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3012 Bern

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.

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

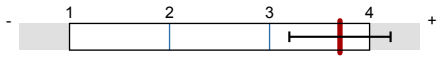
Mit freundlichen Grüssen
Daniela Wuillemin
Vizerektorat Qualität, Fachstelle Lehrevaluation

Prof. Dr. Oscar Nierstrasz

15F 2417 Programming 2 (2417)
Erfasste Fragebögen = 32

Globalwerte

1. Planning and Presentation



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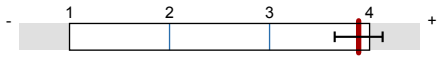
2. Manners with Students



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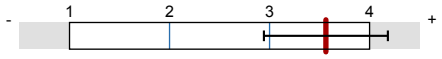
3. Interest and Relevance



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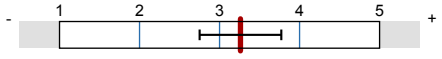
4. Complexity and Scope



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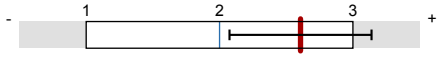
8. Assessment of Individual Lectures



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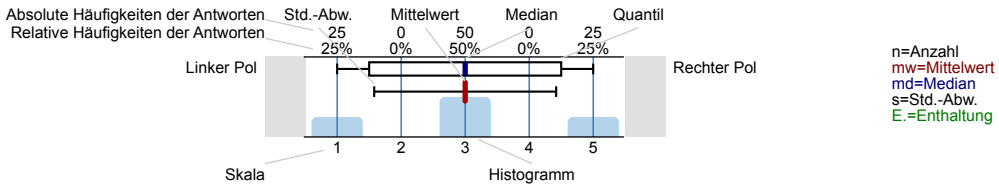
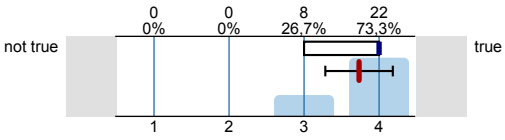
Legende

Fragetext



1. Planning and Presentation

1.1) The course follows a coherent structure.



n=30
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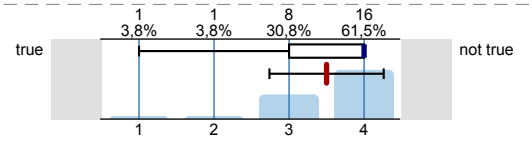
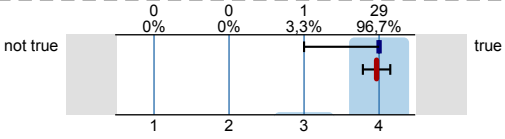
md=4
s=0,4

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



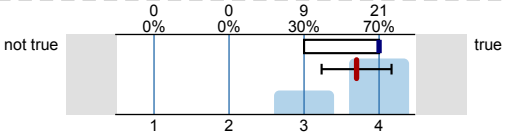
n=26
mw=3,5
md=4
s=0,8
E.=2

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



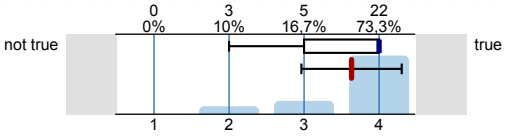
n=30
mw=4
md=4
s=0,2

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



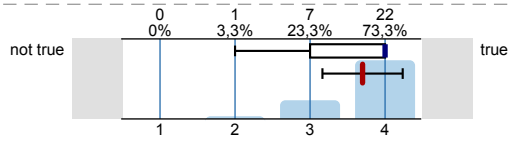
n=30
mw=3,7
md=4
s=0,5

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



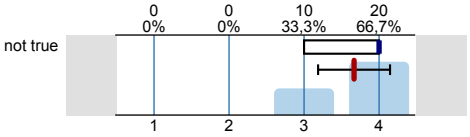
n=30
mw=3,6
md=4
s=0,7

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



n=30
mw=3,7
md=4
s=0,5

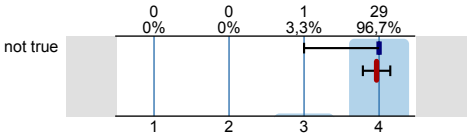
1.7) The course materials (slides, course manuals, hand-outs, etc.) are overall of sufficient quality.



n=30
mw=3,7
md=4
s=0,5

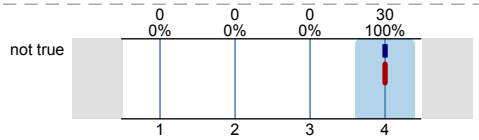
2. Manners with Students

2.1) The lecturer takes students seriously.



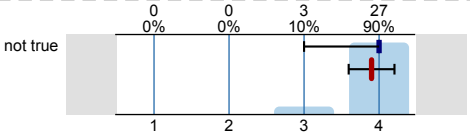
n=30
mw=4
md=4
s=0,2

2.2) The lecturer is friendly and respectful towards students.



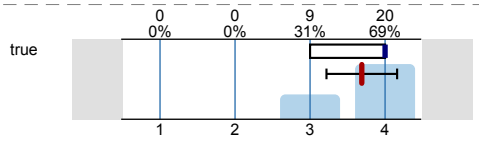
n=30
mw=4
md=4
s=0

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



n=30
mw=3,9
md=4
s=0,3

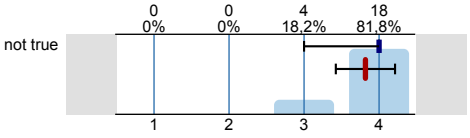
2.4) The lecturer doesn't seem to care about his/her students' progress.



n=29
mw=3,7
md=4
s=0,5
E.=1

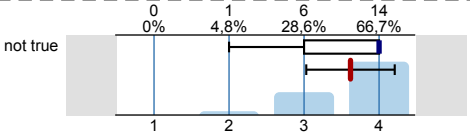
3. Interest and Relevance

3.1) The lecturer succeeds in making the course interesting.



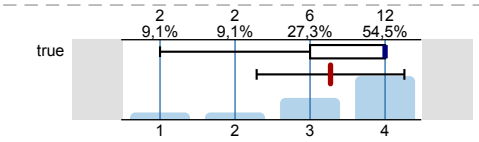
n=22
mw=3,8
md=4
s=0,4

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



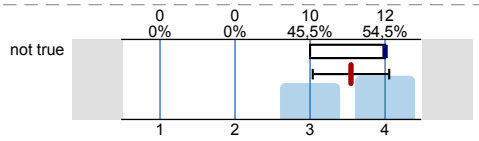
n=21
mw=3,6
md=4
s=0,6

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



n=22
mw=3,3
md=4
s=1

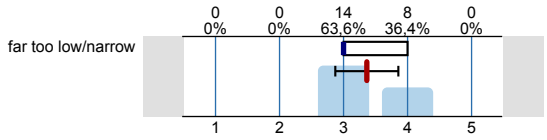
3.4) The lecturer fosters my interest in the subject.



n=22
mw=3,5
md=4
s=0,5

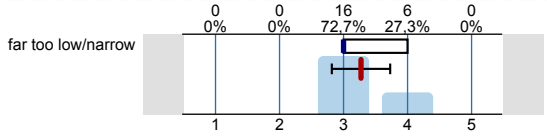
4. Complexity and Scope

4.1) The degree of complexity of the course is:



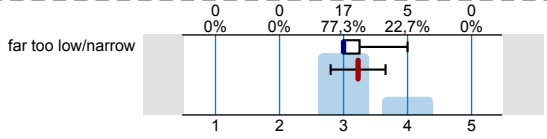
n=22
mw=3,4
md=3
s=0,5

4.2) The scope of the course is:



n=22
mw=3,3
md=3
s=0,5

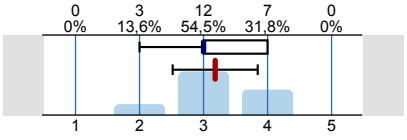
4.3) The pace of the course is:



n=22
mw=3,2
md=3
s=0,4

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

far too low/narrow

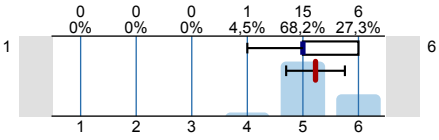


far too high/wide

n=22
mw=3,2
md=3
s=0,7

5. Overall Assessment

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



n=22
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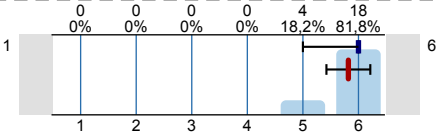
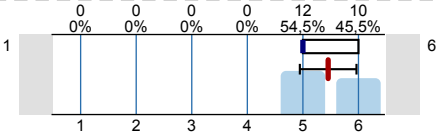
md=5
s=0,5

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



n=22
mw=5,8
md=6
s=0,4

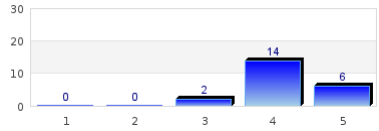
5.3) How would you grade the lecturer with regard to teaching methods?



n=22
mw=5,5
md=5
s=0,5

5.4) The course has taught me

very little



an awful lot

n=22
mw=4,2
md=4
s=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=28

female	1
male	27

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-Book

Lecture is overall very interesting and easy to follow. ~~Most things are~~ ~~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 minor

Patterns seem very relevant for the exam but there was 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 referes 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 donot 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

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, 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 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 doesn't 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.

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.

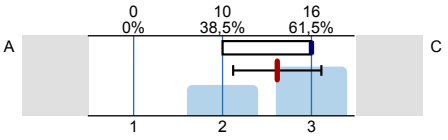
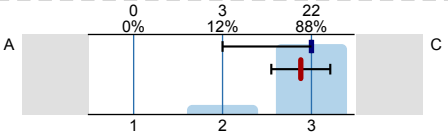
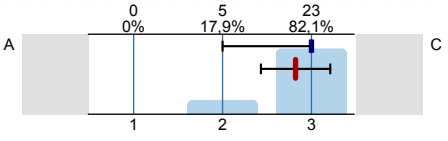
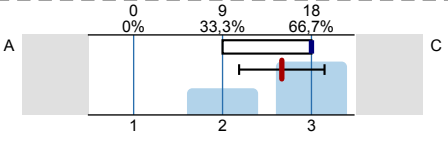
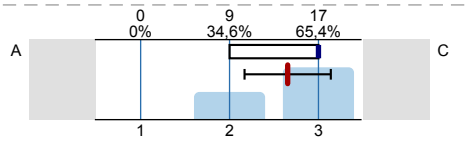
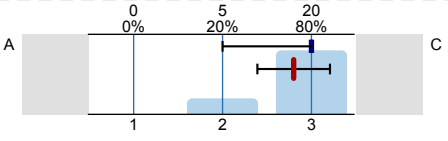
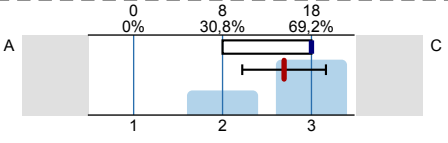
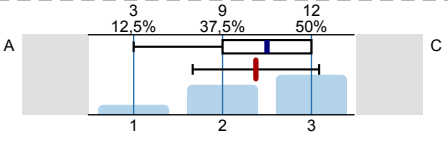
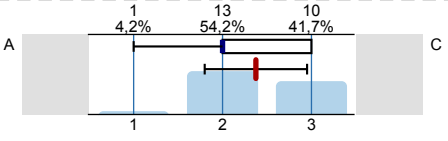
More time between Poolstunde and ~~A~~ assignment deadline.
~~[illegible]~~
I usually need some help to get started and have very little time to finish the assignment.

Nice! I really liked this course. It is definitely my favorite this semester.

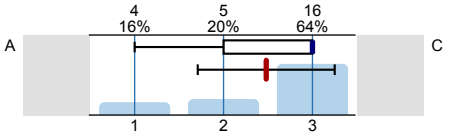
Drop C++ or combine it with a short exercise (Coding is better than seeing)

8. Assessment of Individual Lectures

A = poor | B = average | C = very good

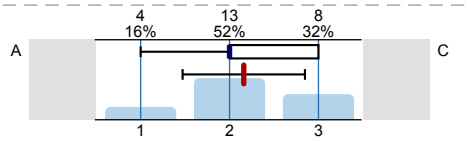
8.1)	Introduction		n=26 mw=2,6 md=3 s=0,5
8.2)	OO Design Principles		n=25 mw=2,9 md=3 s=0,3
8.3)	Design by Contract		n=28 mw=2,8 md=3 s=0,4
8.4)	A Testing Framework		n=27 mw=2,7 md=3 s=0,5
8.5)	Debugging and Tools		n=26 mw=2,7 md=3 s=0,5
8.6)	Iterative Development		n=25 mw=2,8 md=3 s=0,4
8.7)	Inheritance and Refactoring		n=26 mw=2,7 md=3 s=0,5
8.8)	Advanced Design Lab		n=24 mw=2,4 md=2,5 s=0,7
8.9)	GUI Construction		n=24 mw=2,4 md=2 s=0,6

8.10) Guidelines, Idioms and Patterns



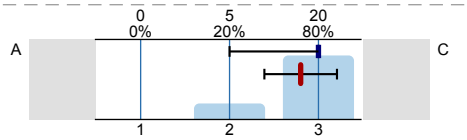
n=25
mw=2,5
md=3
s=0,8

8.11) A bit of C++



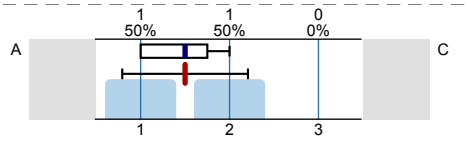
n=25
mw=2,2
md=2
s=0,7

8.12) A bit of Smalltalk



n=25
mw=2,8
md=3
s=0,4

8.13) Einblicke in die Praxis



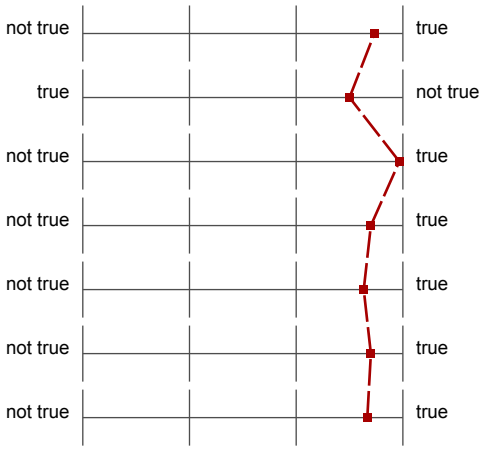
n=2
mw=1,5
md=1,5
s=0,7

Profillinie

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

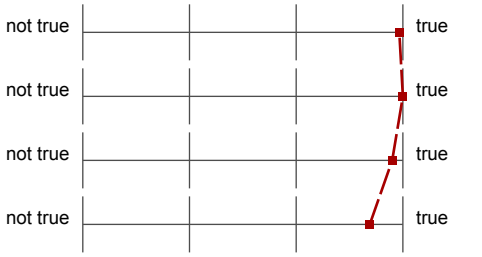
Verwendete Werte in der Profillinie: Mittelwert

1. Planning and Presentation



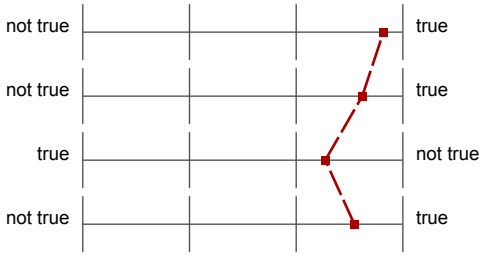
1.1)	The course follows a coherent structure.	not true	true	n=30	mw=3,7 md=4,0 s=0,4
1.2)	The wider context of the subject matter is not sufficiently elucidated.	true	not true	n=26	mw=3,5 md=4,0 s=0,8
1.3)	The lecturer expresses him-/herself clearly and comprehensibly.	not true	true	n=30	mw=4,0 md=4,0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

2. Manners with Students



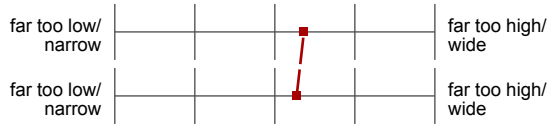
2.1)	The lecturer takes students seriously.	not true	true	n=30	mw=4,0 md=4,0 s=0,2
2.2)	The lecturer is friendly and respectful towards students.	not true	true	n=30	mw=4,0 md=4,0 s=0,0
2.3)	The lecturer addresses questions and suggestions from students adequately.	not true	true	n=30	mw=3,9 md=4,0 s=0,3
2.4)	The lecturer doesn't seem to care about his/her students' progress.	not true	true	n=29	mw=3,7 md=4,0 s=0,5

3. Interest and Relevance



3.1)	The lecturer succeeds in making the course interesting.	not true	true	n=22	mw=3,8 md=4,0 s=0,4
3.2)	The course is probably very useful for my future professional life.	not true	true	n=21	mw=3,6 md=4,0 s=0,6
3.3)	The applicability and relevance of the subject matter is not sufficiently clarified by the lecturer.	true	not true	n=22	mw=3,3 md=4,0 s=1,0
3.4)	The lecturer fosters my interest in the subject.	not true	true	n=22	mw=3,5 md=4,0 s=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	mw=3,4 md=3,0 s=0,5
4.2)	The scope of the course is:	far too low/ narrow	far too high/ wide	n=22	mw=3,3 md=3,0 s=0,5

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

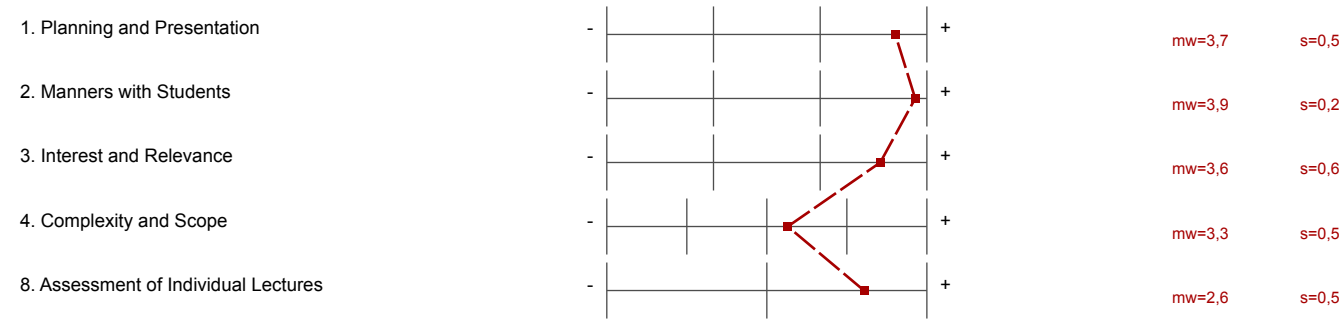
5.1)	How would you grade the course as a whole?	1		6	n=22 mw=5,2 md=5,0 s=0,5
5.2)	How would you grade the lecturer with regard to subject expertise?	1		6	n=22 mw=5,8 md=6,0 s=0,4
5.3)	How would you grade the lecturer with regard to teaching methods?	1		6	n=22 mw=5,5 md=5,0 s=0,5
5.4)	The course has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

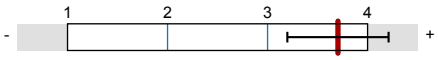
Teilbereich: Phil.-nat. Fakultät
Name der/des Lehrenden: Prof. Dr. Oscar Nierstrasz
Titel der Lehrveranstaltung: (Name der Umfrage) 15F 2417 Programming 2



Präsentationsvorlage

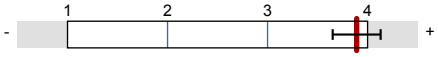
15F 2417 Programming 2
Prof. Dr. Oscar Nierstrasz
Erfasste Fragebögen = 32

1. Planning and Presentation



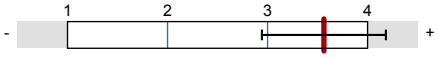
mw=3,7

2. Manners with Students



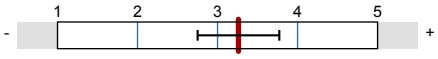
mw=3,9

3. Interest and Relevance



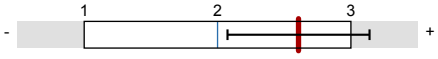
mw=3,6

4. Complexity and Scope



mw=3,3

8. Assessment of Individual Lectures



mw=2,6