

STUDENTS' RATINGS/COMMENTS ON MODULE

Faculty: SCHOOL OF COMPUTING Academic Year: 2015/2016
 Department: DEAN'S OFFICE (SCHOOL OF COMPUTING) Semester: 1
 Module: INDEPENDENT WORK - CP3108B
 Note: *Feedback on module in general*

Qn	Items Evaluated	Module Avg Score	Nos Responded
1	Overall Opinion of the module.	4.177	175
2	Expected Grade for the module.	4.494	79
3	Difficulty Level of the module.	3.469	160

QN\SCORE	5	4	3	2	1
Qn 1: Overall Opinion of the module.	Excellent	Good	Satisfactory	Unsatisfactory	Poor
Qn 2: Expected Grade for the module.	A	B	C	D	F
Qn 3: Difficulty Level of the module.	Very Difficult	Difficult	Average	Easy	Very Easy

Frequency Distribution (Qn 1: Overall Opinion on the module.)

ITEM\SCORE	Nos. of Respondents(% of Respondents)				
	Excellent	Good	Satisfactory	Unsatisfactory	Poor
Module	61 (34.86%)	86 (49.14%)	27 (15.43%)	0 (.00%)	1 (.57%)
Module at Same Level (Dept)	61 (34.86%)	86 (49.14%)	27 (15.43%)	0 (.00%)	1 (.57%)
Module at Same Level (Fac)	239 (29.51%)	369 (45.56%)	151 (18.64%)	34 (4.20%)	17 (2.10%)

Frequency Distribution (Qn 2: Expected Grade for the module.)

ITEM\SCORE	Nos. of Respondents(% of Respondents)				
	A	B	C	D	F
Module	42 (53.16%)	34 (43.04%)	3 (3.80%)	0 (.00%)	0 (.00%)
Module at Same Level (Dept)	42 (53.16%)	34 (43.04%)	3 (3.80%)	0 (.00%)	0 (.00%)
Module at Same Level (Fac)	252 (35.74%)	389 (55.18%)	57 (8.09%)	6 (.85%)	1 (.14%)

Frequency Distribution (Qn 3: Difficulty Level of the module.)

ITEM\SCORE	Nos. of Respondents(% of Respondents)				
	Very Difficult	Difficult	Average	Easy	Very Easy
Module	19 (11.88%)	56 (35.00%)	71 (44.38%)	9 (5.62%)	5 (3.12%)
Module at Same Level (Dept)	19 (11.88%)	56 (35.00%)	71 (44.38%)	9 (5.62%)	5 (3.12%)

Module at Same Level (Fac) | 144 (18.16%) 324 (40.86%) 295 (37.20%) 23 (2.90%) 7 (.88%)

What I liked about the module:

1. Being able to build whatever app i want.
2. It seems to be a good chance to explore more on your own
3. We are free to implement any application we want to
4. None
5. We were free to do our own projects, with the ability to ask for help. This allowed for maximum knowledge income.
6. It allowed me to learn independently. It also gave me access to talks and materials I would not have attended/accessed otherwise.
7. Orbital involved a lot of self-learning and self-discovery, which is good.
8. Flexibility
9. Orbital was a good module to help students explore concepts in software engineering at their own pace
10. It is very different from other modules, with a hands-on and self-driven approach. It encourages students to think further and to learn what is needed by themselves, which is in line with life at the university level where students should be self-driven and not spoon-fed. Being able to create a working product at the end of the module is an entirely different experience which is both enriching and fulfilling.
11. Nothing
12. freedom
13. Really gives us the independence to do our own work and at our own pace.
14. Independent work
15. It's a module that helped me to discover my own interests and strengths and I felt a sense of accomplishment after the module.
16. flexible
17. independent working
18. Independent work means I can decide what I want to learn from this module
19. Independent work
20. I liked how the mission control sessions were carried out as we were allowed to choose the sessions and talks that we wanted to attend.
21. The freedom to develop anything we want.
22. Self learning
23. One of the few opportunities to gain modular credits for side projects
24. Independent learning and exploration.
25. Very independent! Encouraged self-learning
26. Everyone can participate and allowed to create/develop anything you want!
27. well, I learned some stuff
28. Self learning experience. Feels good to create something
29. Able to work anywhere and allows us to explore developing applications.
30. Own pace to do projects
31. Alot of time to do the work. Free and easy style of learning
32. Lets me self-learn and explore new things
33. NIL
34. Independent learning.
35. Allows me to explore different technologies on my own
36. Gives flexibility to what you want to do with your project.
37. Encouraging students to explore and try out different methods with no restrictions.
38. Self exploration
39. It allows us to learn independently.
40. The end product, coming up with an app was very cool
41. nil.
42. Provided me with new experiences.

43. Do at own pace
44. the ability to do things on our own free time. free and easy.
45. Independence
46. Good experience.
47. In a group of 2, we are able to learn to the fullest and apply our skills and knowledge into coding an application out.
48. The ability to work on a project of my interest.
49. The freedom to choose what we want to develop.
50. Able to implement our own ideas
51. The choice of your own personal project
52. Self generate and build the idea. Explore different approach in existing technology has given me the chance to learn more.
53. The freedom to do whatever things that you want to do.
54. It helps in kick starting my personal project
55. Independent Learning
56. Able to explore new stuff
57. Self exploratory. A lot of freedom and the scope is limited by how much we wanted to learn.
58. nil
59. It was great to have a hands on project based learning for programming. I truly am interested in getting a CS minor thanks to this.
60. Independent learning and use of online resources to create a product.
61. Able to try out and develop new application at our own pace and time.
62. We are able to learn independently and do the project from scratch to build a game. Over the whole process, I can gain a better understanding and appreciate how the design and execution of a game would work.
63. It is flexible and let us choose what kind of project we want to do.
64. I am able to work together with my friends and do independent learning during the summer vacation.
65. Flexibility. No restrictions on the project theme. Able to learn new programming language. Milestone ensure us to keep track of our advancement in codes.
66. it is fun and lets me be creative
67. I like that the module is very flexible as it allows us to explore and be innovative to create anything related to IT.
68. Can pace own's workload
69. Its oioi
70. I had freedom is working on the project.
71. It gives us an opportunity to learn by ourselves, but in a strict manner, because we're being assessed. Had we done the learning purely by ourselves, it would be harder to do. This module serves as a practice ground for that. In the future, I think I will be better in self-learning. This module also gave me the confidence that I can learn anything, really.
72. Trains creative thinking and coding abilities + software engineering.
73. Able to do something you want over the summer.
74. Enhance my skill
75. very fun, no restriction.
76. Got to experience Pair Programming, which was a very enriching experience! It allowed me to learn from my fellow group mate and widen my insights and perspectives on algorithms and methodologies.
77. Freedom
78. Alot of freedom
79. able to create the webpage during the break and the timing is flexible. allows me to make use of the break to learn more about HTML/PHP.
80. its fun! you get to do your own stuff
81. Flexibility in exploring our own areas of interest and problems to target, the kind of applications we want to build (web, iOS, Andriod etc.)
82. Enjoyed the freedom to design and implement your own project.
83. self-learning

84. It promotes self learning and a platform to finally apply what we have learn in school. Very interesting real life experience
85. Set your own difficulty and total creativity in terms of the type of projects allowed. wish there were more modules like this.
86. Self-exploratory time given to us
87. There is a lot of freedom to do what I want, while trying to develop something. There is also a lot of support from the school as they organize workshops and talks to share basic information necessary for the project.
88. Allowed me to do a lot of independent studying and I had the freedom to choose whichever project that I like. Motivated me to learnt a lot of new skills through the process.
89. No grading. Self-learning (I did learn quite a few things).
90. We get to explore things on our own and build a web app
91. It made me learn stuff about web development, although my knowledge about it at present is actually still incomplete.
92. We could implement our own websites, and etc.
93. I like that the module give us a lot of freedom to create our project.
94. the flexibility of this module really cater to all kinds of computing students with various backgrounds
95. I was able to learn new things independently and get rewarded for it!
96. We have the chance to explore something new and it only happens in summer holiday! so we don't need to worry about the workload with other modules. And there are no constraint on what our project will be about which makes us do whatever we have in mind.
97. Allowed us to choose a project of our own and develop it over the holidays.
98. Always creativity
99. The self-learning and learning of new knowledge.
100. Interesting to explore. I have learned so much more through this single module than from any other module about software engineering, design and product planning.
101. Being able to build a website on our own
102. Allows students to express their creativity and forces them to pick up skills outside of those imparted in the regular curricular modules. I have learnt a lot taking this module and have felt a sense of accomplishment upon completion.
103. A lot of flexibility in what we can choose to do. Weekly exposure courses were cool too
104. Allow students to freely explore any project they are interested in.
105. Flexible. Since this is a summer program, students have the whole summer to complete their orbital task. Furthermore, students can choose anything to work on as long as it is related to computing.
106. Helpful.
107. Free roam
108. Nil
109. -
110. Independent learning!
111. Independent scope
112. It provides students a very good platform to obtain valuable software development knowledge.
113. Force me to self-learn a lot of stuffs.
114. With an extrovert personality, I always believe that entrepreneur would be the best career for me.
115. A very useful module. Allow us to self study and get prepared for the coming SE modules.

What I did not like about the module:

1. nil
2. Wonder why so many groups drop out
3. nil
4. Last minute deadlines. Stop popping deadlines at the very last minute. It is not funny to have them when you're working or having internship alongside the module
5. Maybe more game mentors, if possible.
6. None.
7. Structure can be better, deadlines can be better managed, reasons for some of the milestones can also be better explained.

8. Organization of the module is slightly messy and there should be some minimum quality expectation...some of the products that were on display are of truly sub-par quality.
9. The requirements set out for each level is too fixed and could be restrictive
10. Nothing
11. the only thing my tutor did was to give me evaluations. and he's getting paid for so little work. life was tough with a not very capable partner and an MIA tutor. i look forward to becoming an orbital tutor next year.
12. Too Independent work
13. The module was good, and self-paced. I liked the module entirely.
14. --
15. na
16. Admin structure was not very developed
17. NIL
18. I felt that other students did not perform the evaluation conscientiously and that the evaluation did not point out the shortfalls of my project.
19. The need to post current development status onto the online portal (although I understand the necessity of it).
20. -
21. More resources can be provided to sponsor students with their projects, some mentors are good with their work but not engaging.
22. N.A
23. Nil
24. Can be frustrating at times as what I wanted to do is not common, hard to find resources and help.
25. workshops poorly planned, TAs did not even seem to care about the project when evaluating, giving generic comments and stuff. some screening would be nice
26. Too little guidance provided.
27. None
28. nil
29. It could have been an individual work.
30. Too messy. no proper guidelines.
31. NIL
32. Slack was a bad experience as there was a limit on the amount of history messages that can be archived.
33. not having webcast for all the workshops.
34. Too little guidance
35. Can provide more materials and information with regards on what kind of skills and knowledge are required.
36. You cannot expect people who have never done any sort of web or app programming to pick it up real fast. It would be better if this was open to year 2 students only, at least the student should have some background before they take this. Maybe they should conduct more classes to help students learn the basics of web/app development
37. nil.
38. -
39. Lack of information sometimes
40. content not very organised. all over the place. instructions not clear. content was on slack, ivle, sometimes email. too messy. cannot gather information properly. milestone dates should be made clearer. deliverable should be made clearer
41. Lack of support
42. N/A
43. TA aint helpful at all. Always missing, please find TA that helps in the future.
44. 1) The use of multiple platforms to disseminate module related information, and inconsistency in where the information will disseminated. 2)How students can use current/past projects and submit it for this module.
45. Too restrictive in terms of progress milestones.
46. The way they judge
47. The mentoring scheme does not work at all. None of my mentor had asked or approach my team. Please at least acknowledge yourself as the group mentor. If we need help, we can at least find him/her.
48. Splashdown focus too much on popularity contest. There should be a balance between popularity and usability. This will help to change the focus of the projects. Not only that, I find that majority of the students don't

take the module seriously enough and focus on cutting corners. The requirements should be more strict.

49. -
50. Lots of self study and research
51. nil
52. Not structured. The 2-day crash course was too short to finish introductions.
53. NIL
54. Vagueness results in the difficulty because learning process is self-determined. Peer review can be bias giving low ratings.
55. groupmate didnt do anything
56. The milestone number of hours
57. None
58. need to do in pair
59. NIL
60. Sometimes it wasn't really clear to me what's expected in the different milestones. My advisor wasn't really helpful, too
61. -
62. Maybe specify more clearer requirements for projects such as mobile apps rather than just provide an overview framework
63. Too many milestones
64. the milestones are a bit weird.
65. Did not really know what to expect, perhaps the information required could be gathered in one place instead of being scattered across platforms (website, slack, skylab)
66. Too much freedom
67. a bit difficult to get help when using a entirely new software
68. nil
69. Slack was an ineffective communication platform. Announcements were all over the place and the interface isn't very user friendly :(experience with the Slack interface is unpleasant as I found myself missing out on many important announcements and opportunities
70. None, it was a very enjoyable and meaningful module
71. Nil
72. Perhaps a little more help from tutors. It is difficult to track the workshop dates and the website to obtain information is quite hard to follow.
73. The difficulty levels are artificial, contrived, and self-defeating as in their current implementation. I could choose to do a really impressive project, but stick to a low difficulty level, and I could almost definitely win in that category. There are a lot of problems with the voting. During splashdown, I feel there is not enough time to do a full evaluation of the projects and we all just end up voting for people we know. Additionally, it would help if we could place the projects by difficulty level, i.e. all the vostok projects in SR1, all the apollo projects outside etc, which helps the voting massively. Also, I suggest that we simplify the voting for splashdown attendees (i.e. vote for 1 in each category) and keep the ranking voting for the students, BUT create a webpage for us to do the voting over a few days (we are talking about >100 projects here, two hours is not enough)
74. None
75. Resources were not very useful
76. -
77. Kinda cuts into holiday plans but it's alright! It's worth it! :)
78. -
79. Needs the mentor to play a more active role in the groups work
80. The workshops conducted weren't useful.
81. Nil
82. The module should use IVLE as the main platform to communicating to the students.
83. -
84. Feels very lost at the start. No idea how to use GitHub, how to use GAE, etc. But we picked it up slowly.
85. nil
86. None
87. nil

88. The largely unsupervised nature of the module

89. Advisors, tutors need to be more involved in the process. Slack is not a very good platform. Have all admin things on 1 reliable webpage, e.g. a single page on the blog, where everything is expected to be correct, up to date. Please do not post admin things on Slack as it is very messy.

90. Orbital. We were not allowed to 'upgrade' to another level in the midst of the development. From Vostok to Gemini. This made it unfair as there are some teams that did not meet the criteria of Apollo 11. Yet they still managed to finish this module with that Level. Could have followed closely to the grading of each level and gave each teams their level of achievement based on their work and not what they wanted in the beginning.

91. More guidance and timely feedback from the mentors will be better

92. This program relies on student motivation to do work.

93. -

94. Nil

95. -

96. -

97. NA

98. -

99. Tiring

100. Students are less active and responsive than my expectation.

101. Requirement can be more pushing and restrict!