Wentworth Institute of Technology Fall 2016, COMP 1000 COMPUTER SCIENCE I Section 17 Instructor: Derbinsky, Nate (Primary)



There were: 24 possible respondents.



	Question Text	N	Top Two	My Avg	COMP Avg	Div Avg	Div Lvl	Str Agree	Agree	Neutral	Disagree	Str Disagr	NA		
1	Course required me to use previously obtained knowledge	12	50%	3.7	4.0	4.0	4.0	33%	17%	42%	0%	8%	0%		
2	Analyze a problem, idetifying inputs, outputs and processing req.	12	100%	4.4	4.1	4.1	4.1	42%	58%	0%	0%	0%	0%		
3	Better able to design, code and test a program	12	91%	4.4	3.9	3.9	3.9	42%	42%	8%	0%	0%	8%		
4	Course used current techniques, skills and tools	12	92%	4.2	4.1	4.1	4.1	33%	58%	8%	0%	0%	0%		
5	Intend to further my study of material	12	92%	4.4	4.0	4.0	4.0	50%	42%	8%	0%	0%	0%		
6	Better able to analyze user needs	12	92%	4.2	3.9	3.9	3.9	33%	58%	8%	0%	0%	0%		
7	Obtained enhanced understanding of best practices, standards and protocols	12	92%	4.2	4.0	4.0	4.0	33%	58%	8%	0%	0%	0%		
8	Better assist in creation of effective project plan	12	91%	4	3.9	3.9	3.9	25%	58%	0%	0%	8%	8%		
9	Adequate lab facilities	10	90%	4.2	3.9	3.9	3.9	30%	60%	10%	0%	0%	0%		
10	Environment conducive to learning	10	90%	4.2	4.0	4.0	4.0	30%	60%	10%	0%	0%	0%		
11	Goals for learning achieved	11	82%	4.1	4.0	4.0	4.0	27%	55%	18%	0%	0%	0%		
12	Access of information	12	83%	4.1	3.9	3.9	3.9	42%	42%	8%	0%	8%	0%		
13	Oral communication skills.	12	70%	4	3.6	3.6	3.6	25%	33%	25%	0%	0%	17%		
14	Written communication skills.	12	60%	3.9	3.7	3.7	3.7	25%	25%	33%	0%	0%	17%		
15	Graphic communication skills.	11	50%	3.6	3.6	3.6	3.6	27%	18%	36%	0%	9%	9%		
16	Improved problem solving.	12	75%	3.9	3.9	3.9	3.9	25%	50%	17%	8%	0%	0%		
17	Understanding traits of leadership.	12	78%	4.1	3.7	3.7	3.7	33%	25%	8%	8%	0%	25%		
18	Improved team skills.	12	67%	3.9	3.7	3.7	3.7	25%	25%	17%	8%	0%	25%		
19	Exposed to ethical behavior.	12	80%	4.1	3.7	3.7	3.7	33%	33%	8%	8%	0%	17%		
20	Sustainable resources.	12	60%	3.9	3.5	3.5	3.5	33%	17%	25%	8%	0%	17%		
21	Societal and global issues.	12	67%	3.9	3.5	3.5	3.5	25%	25%	17%	8%	0%	25%		
24	Stimulated thought	12	83%	4.3	4.0	4.0	4.0	50%	33%	17%	0%	0%	0%		
25	Knows subject matter	12	83%	4.3	4.3	4.3	4.3	50%	33%	17%	0%	0%	0%		
								Str Agree	Agree	Neutral	Disagree	Str Disagree	N/A		
26	Communicated subject well	12	83%	4.2	3.9	3.9	3.9	42%	42%	17%	0%	0%	0%		
								Midnight To 300A	301A - 600A	601A - 900A	901A - Noon	1201P - 300P	301P - 600P	601P - 900P	901P - 1159P
	What Time Of Day Are You Completing Evaluation	12	0%					0%	0%	42%	25%	8%	17%	8%	0%
								1-3	4-6	7-9	10-12	13-15	16-18	19-21	22+
	Classes this semester	12	0%					8%	92%	0%	0%	0%	0%	0%	0%

Text Responses
Improvement suggestions
Show more examples of code problems

establish a way to skip the class for people with previous knowledge in computer science. This class was mainly pointless for me.

Shorten chapter on classes or commit more time. The slides were long and it was difficult to remember all the information having to continuously go back and look. If the length of the class was longer, that could help as well.

Redefine some of the late work conditions (i.e. Not penalizing a student for something small, such as being an hour late/6 p.m. or remembering to add Mr. Derbinsky on GitLab but forgetting to make sure he had developer access.)

Comments for professor

Above and beyond. Manages to be to maintain a "fun" professor persona without losing any rigor. I would love to take upper level courses with him because he obviously knows his craft.

Keep doing what you are doing professor. Only thing you can improve on is more "Try This!" problems on slides to better understand new topics.

I think should allowed us using our own code to finish the homework, although using the what teacher teaching to do it will help us to remember.