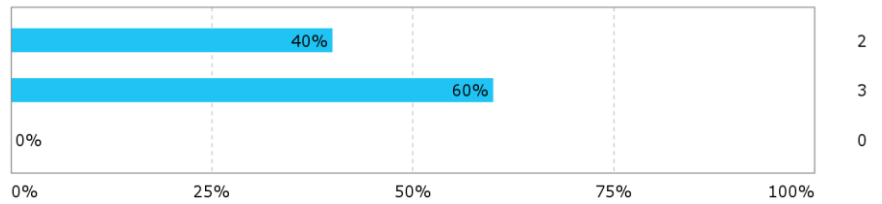


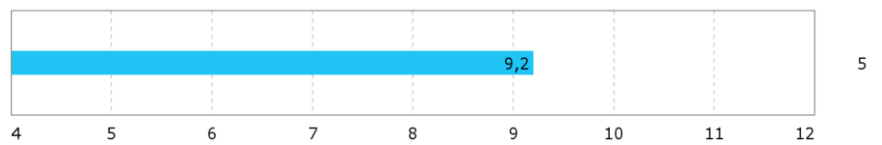
INF251 Er du?

Bachelorstudent
Masterstudent
Annet



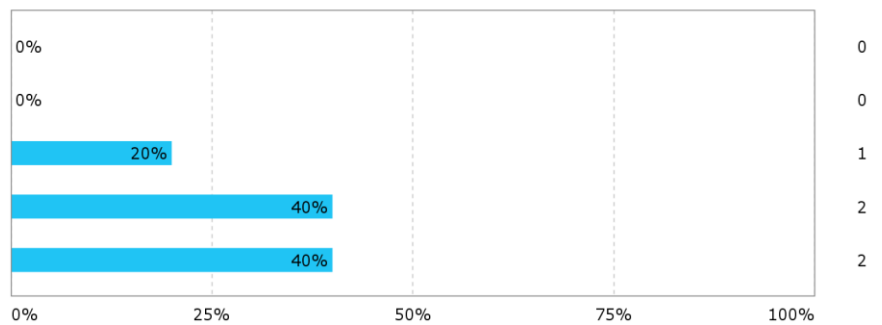
Er du? - Annet

Hvor mange arbeidstimer har du i gjennomsnitt
brukt på emnet hver uke (inkludert forelesninger,
gruppeøvelser, lab/felt, egenstudier)?



Hvor mye teoretisk kunnskap har du tilegnet deg på dette emnet? (1 = ingen, 5 = mye)

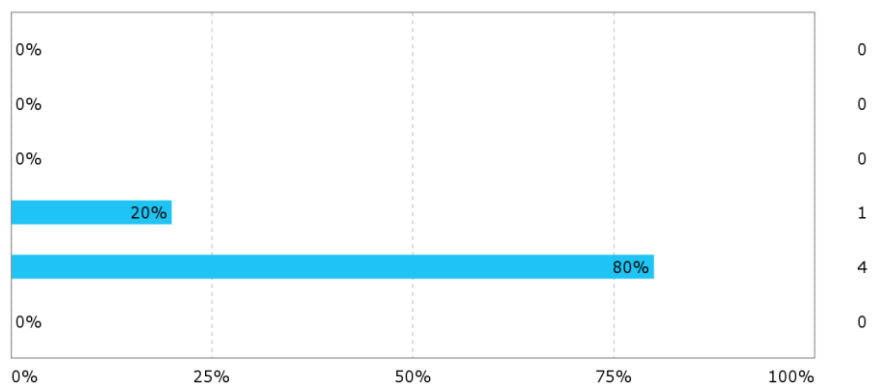
1
2
3
4
5

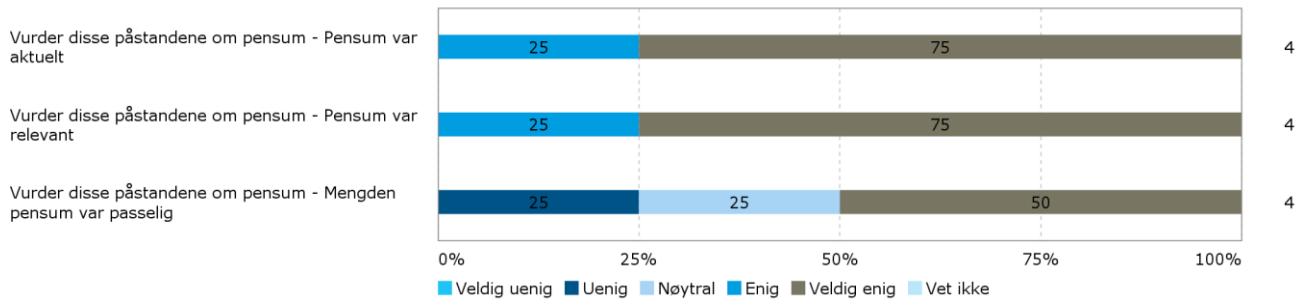


Hvor mye praktisk kunnskap har du tilegnet deg på dette emnet? (1 = ingen, 5 = mye)

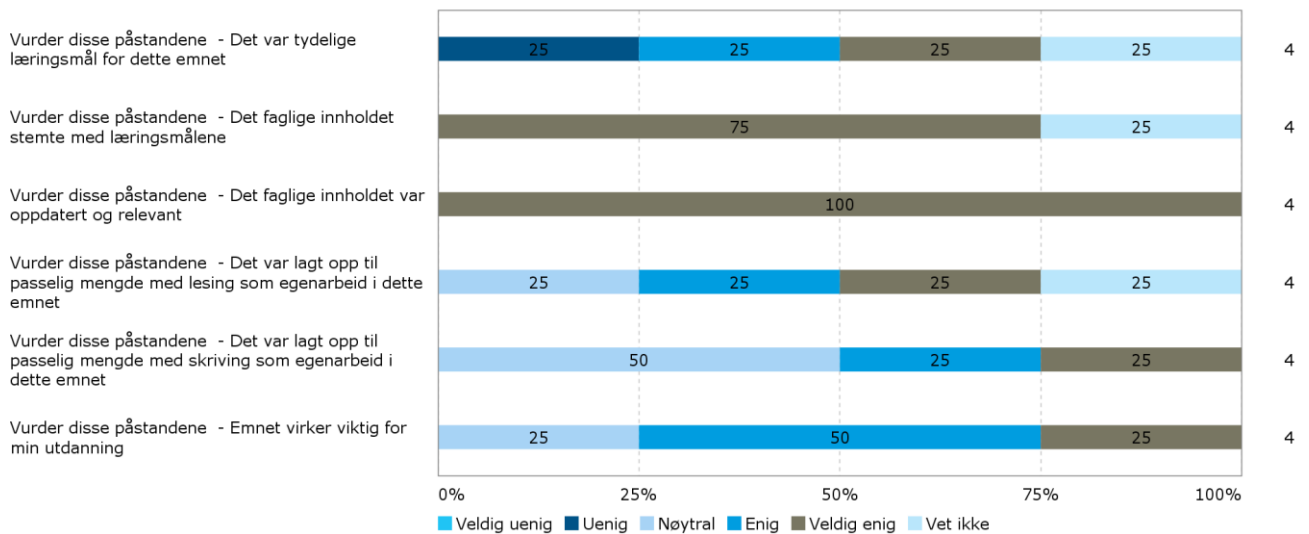
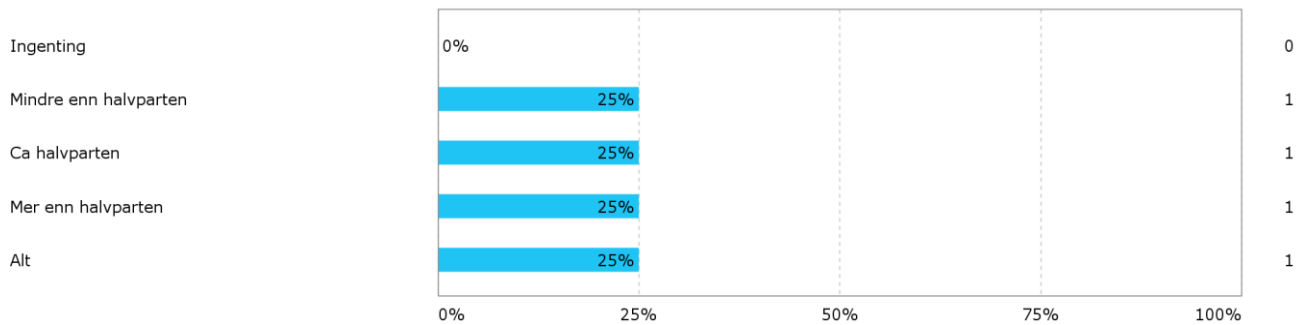
1
2
3
4
5

Ikke aktuelt på dette emnet

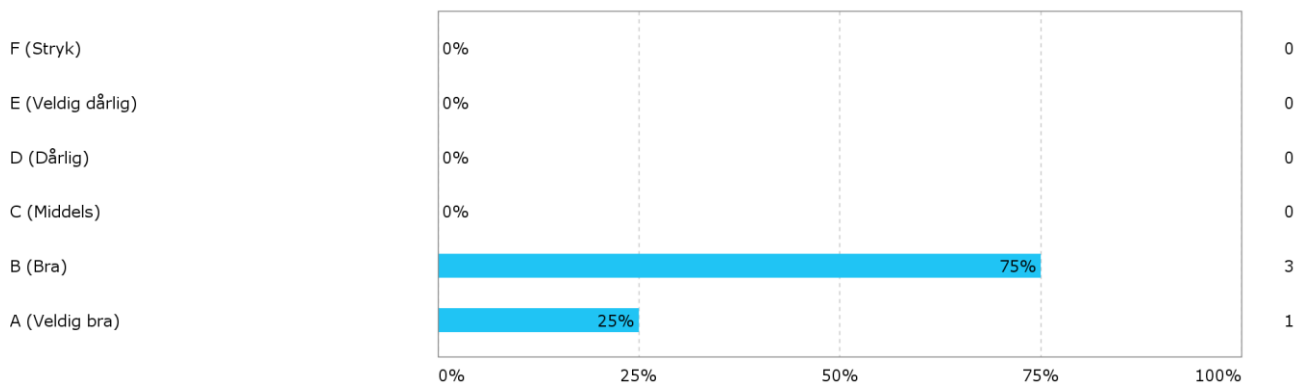




Hvor mye av pensum leste du?



Hvilken karakter vil du gi dette emnet?



Hva likte du mest med dette emnet?

- All the knowledge I got.
- Project. Took a lot of time but it was really fun. And also tutorials was really helpful
- Lære c++, openGL og Matte

Hva likte du minst med dette emnet?

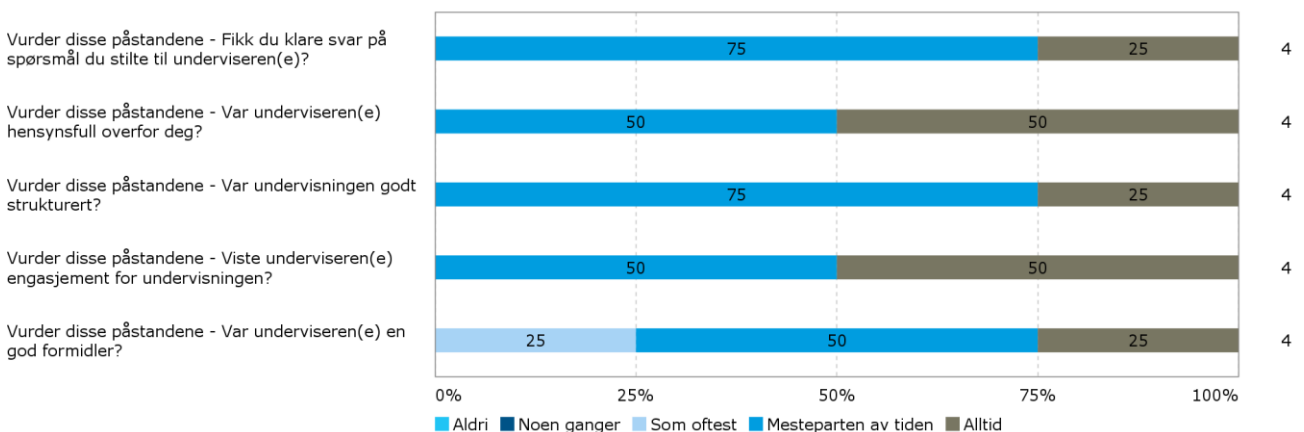
- The amount of work and the amount of stuff we had to learn.
- Sketchup
- Veldig mye å huske til eksamen. Eksamen er en dårlig måte å teste evner for en _realistisk_ arbeidssituasjon

Har du forslag til hvordan emnet kan forbedres?

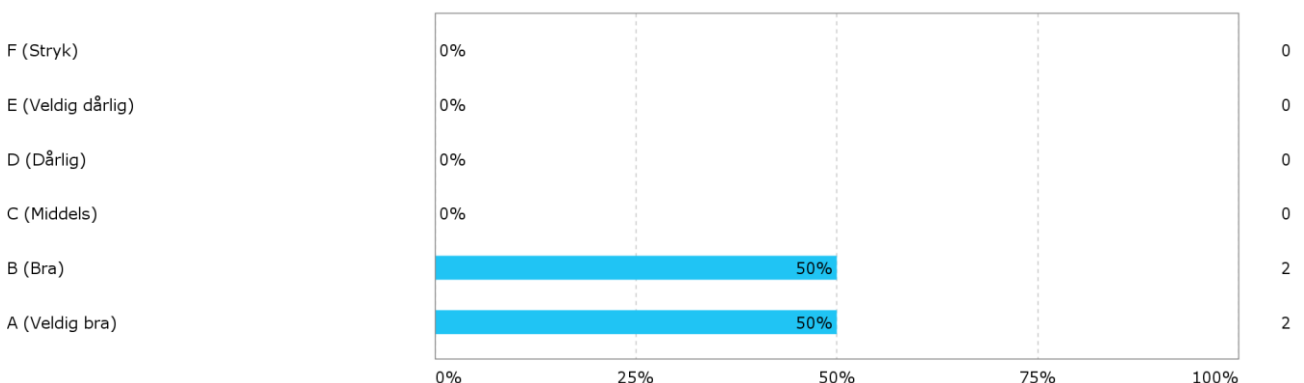
- Less is more.
- I wouldn't start with Sketchup. A lot of us had problems with this tool and at the end regretted that we used sketchup. Maybe starting with some simple objects and then a plying multitexture just to see if it is working and then load big model.
- Exercise sheets should cover all of the lectures
- Drit i eksamen

Tilbakemeldinger på organisert praktisk undervisning:

- Great. maybe sessions that is dedicated to helping with course assignments.
- Sometimes it was hard to pay attention on 3 hours lecture but rather have 3 hours one day than in two days
- Veldig bra



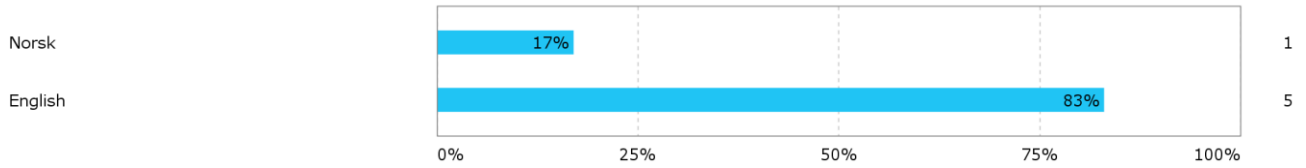
Hvilken karakter vil du gi underviseren(e)?



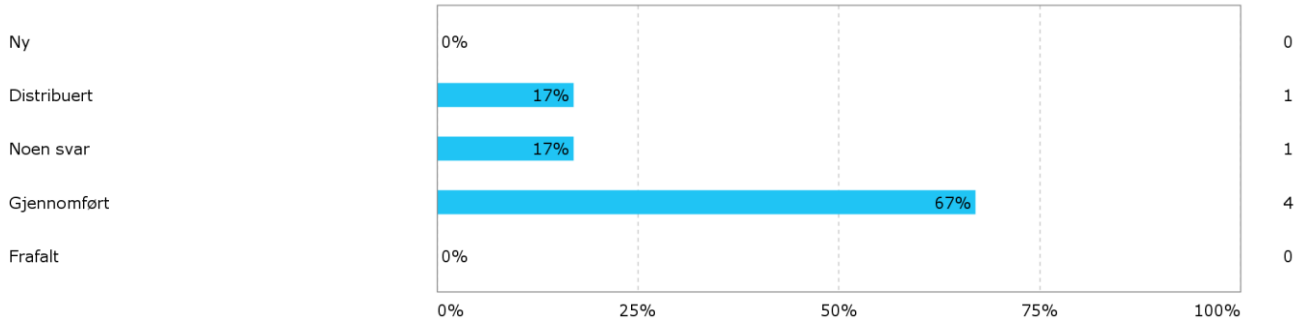
Har du forslag til hvordan underviseren(e) kan forbedre sin undervisning?

- Nothing
- Nothing

Språk



Samlet status



I am grateful for the constructive feedback on the course and we are taking these suggestions very seriously. There is always room for improvement and the more input we get the better. Hence, I also encourage those students who have not taken part in this evaluation to approach me with their comments and suggestions.

I am glad to see, that all participants found the content of the course relevant and up-to-date and that overall all of the respondents are quite satisfied with the course and the lecturer. The problems with the SketchUp tool were already mentioned during the course, and I agree that its drawbacks seem to outweigh the benefits. As a result we will attempt to find a suitable replacement for the future.

As the course is designed to convey both the theoretical and the practical aspects of computer graphics -- both of which are important -- it is unavoidable and quite natural that the written exam focuses on the theoretical aspects. This is exactly the reason why the overall grade is determined in equal parts by the performance in the practical course project and the written exam. However, in the future I will attempt to better convey why also these theoretical aspects are important and in fact are a critical part of the skill set I try to teach.

Regarding the workload, I observe that the average number of hours spent for the course per week was 9.2. According to [1], 1 ECTS point should amount to approximately 25-30 hours of work in a semester, i.e., between 250 and 300 hours for the whole 10 ECTS course. For a 19 week semester, this means that the average target workload is 13 to 15 hours a week. Hence, I don't think that it's entirely justified to characterize the workload as excessive.