STUDENTS’ RATINGS/COMMENTS ON MODULE

Faculty: SCHOOL OF COMPUTING  
Department: COMPUTER SCIENCE  
Module: INTERACTION DESIGN - CS3240  
Note: Feedback on module in general

<table>
<thead>
<tr>
<th>Qn</th>
<th>Items Evaluated</th>
<th>Module Avg Score</th>
<th>Nos Responded</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Overall Opinion of the module.</td>
<td>4.261</td>
<td>23</td>
</tr>
<tr>
<td>2</td>
<td>Expected Grade for the module.</td>
<td>4.522</td>
<td>23</td>
</tr>
<tr>
<td>3</td>
<td>Difficulty Level of the module.</td>
<td>3.292</td>
<td>24</td>
</tr>
</tbody>
</table>

**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.)**

<table>
<thead>
<tr>
<th>ITEM\SCORE</th>
<th>Excellent</th>
<th>Good</th>
<th>Satisfactory</th>
<th>Unsatisfactory</th>
<th>Poor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Module</td>
<td>6 (26.09%)</td>
<td>17 (73.91%)</td>
<td>0 (.00%)</td>
<td>0 (.00%)</td>
<td>0 (.00%)</td>
</tr>
<tr>
<td>Module at Same Level (Dept)</td>
<td>135 (27.72%)</td>
<td>233 (47.84%)</td>
<td>94 (19.30%)</td>
<td>15 (3.08%)</td>
<td>10 (2.05%)</td>
</tr>
<tr>
<td>Module at Same Level (Fac)</td>
<td>218 (25.35%)</td>
<td>391 (45.47%)</td>
<td>190 (22.09%)</td>
<td>41 (4.77%)</td>
<td>20 (2.33%)</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>ITEM\SCORE</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Module</td>
<td>12 (52.17%)</td>
<td>11 (47.83%)</td>
<td>0 (.00%)</td>
<td>0 (.00%)</td>
<td>0 (.00%)</td>
</tr>
<tr>
<td>Module at Same Level (Dept)</td>
<td>198 (41.77%)</td>
<td>234 (49.37%)</td>
<td>36 (7.59%)</td>
<td>5 (1.05%)</td>
<td>1 (.21%)</td>
</tr>
<tr>
<td>Module at Same Level (Fac)</td>
<td>295 (34.95%)</td>
<td>471 (55.81%)</td>
<td>69 (8.18%)</td>
<td>8 (.95%)</td>
<td>1 (.12%)</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>ITEM\SCORE</th>
<th>Very Difficult</th>
<th>Difficult</th>
<th>Average</th>
<th>Easy</th>
<th>Very Easy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Module</td>
<td>0 (.00%)</td>
<td>8 (33.33%)</td>
<td>15 (62.50%)</td>
<td>1 (4.17%)</td>
<td>0 (.00%)</td>
</tr>
</tbody>
</table>
The best aspects of this module are:
1. It teaches us how to practice the design cycle and heuristics as well as the amount of hands on sessions that we have be in labs or when practicing the design cycle stages
2. design is important
3. interesting hands on activities
4. hands on designing process
5. having external speakers to talk to us more about the industry practices
6. Able to learn the design process, able to interact with different classmates, able to learn many many things.
7. able to learn useful stuffs
8. content is interesting
9. Learn the process of interaction design
10. The hands-on design workshops instead of traditional lectures.
11. Interesting
12. Quite hands-on
13. Interesting lectures
15. It teaches us how to design a good system for human computer interaction.
16. To teach you about HCI principles and improve your software engineering principles.

This module could benefit most by:
1. Have more labs but keep the number of assignments to the same!
2. more weightage on assignments as they are very very very very very time consuming but only get like 2-3% weightage.
3. :) 
4. more lab sessions teaching implementation skills such as html 5 
5. working on the group project and presenting our final product
6. Anyone.
7. the workshops
8. percentage of project could be more. Many components requires us to put in a lot of effort but only carries very little percentage. Since two sessions are taught by different lecturers, projects are graded differently, which may have an unfair biases. Teaching Assistants should grade both classes' works.
9. learn how to design UI
10. More practical things could be taught such as discussion of how a certain design is better over another. More hardware stuff like interactive devices eg. Oculus Rift. Lab grading should be standardized and clearly laid out.
11. more exposure to other aspects of ID
12. designing interactive hardware/software
13. Practicing the procedure to design the project.