

CS 499: Final Customer Satisfaction Survey

Anonymous feedback survey: indicate your feelings on how the course went.

	Epic Win	1	2	3	4	5	Fail!
1.	CS 499 was way harder than other 4xx CS courses I've taken	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CS 499 was cake compared to other CS courses
2.	CS 499 was way more interesting than other 4xx CS courses I've taken	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CS 499 was super boring compared to other CS courses
3.	I liked 4 big HWs: time and space to do something interesting	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Having smaller more frequent HWs would be better.
4.	HW1 (Theory) was easy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	HW1 was the hardest thing I've ever coded.
5.	HW2 (MPI) was easy	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HW2 was the hardest thing I've ever coded since HW1.
6.	HW3 (IPC) was easy	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HW3 was the still really hard.
7.	HW4 (Shared Mem) was easy	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HW4 was as painful as ever.
8.	I spent a lot of time reading the required textbook by Grama.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	I spent <i>no</i> time with Grama and company.
9.	I spent lot of time reading the linked tutorials on other topics not in the textbook.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	I spent <i>no</i> time on the other reading materials.
10.	Lecture code examples and practice time were useful for the HW.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HW seemed unrelated to our in-class activities.
11.	Doing problem sessions in lecture was a great help to my learning.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Problem sessions didn't help me learn at all.
12.	I learned a ton about parallel computing and got \$1,344.00 of value from this course (3 credits, in-state tuition)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	OMG, that's how much it cost!? Refund please!

In the future, Kauffman should *always* do this in CS 499:

Get this class out of the 499 classification. This is quite a good class, and frankly, it was structured well.

In the future, Kauffman should *never* do this in CS 499:

Provide slightly more time on some of the more demanding ~~work~~ home works.

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In the future, Kauffman should *always* do this in CS 499:

These were great! Mini-Exams were nice.

In the future, Kauffman should *never* do this in CS 499:

I struggle to find something I disliked.

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In the future, Kauffman should *always* do this in CS 499:

- engage classroom w/ code activity
- lectures are always interesting/informative

• hot seats

} was a good balance of theory & coding

In the future, Kauffman should *never* do this in CS 499:

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hello
3's indicate, just about right,

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Yes! in fact more classes should be like this!
Actually have specific topics rather than broad CS courses.

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I think this is a very useful class and Kauffman should always teach it! 😊

In the future, Kauffman should *never* do this in CS 499:

^ I disagree