



**USC** University of  
Southern California

ENGR - Individual Report for Instructor  
Wang (30113-20193 : CSCI-310 Software  
Engineering (30113))

Project Title: **Learning Experience Evaluations - Fall 2019**

Courses Audience: **144**  
Responses Received: **74**  
Response Ratio: **51.39%**

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Report Comments

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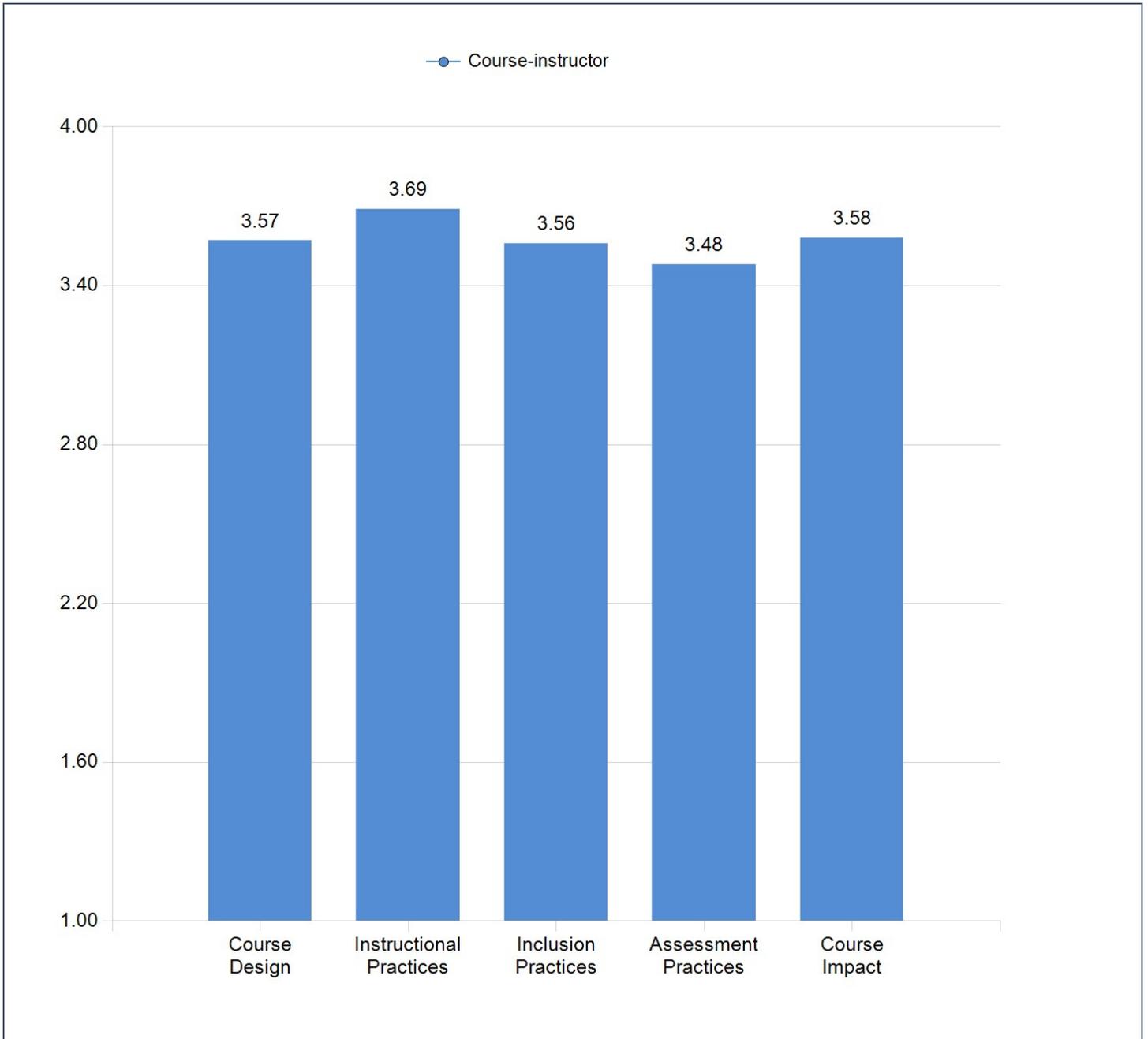
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Creation Date: **Friday, January 17, 2020**



## LEARNING EXPERIENCE SUBSCALE ANALYSIS

### Learning Experience Subscale Average Scores



Competency	Course-instructor	Standard Deviation
Course Design	3.57	+/-0.55
Instructional Practices	3.69	+/-0.50
Inclusion Practices	3.56	+/-0.59
Assessment Practices	3.48	+/-0.65
Course Impact	3.58	+/-0.55

**COURSE DESIGN**

	N	Mean	Std. Deviation
The course objectives were well explained.	73	3.59	0.55
The course assignments were related to the course objectives.	73	3.59	0.52
I understood what was expected of me in this course.	72	3.54	0.58

**INSTRUCTIONAL PRACTICES**

	N	Mean	Std. Deviation
The instructor carefully explained difficult concepts, methods, and subject matter.	73	3.66	0.53
The instructor encouraged me to do my best work.	72	3.58	0.58
The instructor encouraged questioning and discussion of course topics from the students.	73	3.64	0.51
The instructor treats students professionally, respectfully, and with integrity.	73	3.89	0.31

**INCLUSION PRACTICES**

	N	Mean	Std. Deviation
The course materials included diverse perspectives OR applications to diverse populations.	73	3.53	0.63
The instructor used a variety of teaching approaches to meet the needs of all students.	73	3.44	0.69
The instructor was receptive to the expression of diverse student viewpoints	73	3.62	0.52
The instructor demonstrated sensitivity to students' needs and diverse life experiences	72	3.64	0.51

**ASSESSMENT PRACTICES**

	N	Mean	Std. Deviation
The assessments/assignments reflected what was covered in the course.	73	3.45	0.62
The grades I have received thus far reflect the QUALITY of my performance in the course.	73	3.29	0.79
The criteria for good performance on the assignments or assessments were clearly communicated.	73	3.44	0.67
The instructor's evaluation of my performances was constructive.	72	3.49	0.60
Grading in the course was reflective of academically rigorous standards.	72	3.75	0.44

**COURSE IMPACT**

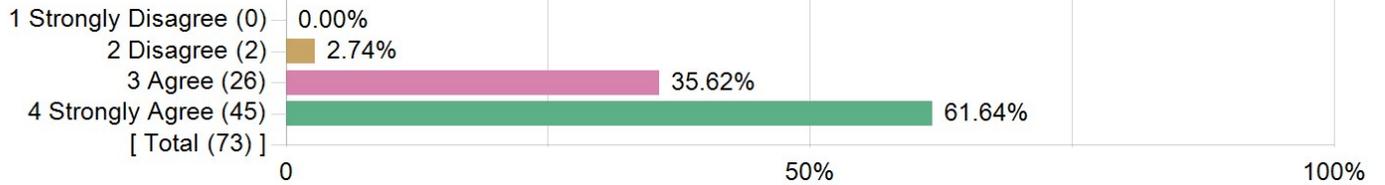
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I learned perspectives, principles, or practices from this course that I expect to apply to new situations.	73	3.56	0.55
This course challenged me to think critically and communicate clearly about the subject.	73	3.55	0.55
This course provided me with information that may be directly applicable to my career or academic goals.	70	3.64	0.54

## LEARNING EXPERIENCE SUBSCALE ANALYSIS: COURSE DESIGN

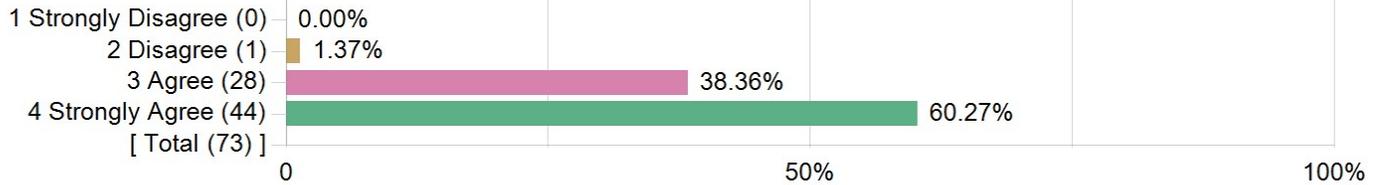
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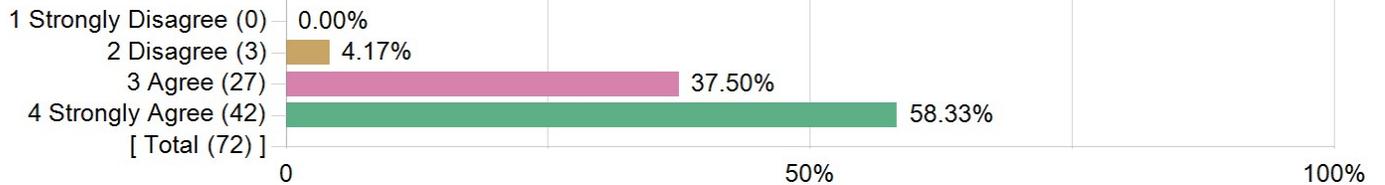
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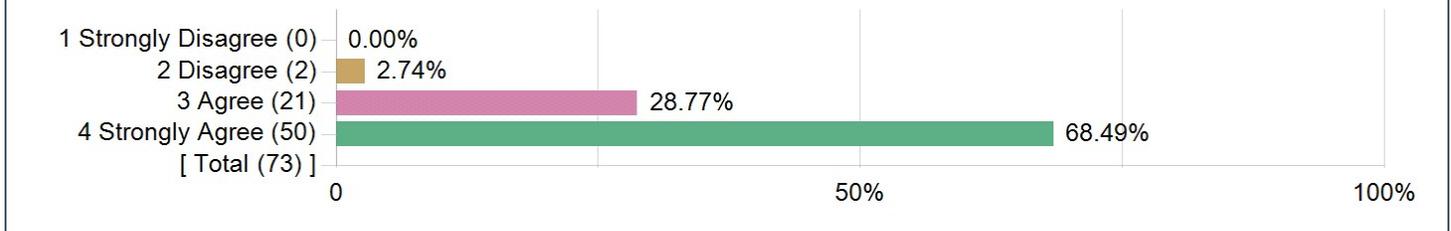


## LEARNING EXPERIENCE SUBSCALE ANALYSIS: INSTRUCTIONAL PRACTICES

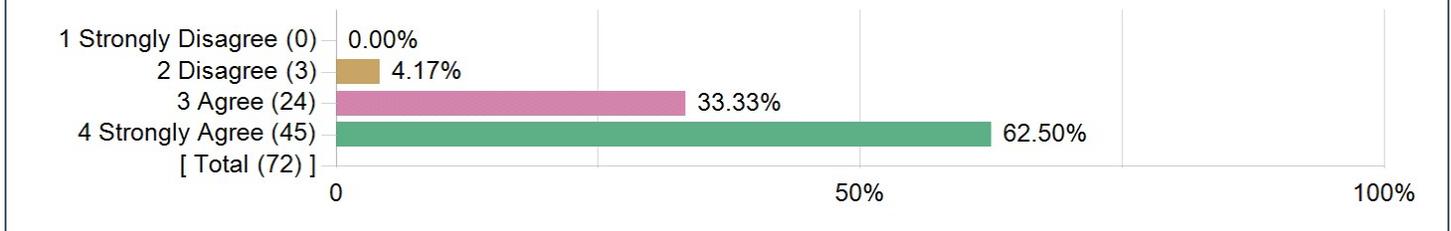
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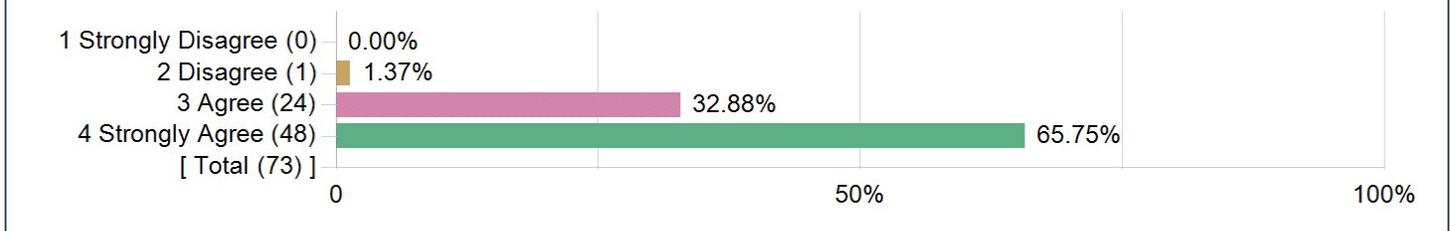
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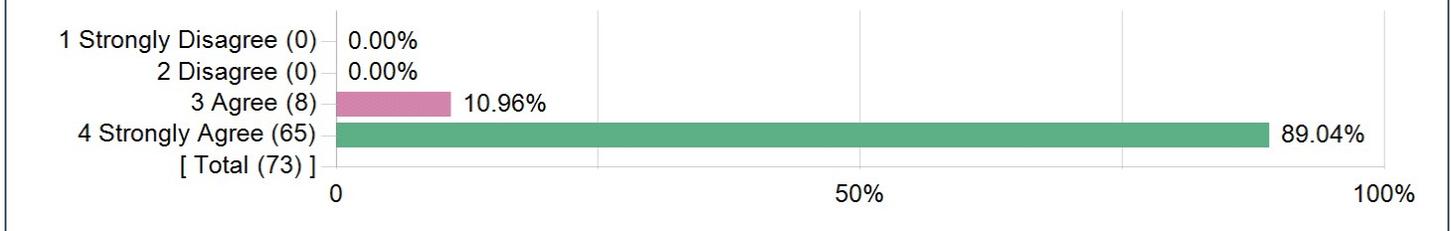
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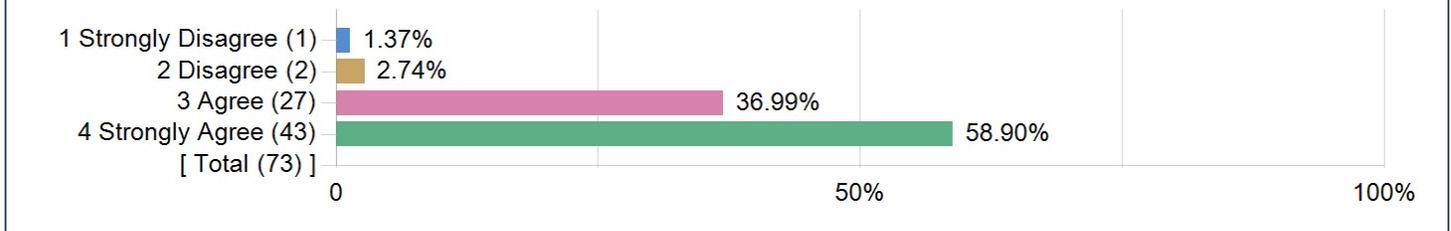


## LEARNING EXPERIENCE SUBSCALE ANALYSIS: INCLUSION PRACTICES

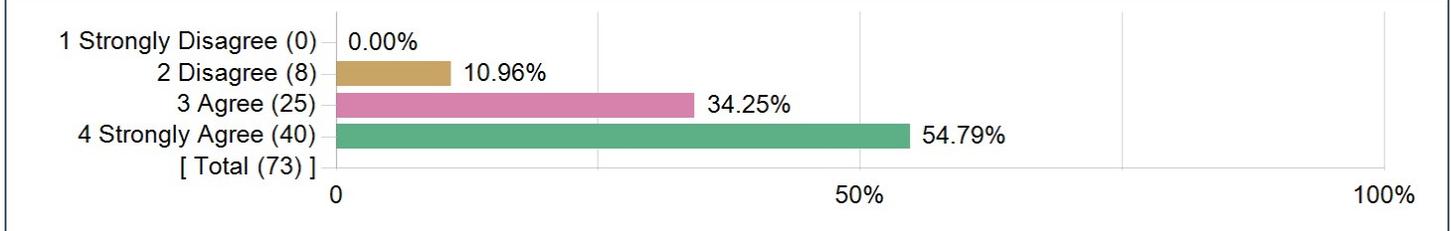
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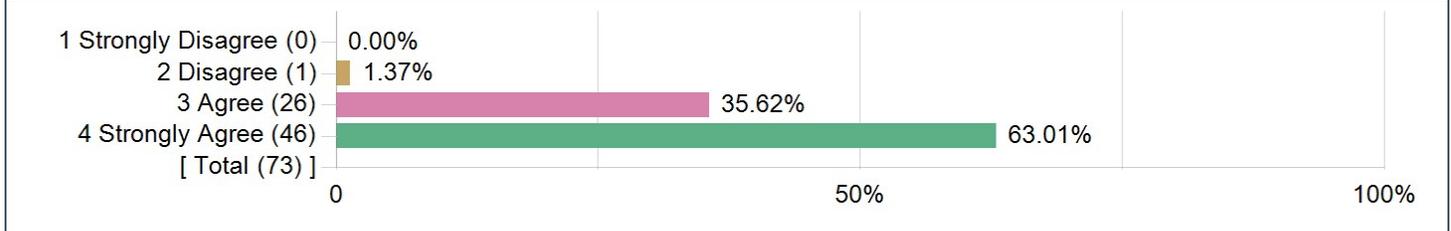
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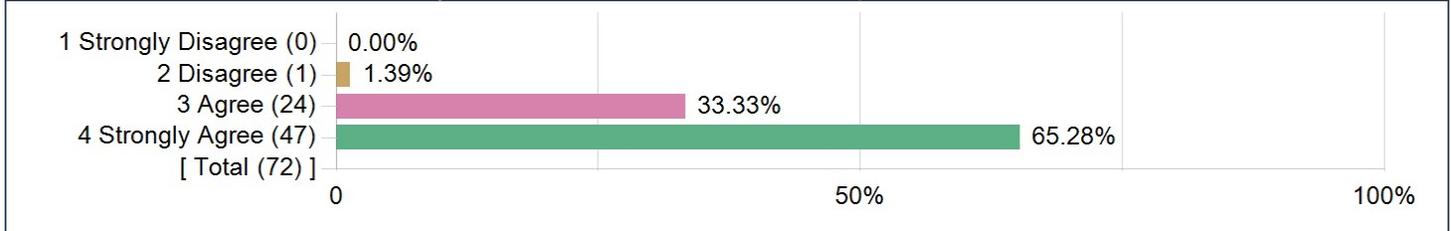
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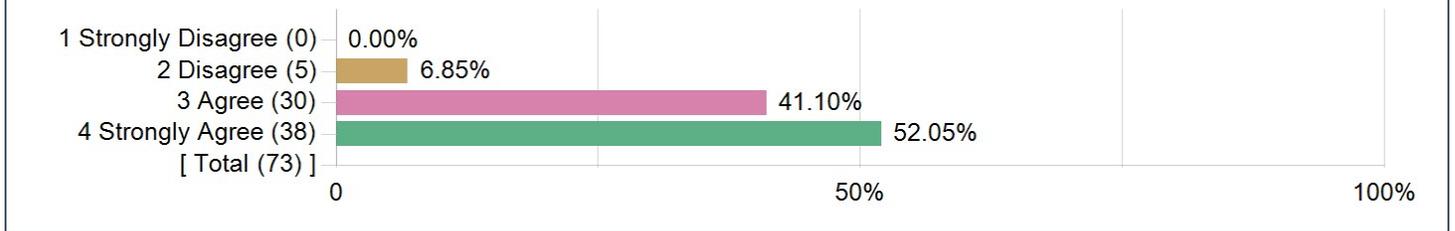


## LEARNING EXPERIENCE SUBSCALE ANALYSIS: ASSESSMENT PRACTICES

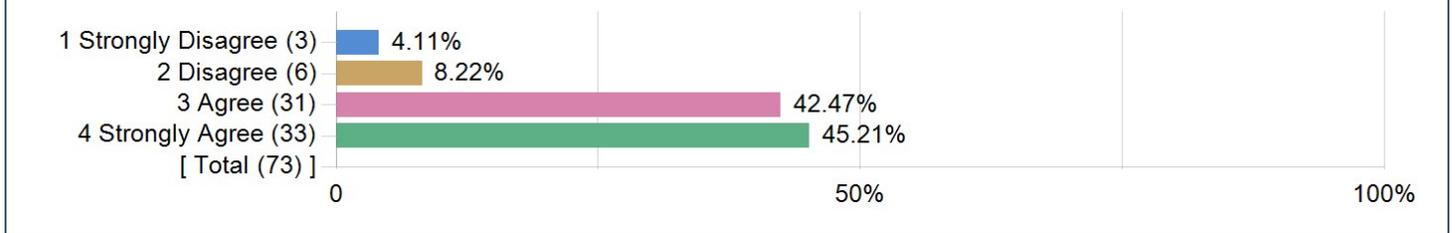
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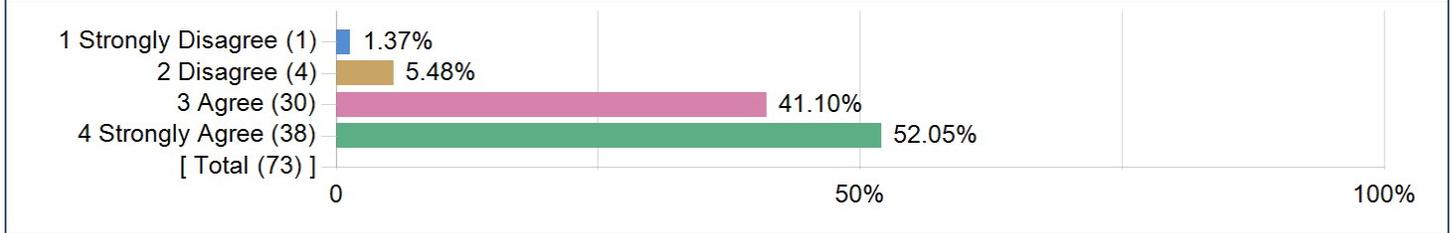
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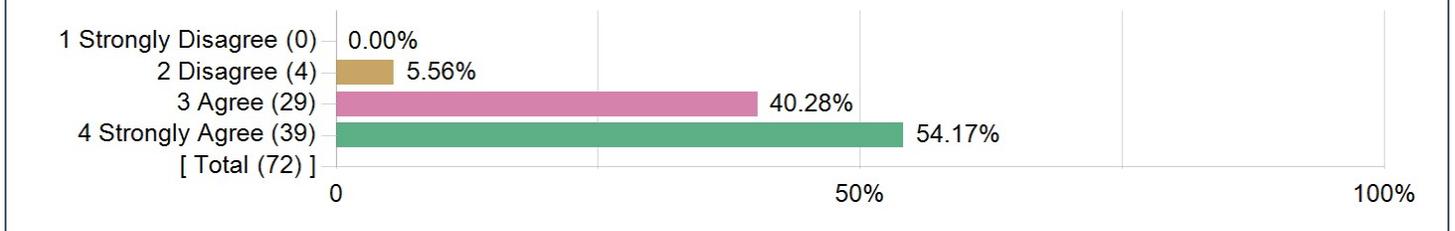
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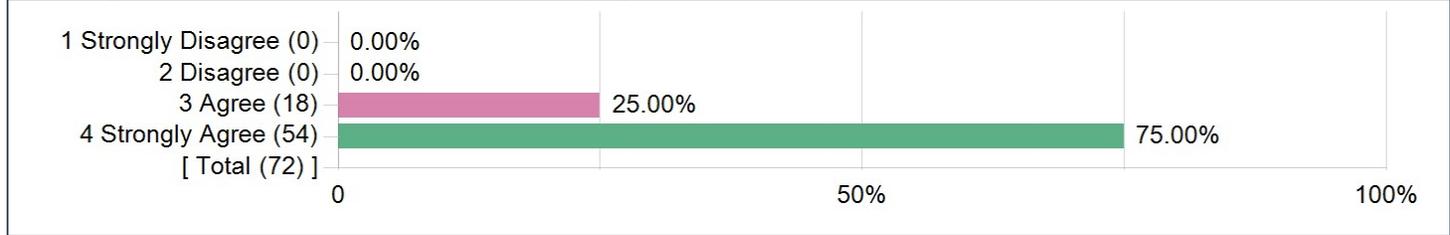
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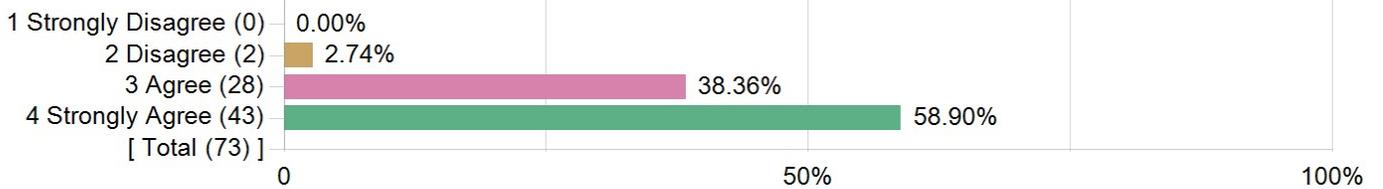


## LEARNING EXPERIENCE SUBSCALE ANALYSIS: COURSE IMPACT

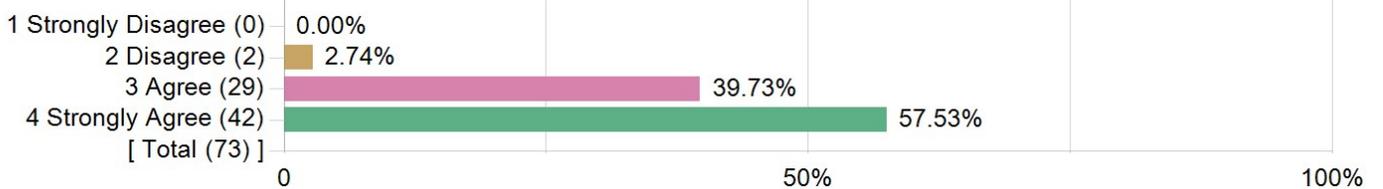
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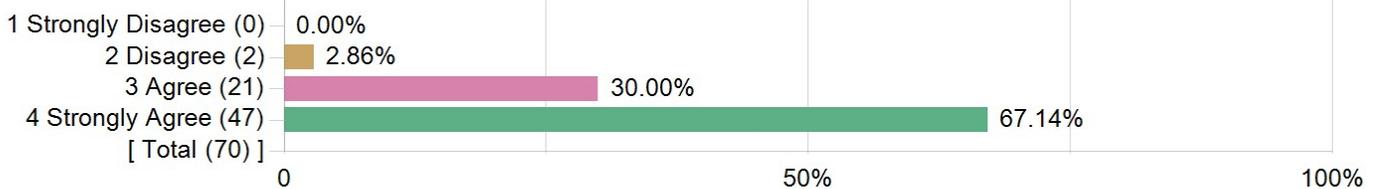
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#### 3. This course provided me with information that may be directly applicable to my career or academic goals.



**If you have selected at least a "Strongly Disagree" or "Disagree" option with one of the previous statements on COURSE DESIGN, INSTRUCTIONAL PRACTICES, ASSESSMENT PRACTICES or COURSE IMPACT, please describe a change that would improve that aspect of the course.**

Students
It's cliché but our group project has two unresponsive members, I had tried to cover as much as I could but they postponed which led to low grades on project 2.3 and probably 2.4
Professor Wang passes a lot of the grading off to his TAs with very little oversight. Even when there is something wrong with the grading, he is hesitant to step in and fix it. This course either needs better TAs or more instructor oversight because the grades on the assignments especially vary vastly between TAs.
There should be a more explicit explanation of the type of work in the class at some point.
There's so much ground to cover in this sort of class that I don't think it's at all possible for any instructor to cover in-depth all the topics required. Not really his fault. I think that the decision to have Project 2 be an Android App was a little strange and arbitrary. Those groups that have had experience working with Android gain an unfair advantage over groups like mine, which had literally 0 experience among the 5 of us.
A variety of teaching methods would have been more engaging and helped me learn in different ways to ensure I retained the information
Project 1 was good. My main complaint is with project 2. The TAs have way too much executive power to do whatever they want. My TA was very unclear with his expectations, grading our project inconsistently, and also grading his groups way harsher than the other TAs graded their groups. So even if the class is curved, certain TAs groups will have lower project 2 scores just because of non-uniform harshness of grading (especially of the documentation).
We should not be expected to learn Android Studio on our own – it would be great if a sample application and interactive database structure were provided to us prior to beginning the group application dev project.
It's not clear whether or not my grade will reflect the amount of time I spent working on my group project vs. the amount of time my groupmates spent
Although much of the final project was relevant to course material, the bulk of it (and the bulk of where my team got points of) was related to Android application development, which is unrelated to the course.
It was great!
I find there to be no reason why what essentially amounts to our final project is an Android app, which is something that the majority of students have no experience creating and that we only spent two lectures on in class. We should not be expected to teach ourselves an entirely new skill on top of what is being taught in class. There is almost no relationship between this project and the course material.
– The grades I have received thus far reflect the QUALITY of my performance in the course.
I strongly disagree with this due to the group project in this class that covers a good portion of my grade. I gave my 100% for the project and tried my best to succeed but my group would not show up to meetings on time and wouldn't get their assigned work done. Due to this, my grade suffered heavily as I lost points for things I had no control over. The only solution would have been to do the entire project myself but I just can't complete a 5 person task along with my other classes in the time provided.
I think there needs to be a stronger grading requirement than just peer evaluations and effort reports that the whole team works on. I'd like to see a 1 on 1 interaction with the grader where you discuss exactly what contributions you made so that the graders have a clear and definite understanding of what difference you made to the team as opposed to a contribution document that students can just lie on and pad the amount of work they did.

**Is there additional information or feedback that you would like to share with instructor Chao Wang ?**

Students
I guess find a way to revamp the class to make it more interesting? Don't get me wrong, I think you were a fantastic teacher, lecturer, and person, but the course material just feels so dry and boring, which obviously isn't your fault. I just think this class needs to be redone to make it more engaging and interesting.
It should be more difficult to do the quizzes without showing up to the lecture
The one thing I could have used more of is more relevant instruction on developing android apps, as none of our group had experience with that starting out and it was a rather steep learning curve. Also, I would have appreciated a lecture or two about how to use testing tools like Espresso.
Other than that, thanks for making learning about software engineering fun! I'll remember that palm trees aren't trees forever.
He's a great professor. I haven't fallen asleep in his class, and that's an achievement. He's also got amazing jokes.
Lectures are extremely boring
Maybe cut out some information. Hard to take everything in at once
I never felt that, if my group had any disparity in terms of workload differences between members, that you would help or change anything even if I mentioned it to you. While I understand that issues within groups are a fact of life, it's hard for me to think that such an attitude is alright when a significant portion of my grade hinges upon other people.
I really appreciated Chao's passion for the subject matter and the bits of humor he manages to weave into his lectures. Some of these topics definitely get a bit stale at times, but Chao was able to make me appreciate their importance and motivate me to keep paying attention.
I appreciated the passion for the material Dr. Wang demonstrated each lesson. It was easy to tell that truly cared about teaching the coursework and wanted students to gain mastery of the material.
I understand that in previous years the deadline was similar, but the amount of time given for the implementation of the group project was too short. With group projects it is very difficult to find good meeting times and efficiently get work done, and having only a couple weeks to complete a full stack application is too short. Every group I talked to had to spend late nights just to get it done, and most weren't even able to implement it correctly.
great
Very funny!
I like your style of teaching :D
Many of the TAs have no idea how android works and are totally useless in office hours. Not only do many not know how to help, they literally don't try and just say "good luck". What is the point of a TA if they have no clue how to do even the really simple basics of the most major assignment of the class?
The theory of this class makes sense but the application is far more challenging. I'd love if there were more resources for us to access with regard to technical assistance. I felt that it was unreasonable to have to teach ourselves how to use the majority of Android Studio.
I think the quizzes can be structured differently, because some people can just not come to class and do the quiz online
Great lecturer, good detailed slides
I enjoyed this course, however it would be better if lectures were more relevant to assignments. For example during testing part of the group project my entire team was not sure how to complete it, since material covered during lecture was not sufficient. I would recommend making some of the concept more detailed and provide more examples. Unfortunately, CPs and TAs were not very helpful also, since most of them never used Android Studio or Ant.
Professor Wang really tries to explain concepts clearly to us and makes sure that we understand the material before moving on to the next topic.
Super funny and great lecturer
Good teaching. However, the doppler effect of the project app implementation is too strong — team couldn't finish implementing all features of the app and kept losing point in project 2.4 and 2.5.
I think that there should be options for the platforms for the group project. Android is very front–end heavy and that puts students who struggle with front–end at a disadvantage. I think this distracts from the purpose of the course because most time is spent on figuring out semantics of android.
good!
Professor Wang is very open to suggestion and is very flexible on adapting his teaching to what his student wants. Good sense of humor, kind, and approachable.
I felt a lot of the material in class was difficult to understand and focus on in class. The professor did his absolute best given the long lectures and dry topics and I really appreciated his effort in the course.

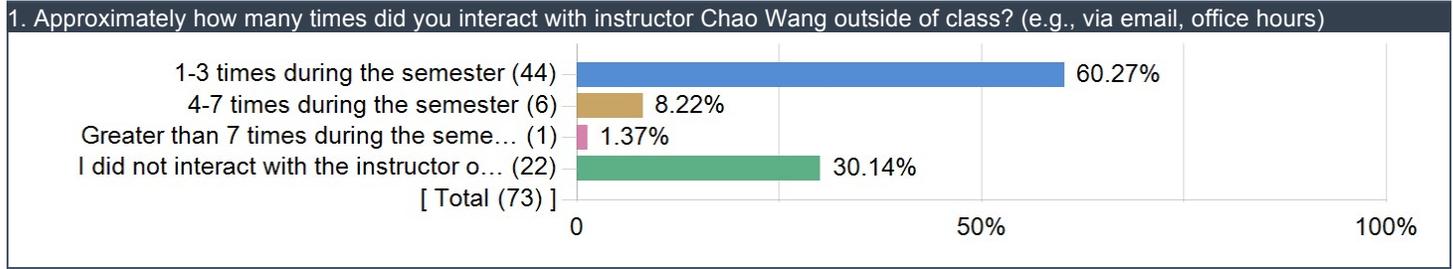
Students

It should be stated that project 2.3 requires student to implement majority of the functionality 85% – 90%; however, students should know that they'll have sprint (2.5) which is an additional 2.5 weeks to fully implement the software functionalities that were missed in 2.3

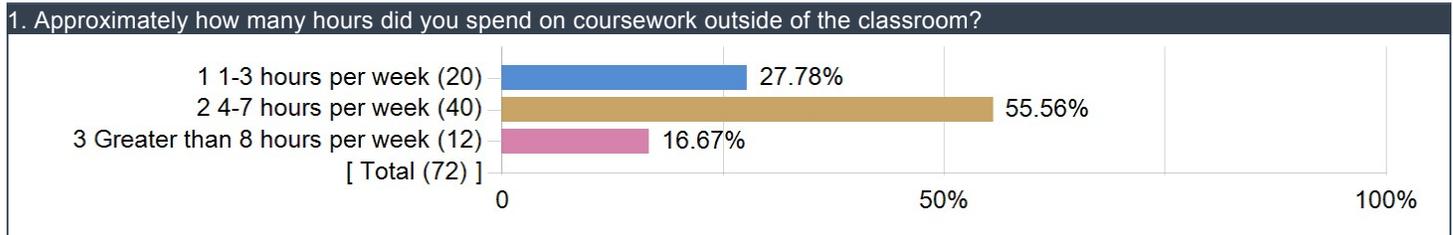
Relaxing class for the most part

## STUDENT ENGAGEMENT ANALYSIS

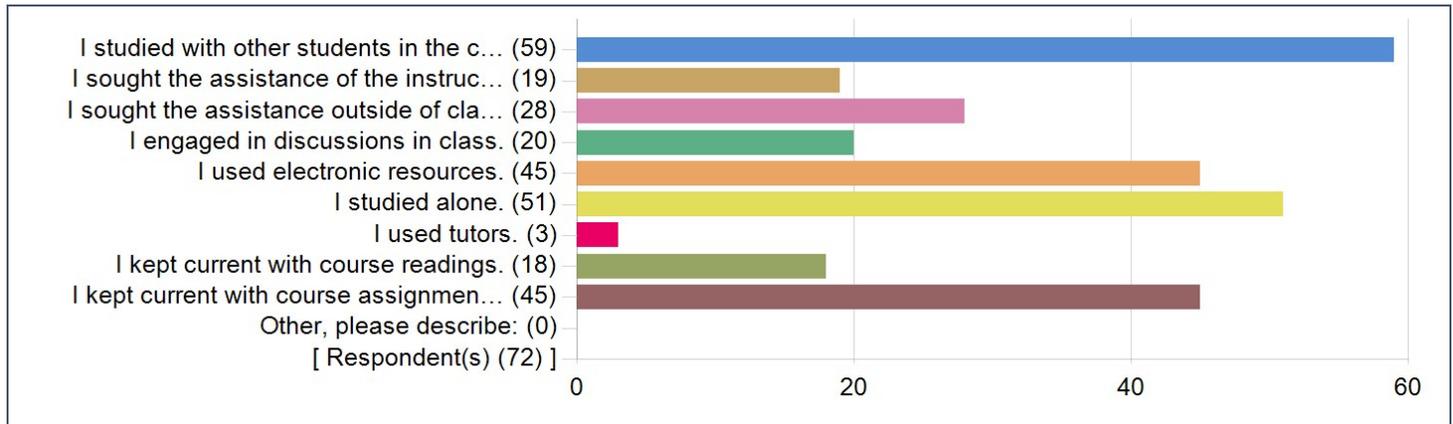
### Number of Instructor Interactions Outside of Class



### Approximately how many hours did you spend on coursework outside of the classroom?



### In what ways have you participated in your learning for this course? (Please select all that apply.)



**Please describe the MOST valuable aspect(s) of this course.**

Comments
Working in a group and learning a new framework (Android).
Software development experience, Android dev experience
Learning about Agile development and developing an app.
this has been the worst class I have ever taken.
Grrreat Lecturers
Learning about tools and concepts actually used in industry
Learning about the structure of teams in the tech industry
This class teaches teamwork and the unfortunate realities of working in a team in software. It also gives us some metrics to see how we're doing as a programmer.
Real world applications
The structure of the class
Teaching me what it means to have to bring a group together, and how it feels to have others be somewhat useless. I feel as though I have written more unique code than 3 group members combined. Other than that, learning the theory behind Software Engineering is of course a valuable piece of the course that I will remember for the future.
Many of the topics we covered were things I encountered in my own internship experience, so the course definitely addresses many practices that students will surely encounter once they enter the workforce. Additionally, many topics were covered that I did not directly counter in my internship, but definitely helped explain what was going on behind the scenes for my manager.
The individual project was a great way to get us all up to speed on the skills and tools we would need for the group project. The group project itself was often frustrating, but it nevertheless provided us with good experience working with a team on a long-term software project.
The projects were the most valuable aspect of the course. Having to build an application with other team members was good practical experience and allowed us to practice some of the things we learned in class.
The lecture slides are very clear
Assignments
great
Merge and Git, teamwork
Testing coverage
Very good teaching!
Learning engineering practices that are useful for large and changing codebases, aka industry.
Opportunity for a team to work on a software development cycle together.
The Android project was valuable, but as previously mentioned the way that the TAs control the project need to be improved. But I think it was really cool that we had an Android project because I learned a lot.
Software Engineering best practices are useful for future job prospects.
I learned some good and important skills
Learning ANT the build tool
Becoming familiar with Android (maybe could've had more instruction on it in class though), learning important industry knowledge that I've had brought up in internships (Solid OOD Principles, testing, Github)
Having to do most of the group project by myself made me realize that I am capable of being extremely productive if the situation requires it from me.
This course encouraged me to learn Android programming from scratch
Practicing using Java
learned applicable software topics that can be applied to industry
This course is great experience into industry standards since there is a lot of documentation in computer science that are vital to working in teams in the future.
General overview of useful software development principles
Good lecture slides and Chao is patient to answer all questions.
Learning the whole SE process
Lectures

Comments
Android development experience
The projects that emphasized test-driven development.
I learned android development and got to work with a team similar to how I would in my career
The projects.
Android App development and Software Engineering principles used for the work force
Information on software testing was super useful.

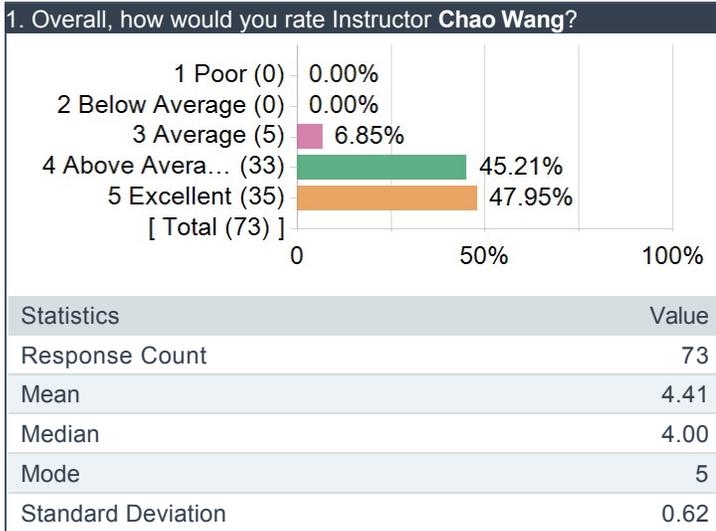
**Please describe the LEAST valuable aspect(s) of this course.**

Comments
Lectures could be very boring.
Exams.
The project for this class was horrible. The grades we received do not at all reflect the work we put in and the quality of work we produced and there's nothing we can do to fix it.
Sometimes the technologies presented are confusing
The project was very, very long and I believe it could be a bit easier/shorter without detracting from the concepts we're learning. Also maybe have an individual peer review for each part of the project so people can report in more detail about the work their peers are doing and the timeframe they're doing it in (i.e. two members in my group procrastinated up until the deadline for their parts of the project multiple times and caused the rest of us a lot of stress).
Coding and syntax stuff.
People should be able to vent about their peers to their instructors. Sometimes, group members are bad.
Learning concepts that we don't need to know, like Git
Too much information at times
The Group Project, as I've noted already, is both a good and terrible idea, when we are all students who have many other responsibilities to worry about.
Some lectures covered a series of strategies such as software design patterns. While I saw the value in each of these individually, covering a bunch of them in one lecture made them all sort of blend together for me (as well as just being a bit monotonous). Perhaps, in the future, each lecture could start with the introduction of a single design pattern before moving on to the day's main material, rather than having a full lecture dedicated to them.
I also feel that there should have been a bit more instructor oversight on the group project. While the whole experience was intentionally designed so that we would be almost entirely dependent on our assigned TA, simulating a real-world customer, we found that our TA was pretty inconsistent at times. For example, our team spent many hours adding features to our application that were labelled as "mandatory," then later found out that other teams had gotten away with simply not doing them. I believe this stemmed from the fact that the TAs are also students with their own schedules and priorities, but it made parts of the project feel very frustrating. In theory, some of this frustration may have been intentional, again mimicking a real-life scenario, but for students who have 12 to 14 other units and extracurriculars to worry about, this sort of thing isn't really fair.
Some of the examples in lecture were too long and difficult to follow when looking back on my own.
In-class quizzes
exam is hard
N/a
Group work.
I think that the projects should have rubrics before submission. When we submit our projects and then the rubric is made – it seemed unfair. That's not what would happen in industry, which seemed to be the focus of the class, so I was surprised when that was how our projects were judged. Requirements should be provided first, and then the project.
The least valuable aspect of this course was some of the lectures. Some of the material was excruciatingly boring and I don't really know how much I learned from some of the topics. Chao is great and I don't know how much it is his fault, but the lecture content was boring.
Course content did not heavily aid with course projects.
I don't think going to lectures were very valuable since my friends who don't come do just as well in this class.
A lot of time is spent working on the project, however I hear this is a lot worse with different professors (with Chao it was more reasonable)

Comments
Had to figure out more technical aspects on our own (Android, more advances testing used in project – also probably would've been better to learn at that stage in the semester when it was more applicable/needed/relevant), size of teams too big/cumbersome (5 instead of 3 or 4)
Unproductive group members should be punished more severely for doing little to no work. If the professor were to announce at the beginning of the semester that doing no work for the group project will result in an F for that member, it would instantly fix the problem.
The material is incredibly difficult to care about
This course covers a lot of material that isn't really relevant to the industry and it is a lot to grasp.
I think the projects could have been a bit better designed
Some topics seem pointless to learn
Android
documentation is boring
Exams
The group project selection. Many people did not contribute to our assignment and possibly a random–group assignment might yield better results.
Sometimes I felt that the slides presented in lecture did not explain the material very well.
The exams.
Not really one I can think of
Group project grading.

## VITERBI SUPPLEMENTAL QUESTIONS

### Overall, how would you rate Instructor Chao Wang?



### Overall, how would you rate this course?

