

## MODULE REPORT

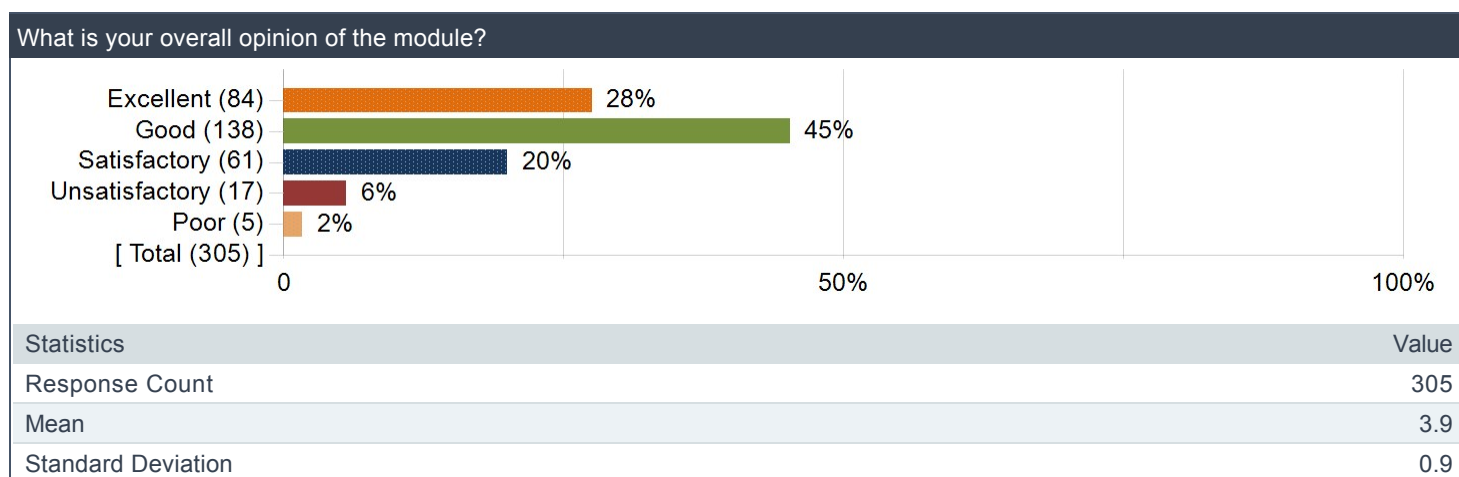
Module	CS1010S - PROGRAMMING METHODOLOGY
Academic Year/Sem	2019/2020 - Sem 1
Department	COMPUTER SCIENCE
Faculty	SCHOOL OF COMPUTING

Note: Class Size = Invited; Response Size = Responded; Response Rate = Response Ratio

Raters	Student
Responded	307
Invited	591
Response Ratio	52%

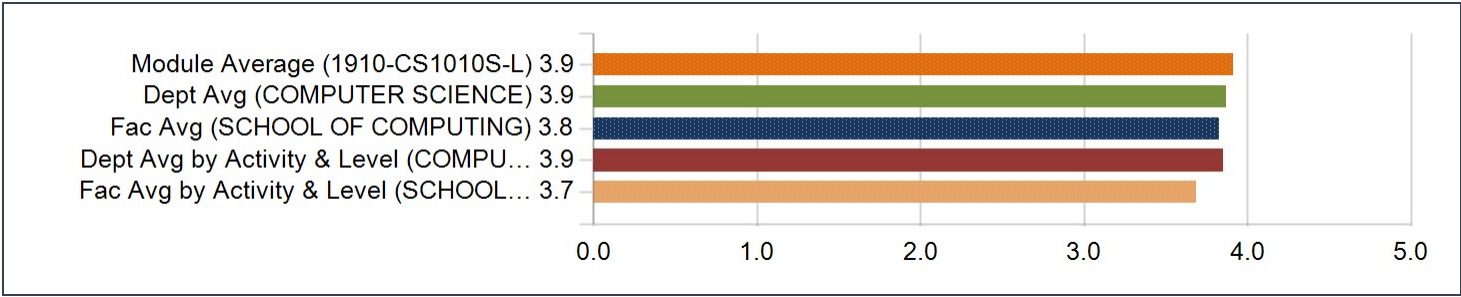
### 1. Overall opinion of the module

Distribution of Responses



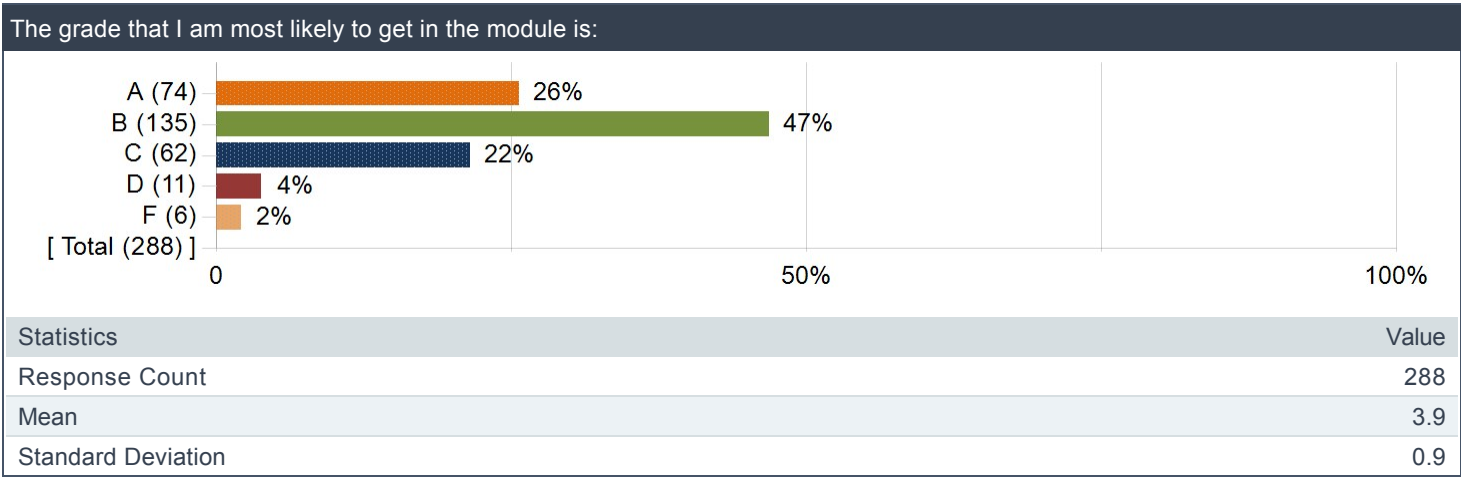
Rating Scores

Question	Module Average (1910-CS1010S-L)		Dept Avg (COMPUTER SCIENCE)		Fac Avg (SCHOOL OF COMPUTING)		Dept Avg by Activity & Level (COMPUTER SCIENCE-LECTURE (Level 1000))		Fac Avg by Activity & Level (SCHOOL OF COMPUTING-LECTURE (Level 1000))	
	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation
What is your overall opinion of the module?	3.9	0.9	3.9	1.0	3.8	1.0	3.9	1.0	3.7	1.1



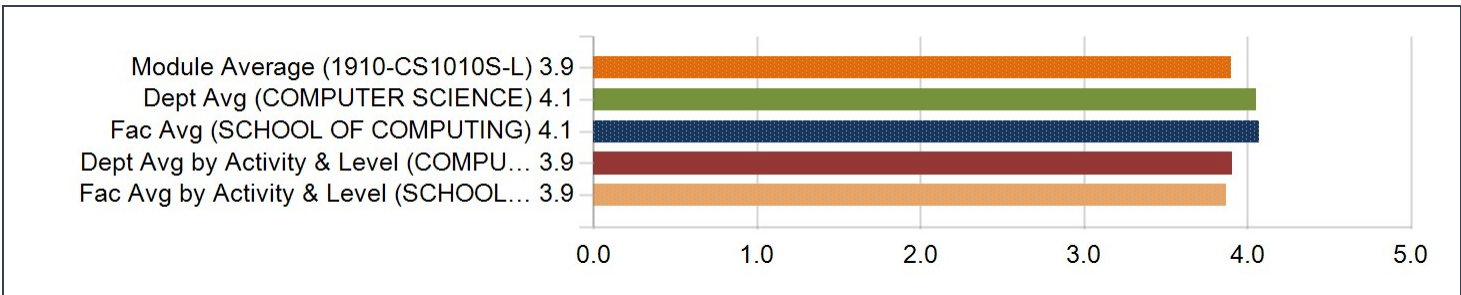
## 2. Expected Grade

Distribution of Responses



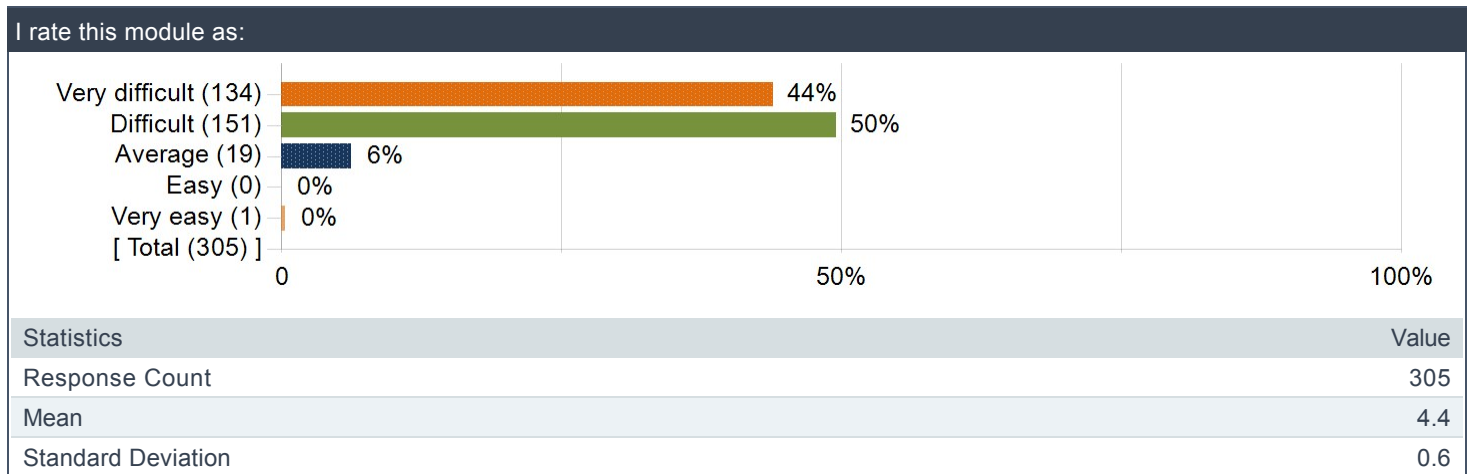
Rating Scores

Question	Module Average (1910-CS1010S-L)		Dept Avg (COMPUTER SCIENCE)		Fac Avg (SCHOOL OF COMPUTING)		Dept Avg by Activity & Level (COMPUTER SCIENCE-LECTURE (Level 1000))		Fac Avg by Activity & Level (SCHOOL OF COMPUTING-LECTURE (Level 1000))	
	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation
The grade that I am most likely to get in the module is:	3.9	0.9	4.1	0.8	4.1	0.8	3.9	0.9	3.9	0.9



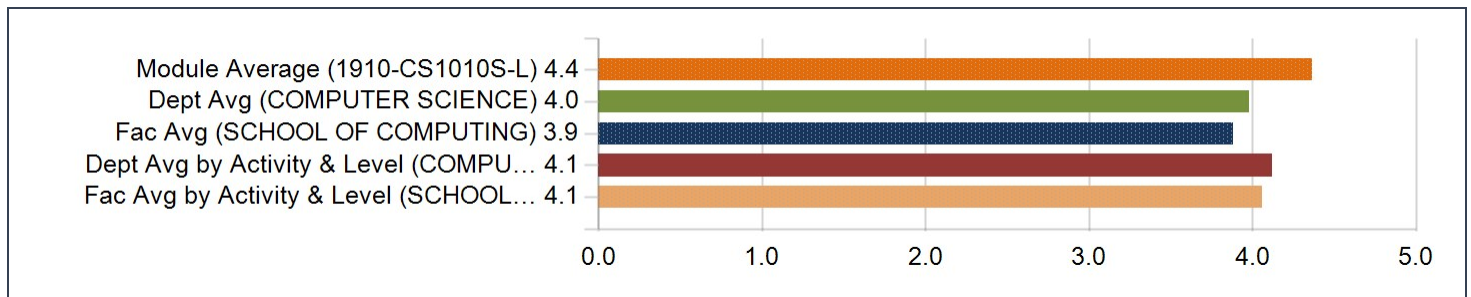
### 3. Difficulty Level of the module

Distribution of Responses



Rating Scores

Question	Module Average (1910-CS1010S-L)		Dept Avg (COMPUTER SCIENCE)		Fac Avg (SCHOOL OF COMPUTING)		Dept Avg by Activity & Level (COMPUTER SCIENCE-LECTURE (Level 1000))		Fac Avg by Activity & Level (SCHOOL OF COMPUTING-LECTURE (Level 1000))	
	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation
I rate this module as:	4.4	0.6	4.0	0.8	3.9	0.8	4.1	0.8	4.1	0.8



### WHAT I LIKE / DISLIKE ABOUT THE MODULE

What I liked about the module:

Comments
Thinking process
Basics to coding
Fun
Coursemology
Ability to get 80% marks for slower students who miss deadlines
challenges me to think deeply
The game modelled system and recitations to reinforce concepts

Comments
For someone who never coded before, this module provides me with the basics that I need. But even for those who learned it before, I believe it is rigorous enough to challenge them.
thought stimulating
It keeps you thinking and develops interest in programming despite having no prior background.
good module to give an exposure of programming to students who have no experience.
Coding is flexible and there are many approaches to solve questions
New programming techniques
The gamification of leaning python on coursemology really motivates me to learn quickly and efficiently
I enjoyed applying what i learnt in the Missions and side quests.
I think OOP Is very interesting and am interested to learn more about it because it looks very fun ! I also like how you can actually see your code work out and the feeling of achievement when your code works after debugging is real amazing :) and when I see the code do cool stuff like the stacking and runes it really makes me very happy
Nothing at all
interesting platform approachable tutors and Has
I liked that the module enables me to learn new things and various applications once we have attained such skills
A lot of new and interesting knowledge
It is something new that i am learning
I think it is great that I am being introduced to python programming.
it exposes me to something i have never tried
The module is very relevant to the needs of the current industry
Challenging. Force me to come out with my own logical thinking
Interesting, useful
The module is quite helpful and practical, and gives me an overall understanding of programming.
Learning about programming and also coursemology
The module is a foundation module in coding and it gives me many insights in coding as well as some. new ways of problem solving.
The gamification aspect of it and allowance to cover future material in advance
The logical thinking behind the code
Coursemology
it was an interesting start to learning coding
The gaming scheme.
Missions are well thought and fun!
-
learned python and coding, practical skill although i doubt i can say i know how to code in python -dedicated teachers, fast grading, efficient at giving feedbacks -give marks for pseudo code in exam
more or less forces you to actually do the dirty work
Can move at your own pace
There are several interesting concepts of algorithm, computational problem-solving, and logical reasoning. As a math enthusiast, I love learning those things.
the coursemology platform makes the module a lot more interesting and even addictive
completing missions are fun
it encourages me to think and it's interesting
Lecturers tried to be nice
It allowed me to think of solving new problems
Interesting new concept
None

Comments
Learn alot of new concepts and skills
This module does not have much memory work.
Challenging
very relevant to the industry I am interested in
It really sparked my interest in coding and I am inclined to take higher level modules cos of this
I enjoy programming so this module was very fun for me!
very interesting
Workload is VERY VERY heavy but the professors are also VERY VERY dedicated at ensuring no students is left behind. Professors and TAs also provide a lot of help to students through active forum usage. The dedication of the professors is very heartening and had definitely made this module a rather enjoyable one albeit a tough one.
Resources are easily accessible via coursemology
I like that the module is very difficult. As long as I work hard, I can score well! There are many practices available. I like coursemology!!!
-
stimulates higher order thinking
It helped me think a lot more
tracing questions in the written papers were fun
Coursemology is satisfying to do
-NIL-
There are many avenues to ask questions; We have opportunities after lectures, during tutorials, recitations and remedial. Even though the subject matter is very difficult for many, the Profs understand what the students are going through and tries their best to help us. I think the support from the teaching team rendered to students is outstanding.
its very fun to learn
very interesting and cool
It was an interesting module since it was my first time learning coding. Will definitely miss this module and those days when we were 'burning midnight oil' to finish all the missions and side quests
It is very useful and applicable in the real life.
The module really stretches you to think.
challenging, fun
It provides a lot of assignments as practice Teaches us concepts that can be widely applied
It was a good introduction to computing concepts.
it was fun despite being very challenging
Lots of opportunities for practice.
Good questions and practices.
fun and interactive ways of learning through coursemology
The module uses a the concept of gamification through the coursemology website, which I think was very interesting and fun.
Fun module due to the implementation of coursemology
-
Hard but fair
The module is designed quite well. I like the way they teach and this module is extremely important.
Very difficult but it has helped to rewire my brain
Coursemodlogy made it really easy and almost too convenient to do work. Some times it can be able addictive
Coding is a new experience
fun class
some missions are interesting to do
Challenging, interesting and sometimes fun
Different from others. Interesting and not boring

Comments
Interesting questions and very rigorous content
Other than the lecturer, the online learning platform/ coursemology was fun to use and motivated me to complete my tasks earlier
Well thought-out and well designed module
Good 'introductory' to programming. This module has drilled me well
It is interesting.
The mod is challenging and would really grow every student that takes this mod. Enjoyed the gamified platform.
The concepts taught are relevant in this technology savvy generation.
Gamefied platform
learning useful skill
Coursemology had an interesting concept of exp and leveling up.
Difficulty is more or less just right
it is a very interesting module, sets my basics right for computing modules
Linked to abstract concepts
Challenges and encourages creative thinking
It properly introduces the basics of python to me and I am now more interested in python than before. It has trained my brain to come up with algorithms to solve problems and represent data in different types of data types.
Systematic way to teach and practice
forces you to be persistent and think outside the box to solve problems, basically teaches us how to think and not really about how to code (learnt that coding is the easy part but the logic behind it is the hardest part)
Learn a lot of skills.
It was mentally challenging and satisfying to get through
I found it quite fun. A good introduction to the thought processes behind programming.
Gamified system that makes us keep up with the work and assignments.
teach very cool things
It's like a puzzle
It challenges my problem solving and thinking skills.
This module forces you to think and grind to understand the concepts. I think it trains our problem solving skills and I enjoy that part :).
Very challenging.
Fun when we are able to get the concept and can get the code running
It provided vital concepts and can serve as a solid foundation for future programming knowledge.
The use of Coursemology as the platform for homework submission and grading as well as the personalised timelines on Coursemology.
Past year paper adequate
The course structure is well designed and most of the materials are clear so that I can easily get the main idea by reading
Fun, challenging in a fun way, great for learning basic programming skills
The module is quite a good introductory course to Python and the basic ideas of computing and coding.
its so hard
it is interesting
the content
Coding is fun
The experience system
Fun
–
webcast and videos
Challenging but very fulfilling when you clear questions. Things done very efficiently, receive feedback and grade very promptly.
Satisfaction level is high when you can do it

Comments
I really like it. It opened me to the plethora of possibilities of programs that i can make.
Very well rounded intro to programming
Basics
I am able to have an intuition about programming.
Encourages Creativity
I liked the levelling system and the resources provided such as past year papers. It is very useful when preparing for exams.
use of coursemo to make it more interactive and fun for us
The staff has a lot of resources to assist the students through this challenging course.
The delivery of the content of the module via coursemology was fun. The online tutorial and recitation via Zoom was arguably better than physical classes as it allows closer interaction between the tutor and his/her students. The module has really enhanced my thinking ability and taught me grit and perseverance.
interesting and very useful content, taught in an interesting manner
It gives you the feeling of satisfaction when I am able to solve the problems.

### What I did not like about the module:

Comments
Heavy workload
Too much work for a 4 MC module
Hard, time consuming
The workload is very heavy.
too time consuming
The leaderboard as it puts unnecessary pressure on students. I feel like the want to get to lvl 50 shld be a good enough source of motivation if they really want the 25%
Nil
steep learning curve
The workload and difficulty level of this module is definitely a module that should be considered a 20MCs module. The way of how this module is designed is definitely a mood-swing design module.
Deadlines are too tight.
Quite fast paced, not easy for people who have no experience in programming
Difficulty too high. Not reachable.
the workload is disproportionately more than that of my other modules
The learning curve is quite steep and pace is rather fast, which makes it difficult for those who are struggling to have a chance to catch up.
there is too much content packed into a very short time and I feel that coding is something that needs a lot of time but I didn't have much time to practise :-( so I feel that it is really very rushed and a very hard mod
Everything
The pace of learning is too quick
heavy workload
Personally, I didn't quite like the module as it was different from what I expected. I feel that overall the contents that are taught to us are too overwhelming at times. The workload of this module is pretty crazy. Especially, when the mission are significantly different from the exams/test/tutorials/recitation. I feel that mission/homework could be more targeted towards exam style.
it is time consuming. Sometimes instructions are also hard to comprehend
It is super fast and intensed. Not advisable to take without prior preparation
Lectures are too complicated at times. For example, the memoized function taught in remedial is much easier than the version taught in lecture. Should at least intro the easier version before telling us the harder version.
Missions are interesting but are not very useful and rather time-consuming.

Comments
The module covers a great deal and it is sometimes hard to follow.
Exams
Sometimes, the exam questions get challenging. I need more time to be familiar with the way of thinking.
High pressure to perform
The absurd difficulty and workload of the module
My midterm script was misplaced, and I never got to receive feedback for it.
the work load for this module was very heavy. given that I have no coding background, it was tough completing weekly assignments but tutors and friends provided lots of help
Nothing.
Recitations should be converted to another lecture slot..?
–
bane of my existence –a lot of time and effort needed, 13 weeks is not enough especially for non data analytics or non computing students –practical exam was super tough –crushes your soul
i just hope to pass this mod please bless me
Mission are usually so abstract for a beginner to grasp
Lots of missions that mostly don't fit with my schedule so oftentimes I have to catch up, especially in more difficult materials.
I can get stuck at a question for many hours which I think is unproductive
concepts are difficult to understand and grasp in a few weeks, not much time to do other work
too intense. doesnt feel like an introductory mod
This module is too much difficulty and workload to be a 4MC Level 1000 module. I cannot count the number of days I've spent coding and crying until 4am. It would help immensely if we had more help for the missions, I think the forum does not provide nearly enough help.
The workload is a lot and if we missed out on anything, catching up is hard because we would have already moved on to the next.
Very difficult with heavy workload
It was just difficult
Very time consuming
Hardest module I have ever taken in NUS. Assignment difficulty variance is off the charts and deadlines are too tight
too time-consuming
The workload is heavy.
steep learning curve
The workload is really quite substantial and I believe it might be too much
NIL
very challenging and frustrating
This module just trains computational thinking with only little practical real-life applications to our future jobs. There were actually many assignments with interesting "game-play" contexts; it just lacks in those with real-life contexts. It would be nice if there could be more real-life applications and discussions in specifics about how basic computational thought processes can be applied in the workplace.
Workload is too high, feels like a level 3000 module
–
sometimes, missions can be a hassle
It was too overwhelming and stressful because of the workload and my weakness in coding. (i think the workload would have been fine for someone who is decently good at the mod, but it was torturous for people who are bad at it)
made me very stressed, the missions were really exhausting,
Coursework takes up too much time. Exam questions are often very vague, and does not specify proper marking outcomes.
Tutorial sessions do not teach us much since we already completed (all correct) the tutorial on Coursemology. Not much better than directly giving us an answer sheet.



Comments
Some tasks are more puzzle-oriented than programming oriented.
-NIL-
nil
the deadlines were hard to meet
very high workload, tiring, and stressful
They are many people who already know coding beforehand and sometimes it is hard for a new person like me to try and survive in this module.
There was too much assignments and the pace was very fast.
demoralising
The workload was rather heavy and some of the materials were pretty hard to understand.
many people already have experience in coding, the rest of us who did not, found it extremely tough to keep up and learn on our own.
Takes up too much of my time that it compromises my performance on other subjects. Minor point but sometimes they show PragerU videos, which I understand may sound motivational but they are fake news pro-fossil fuel company funded by the Koch brothers to manufacture fake outrage and it may be better not to give traffic to their videos.
Too fast and too many things to be covered.
Too difficult
Maybe they should have more questions for practise in levels of easy, medium, and difficult.
Too easy for those that take computer science as a second major. We would be at a significant disadvantage compared to those taking CS1101S in the future.
-
Time spent is very long, i learn a lot but i neglected my other modules. Increase the MCs for this module please.
Too many people are taking it.
Very difficult
Its really tough at the start especially when we are asked to do IQ related problems. So many people give up at the beginning.
The sheer workload and rigour is terrible (especially for those who are overloading/have no background in coding and are not as strong logically) – this module has contributed to most of my stressful and disheartened days this semester, probably due to the fact that I have 5 other modules to focus on as well.
not beginner friendly
some missions are self directed learning, had to google for extra functions of python which were not taught during lectures
Super difficult!!!!
Workload too heavy. Should be 6MCs
Nil
Nil
too much workload and time consuming
I don't really like the runes part of the module because if I cannot see the pattern, it would take hours to do the work.
The module is too content heavy – especially given the fact that some students do have hall commitments and needless to say their 4 other modules. I find myself rushing deadlines because of the non-stop workload. In addition, the learning curve is too steep, where there is a huge jump in the level of difficulty just a few weeks into the module. It feels as if this module is not graded fairly as there are students who have the upperhand due to already being proficient in coding and some students just have higher levels of computational thinking to begin with. This leaves some students being unable to compete in moderation which defeats the fact that there is no bellcurve.
No.
workload is heavy
Heavy workload
The learning curve is extremely steep for people with no coding knowledge and the number of missions thrown onto you at the start of the mod is so overwhelming
too much workload
Nil

Comments
Sometimes getting the correct answer can get frustrating (Bugs and stuff)
very time-consuming, feels like it's not worth the effort
The learning curve is very steep and the pace of learning is very fast. Some foreign yet important concepts are taught quickly and we seldom look back at concepts already taught.
Nothing
WORKLOAD SO DAMN HEAVY, EVERYDAY OPEN COURSEMOLOGY AND STARE AT THE QUESTIONS TO NO AVAIL. CAN SPEND UP TO 8 HRS ON THIS MODULE DAILY, spend so much time on this module only why my grades still not that good :")
A lot of assignments. The exams are very difficult.
Too difficult
It feels like all my other mods are playing second fiddle to CS1010S
Too many heavy contents introduced almost every lecture.
too much to cover. too hard and too difficult to pass for someone has zero knowledge.
have to spend all the time on this module
It takes too much time that it eats into other modules
Too difficult and too much workload.
It is very hard to pick up at first, and the exams dont show my real problem solving skills.
I feel that the module may be overwhelming for slower students like me. The workload for this module is heavy. But what I dislike about the module is the missions stories are very long and it makes me lose interest in the subject. I feel that CS1010S come off too strongly to me as a intro computing subject and it makes me lose interest on computing. :(
Too time consuming!
Sometimes the learning curve is too steep and not enough focus on the basics. More time and focus could be spent on doing that rather than jumping to challenging concepts.
The module is really challenging for students who have no prior programming experience, and there are a very limited number of ways for students to clarify their doubts.
I would rather have two lectures per week whereby the lecture pace is slower than having one lecture to go through the "big" picture and a recitation session after that.
past year paper sometimes too many
too hard
I'm sure you have received this feedback before, but the module is very fast-paced. I struggle a lot with understanding material every week, and the weekly missions and tutorials due are an added strain on me. That being said, I understand the rationale of having so many contact hours with the module content through lecture, tutorial, recitation, remedial etc, but I do wish content was more digestible, even if I don't know how to change it to be as such.
its so hard
NIL
the workload
Takes up alot of time
Nil
Stress
time consuming
coursemology. while it make students practice, i don't see the relevance of missions.
Very demoralizing when you cannot do it + time consuming
exam questions are out to trick you bad. i hope that exam questions can instead test on understanding and not about minor details like a difference in comma being why you get penalised.
Workload "abit" more than 10 hours
It's so incredibly difficult for an intro mod... and it's so demoralising when you can't do anything. Please please make it easier so students wont feel so stressed
time consuming
Workload is way too much. There are other 4 mc modules with 1/3 as much work as this module. While the pacing of the lectures is good for the content needed, the content covered is excessive. Perhaps the workload could be reduced or the Modular Credits for this module could be increased.

## Comments

its really quite hard to learn prog methods if we've not seen them before, which makes tackling missions quite hard, but as a whole I suppose we're exposed to quite a few ways of doing it in the rec and tutorials

The module itself has too much content to be covered in 1 sem.

The long hours and suffering but without these I would not have learnt.

Alot of deadlines and missions which brings about alot of stress and frustration