5,0 dev.=0,5
5.2)	How would you grade the lecturer with regard to subject expertise?	1		6	n=21 av.=5,8 md=6,0 dev.=0,4
5.3)	How would you grade the lecturer with regard to teaching methods?	1		6	n=22 av.=5,5 md=5,0 dev.=0,5
5.4)	The course has taught me	very little		an awful lot	n=21 av.=4,1 md=4,0 dev.=0,6

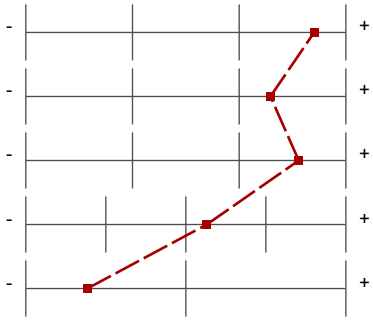
8. Assessment of Individual Lectures

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

Profile

Subunit: Phil.-nat. Fakultät
Name of the instructor: Prof. Dr. Oscar Nierstrasz
Name of the course: (Name of the survey) 15F 2417 Programming 2

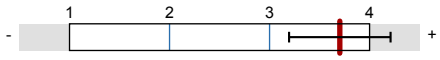
1. Planning and Presentation	- +	av.=3,7	dev.=0,5
2. Manners with Students	- +	av.=3,3	dev.=0,2
3. Interest and Relevance	- +	av.=3,6	dev.=0,6
4. Complexity and Scope	- +	av.=3,3	dev.=0,5
8. Assessment of Individual Lectures	- +	av.=1,4	dev.=0,5



Presentation template

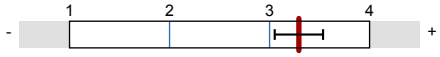
15F 2417 Programming 2
Prof. Dr. Oscar Nierstrasz
No. of responses = 32

1. Planning and Presentation



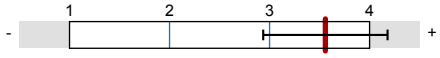
av.=3,7

2. Manners with Students



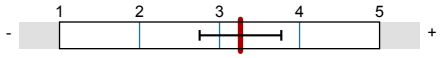
av.=3,3

3. Interest and Relevance



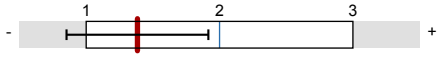
av.=3,6

4. Complexity and Scope



av.=3,3

8. Assessment of Individual Lectures



av.=1,4