

MODULE REPORT

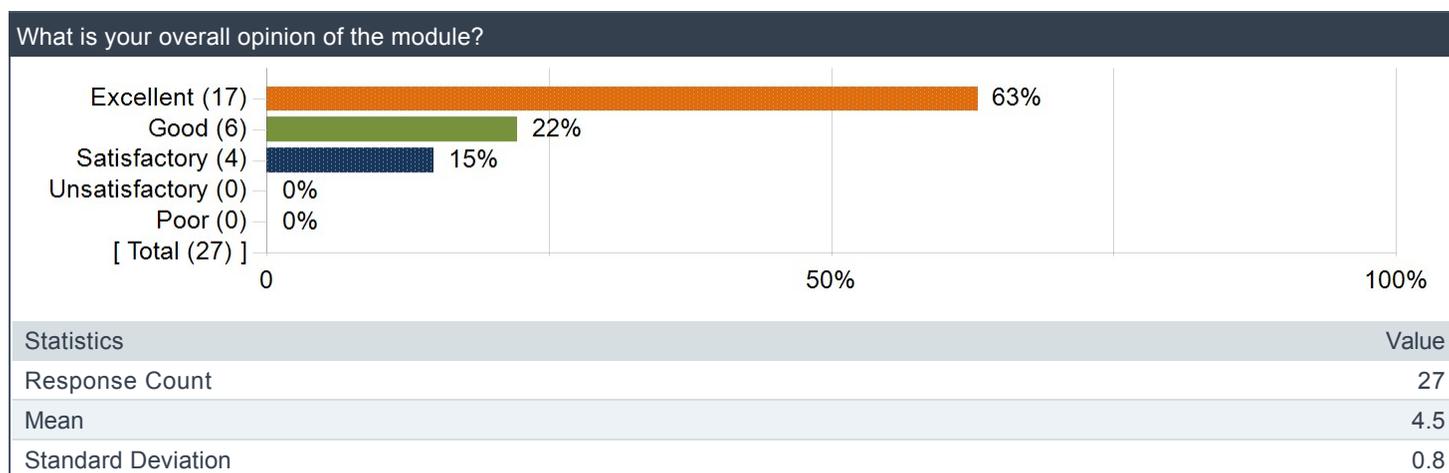
Module	CS3216 - SOFTWARE PRODUCT ENGINEERING FOR DIGITAL MARKETS
Academic Year/Sem	2019/2020 - Sem 1
Department	COMPUTER SCIENCE
Faculty	SCHOOL OF COMPUTING

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

Raters	Student
Responded	27
Invited	36
Response Ratio	75%

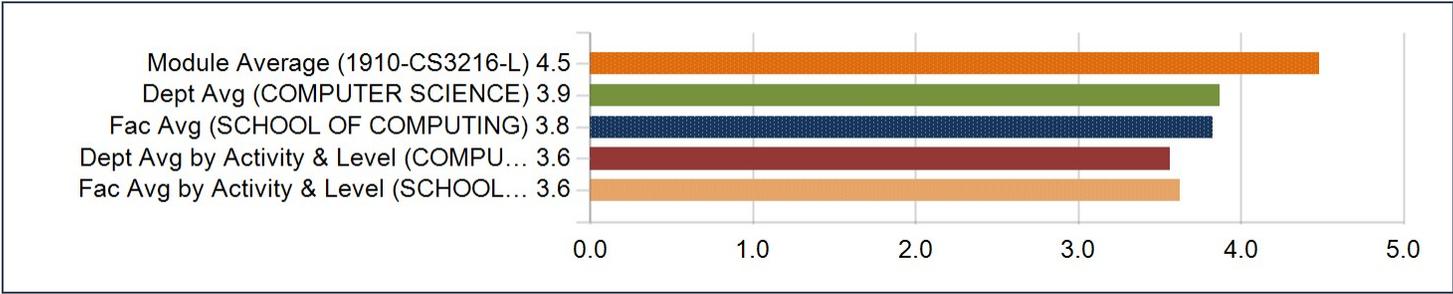
1. Overall opinion of the module

Distribution of Responses



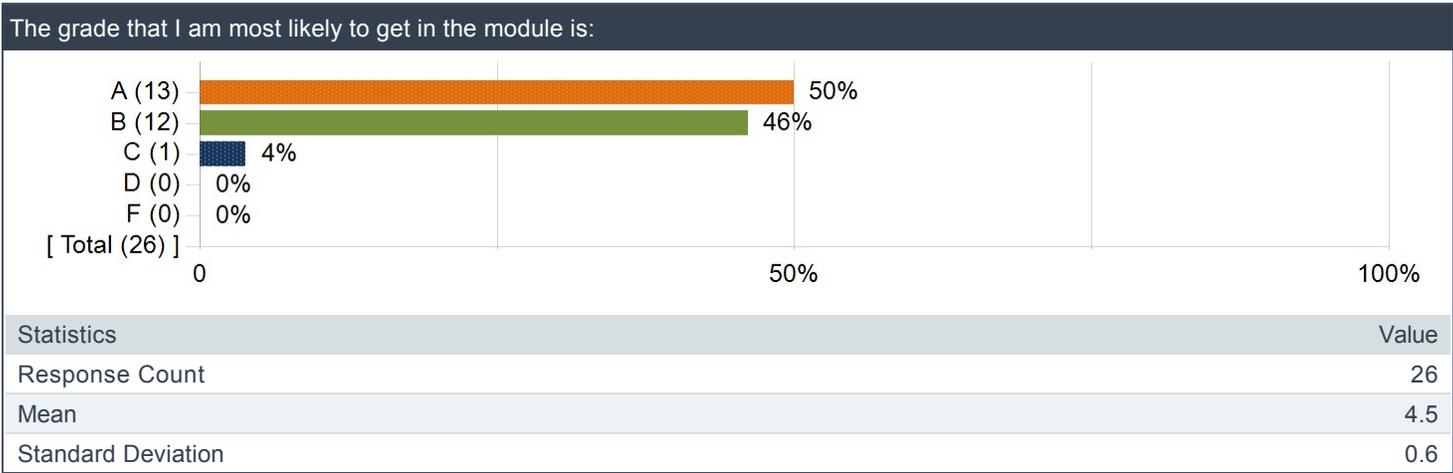
Rating Scores

Question	Module Average (1910-CS3216-L)		Dept Avg (COMPUTER SCIENCE)		Fac Avg (SCHOOL OF COMPUTING)		Dept Avg by Activity & Level (COMPUTER SCIENCE-LECTURE (Level 3000))		Fac Avg by Activity & Level (SCHOOL OF COMPUTING-LECTURE (Level 3000))	
	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation
What is your overall opinion of the module?	4.5	0.8	3.9	1.0	3.8	1.0	3.6	1.1	3.6	1.1



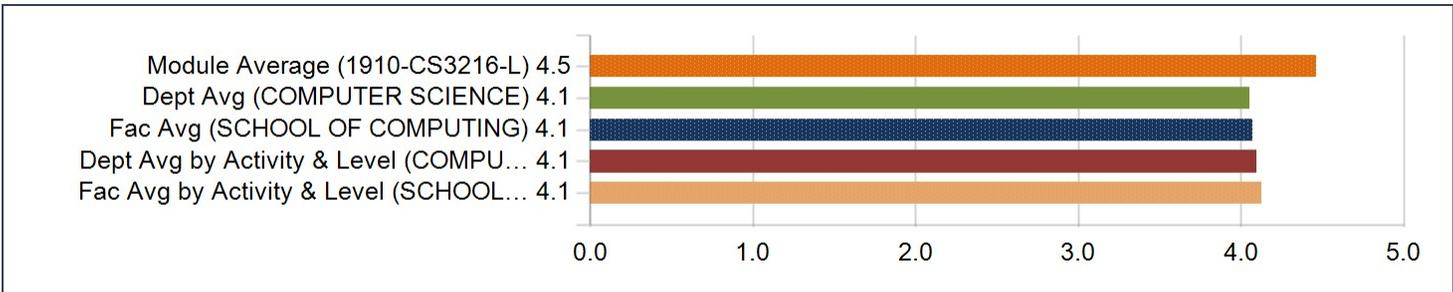
2. Expected Grade

Distribution of Responses



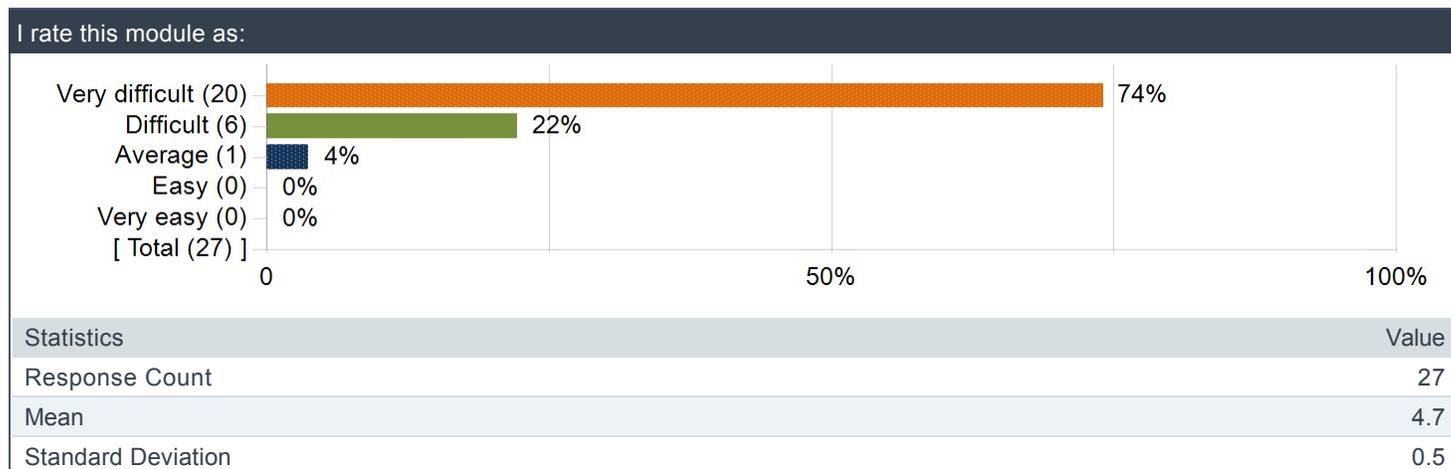
Rating Scores

Question	Module Average (1910-CS3216-L)		Dept Avg (COMPUTER SCIENCE)		Fac Avg (SCHOOL OF COMPUTING)		Dept Avg by Activity & Level (COMPUTER SCIENCE-LECTURE (Level 3000))		Fac Avg by Activity & Level (SCHOOL OF COMPUTING-LECTURE (Level 3000))	
	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:	4.5	0.6	4.1	0.8	4.1	0.8	4.1	0.7	4.1	0.7



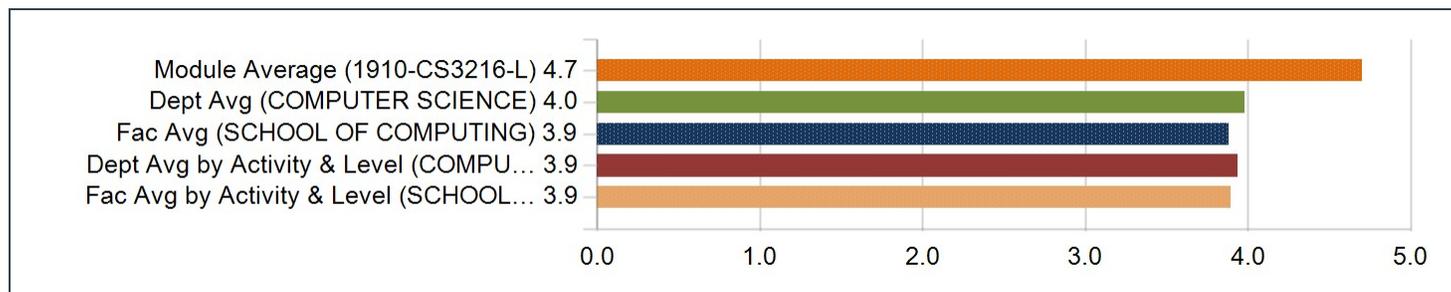
3. Difficulty Level of the module

Distribution of Responses



Rating Scores

Question	Module Average (1910-CS3216-L)		Dept Avg (COMPUTER SCIENCE)		Fac Avg (SCHOOL OF COMPUTING)		Dept Avg by Activity & Level (COMPUTER SCIENCE-LECTURE (Level 3000))		Fac Avg by Activity & Level (SCHOOL OF COMPUTING-LECTURE (Level 3000))	
	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation	Mean	Standard Deviation
I rate this module as:	4.7	0.5	4.0	0.8	3.9	0.8	3.9	0.8	3.9	0.8



WHAT I LIKE / DISLIKE ABOUT THE MODULE

What I liked about the module:

Comments
Independent work
I learn a lot of prototyping and design
Learnt alot very quickly, was able to work together with a larger number of students compared to other classes and see products being built fast and well. The expectations of the class are high and pushes the students to strive for excellence. In terms of content, they are very applicable and relevant in both class as well as real life situations.
–
Overworked like crazy during this module.
Skills that are ACTUALLY useful to students are emphasised in this module
– Opportunities to work on interesting projects with various teammates. – Students can involve in a full cycle of developing a product and define requirements by themselves. – The grading scheme is flexible, thus students do not have to do something they do not understand just to fit the scheme.
The classmates and guest lecturers/speakers were amazing.
fun
opportunities to build real things
The excellent teammates I get to meet and learn from.

What I did not like about the module:

Comments
–
Some clients are hard to work with, but it is part of the module.
–
–
Personally wish I dropped it but I guess it's too late now. Certainly not a module to take without sufficient passion and motivation
Overworked like crazy during this module.
Short and tight deadlines with many components in each submission. Its quite hard to make time for everything, and this can actually cause students to submit lower quality work sometimes
1. The expectation for projects is sometimes vague. 2. The pace is extremely fast. I expected to pick up some new skills before joining the module, but I realized it was more about utilizing what you are already good at to contribute rather than learning from others/picking up new things. This one is like an expectation mismatch, maybe not a bad thing. 3. Some of my writing assignments feel like a listing of common facts rather than insights/lessons as the prior lecture was not helpful/interesting.
Don't know what i learnt
crazy stress and workload