

# COURSE EVALUATION REPORT

## Course-specific questions

### Autumn 2022

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## 1 Introduction

The course evaluation report gives Subject Area Teams, Board of Studies, Education Group and Executive Management an overview of results from the survey part of the course evaluations in the past semester.

## 2 Data presented in this report

The report includes course evaluation data for all BSc, MSc and master study programmes.

In the survey, students answer the following questions:

1. Overall, I benefited from the course.
2. The course was organized in a way that helped me learn.
3. The teacher's teaching aided my learning.
4. The teacher contributed to an inclusive learning environment.
5. *Comment box*: Please give feedback on the course and your learning experience. Thank you for keeping a civil tone.

Students answer question 1 and 2 once per course, while question 3 and 4 are answered once per teacher. Only data from question 1 and 2 are included here.

## 3 Users of the report

Each Subject Area Team receives the report. Based on survey data and summaries from the final evaluation, Head of Study Programme makes sure that the Subject Area Team discusses the evaluation results of the study programme(s) covered by the Subject Area Team. Changes are initiated as needed. Decisions and discussions are shared with Board of Studies, Education Group or Executive Management as needed.

Board of Studies receives the report and comments from the Subject Area Teams if any. Board of Studies contacts the relevant Head of Study Programme if further details or access to specific final evaluation summaries is needed. Board of Studies' shares decisions with Education Group or Executive Management as needed.

Education Group and Executive Management receive the report and comments from Subject Area Team or Board of Studies if any. Education Group and Executive Management contact Head of Study Programme or Head of Department if they need further details or access to specific final evaluation summaries.

## 4 Scale and definitions

This is the scale used with the colour code applied in this report:

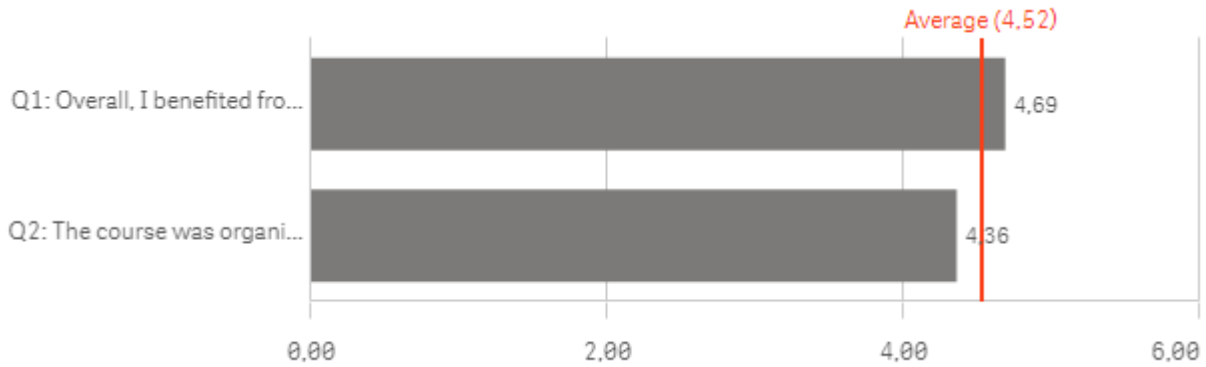
Colour code	Evaluation
1	Strongly disagree
2	Disagree
3	Somewhat disagree
4	Somewhat agree
5	Agree
6	Strongly agree

Average score	The target is an average score of at least 4,50.
Semester	The semester where the course is taught.
Study programme	The study programme offering the course.
Department	Department responsible of the study programme and offering the course in the course catalogue.

## 5 Average score and response rate for ITU

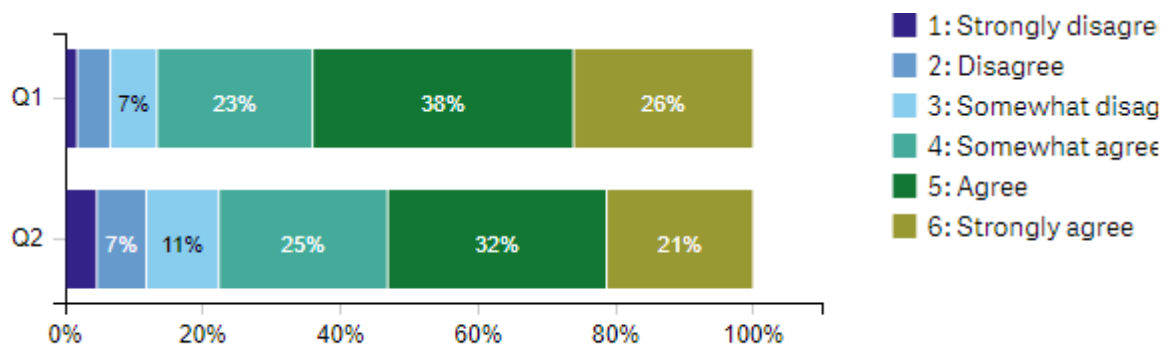
The graph below shows the average score per question for all ITU study programmes. The average response rate for ITU this semester is 39 %.

**Figure 1: ITU average score per question, semester: Autumn-22**



The graph below shows the distribution of scores per question for all ITU study programmes.

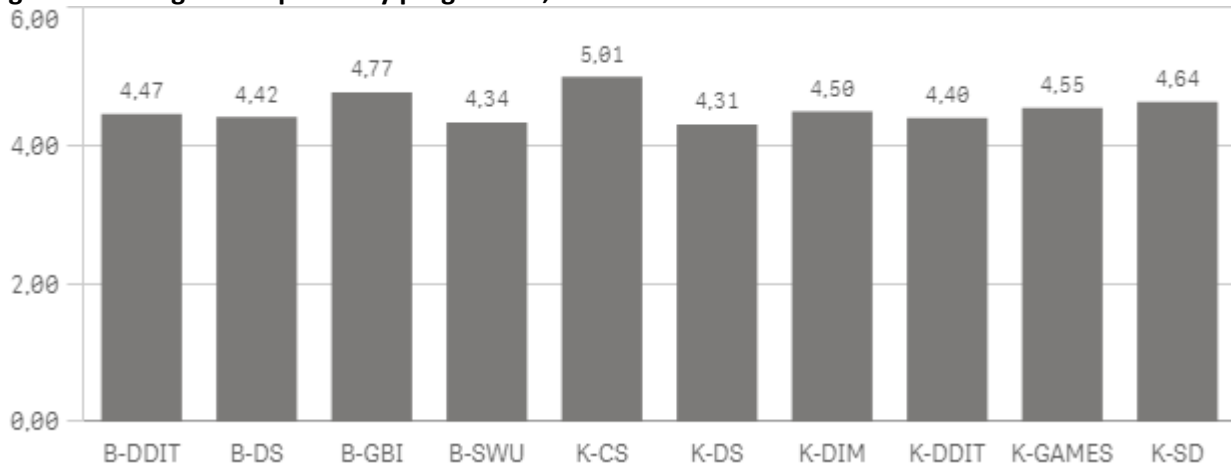
**Figure 2: Distribution of ITU average score per question, semester: Autumn-22**



## 6 Average score and response rate per study programme

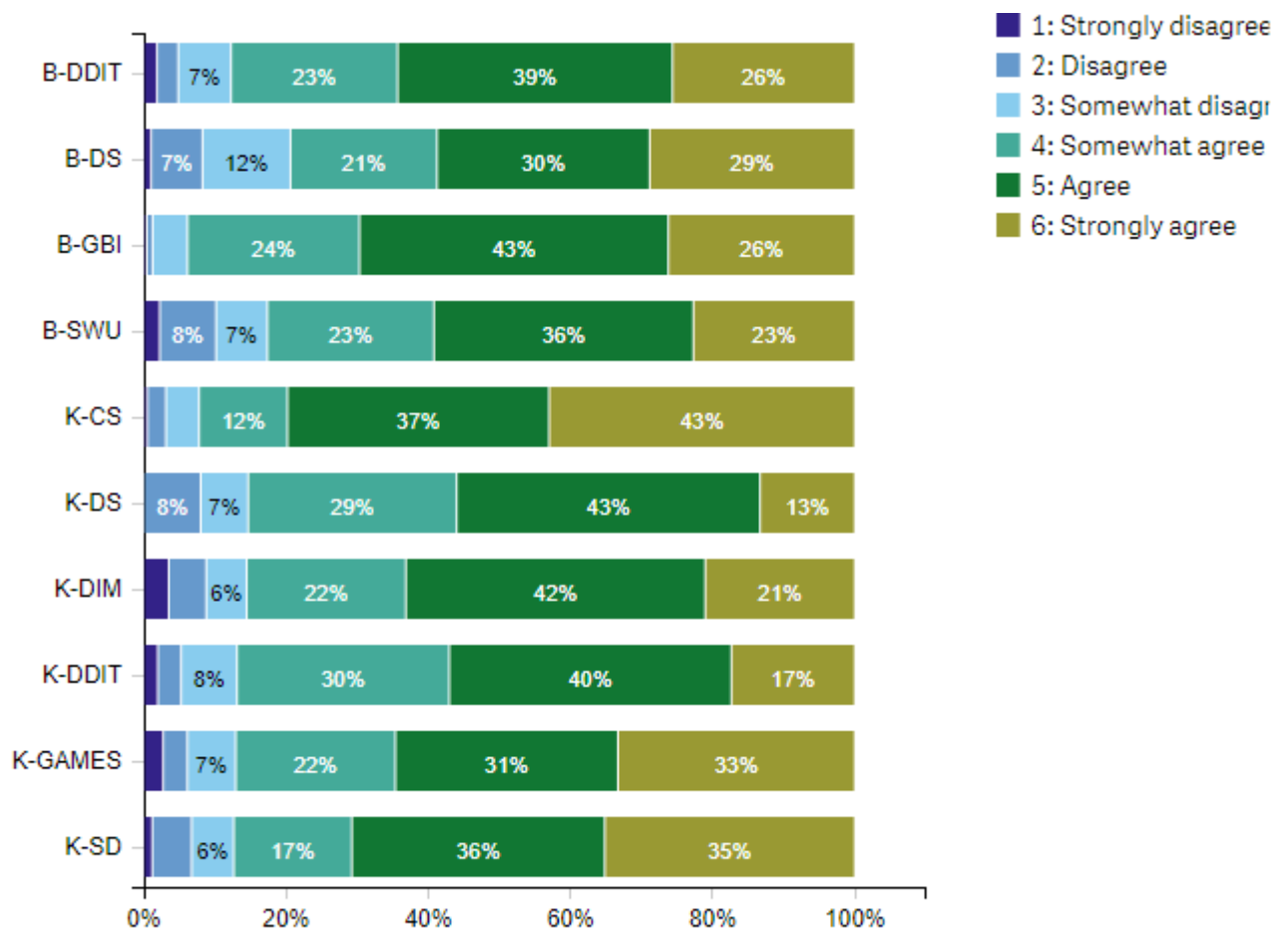
The graph below shows the average score per study programme.

**Figure 3: Average score per study programme, semester: Autumn-22**



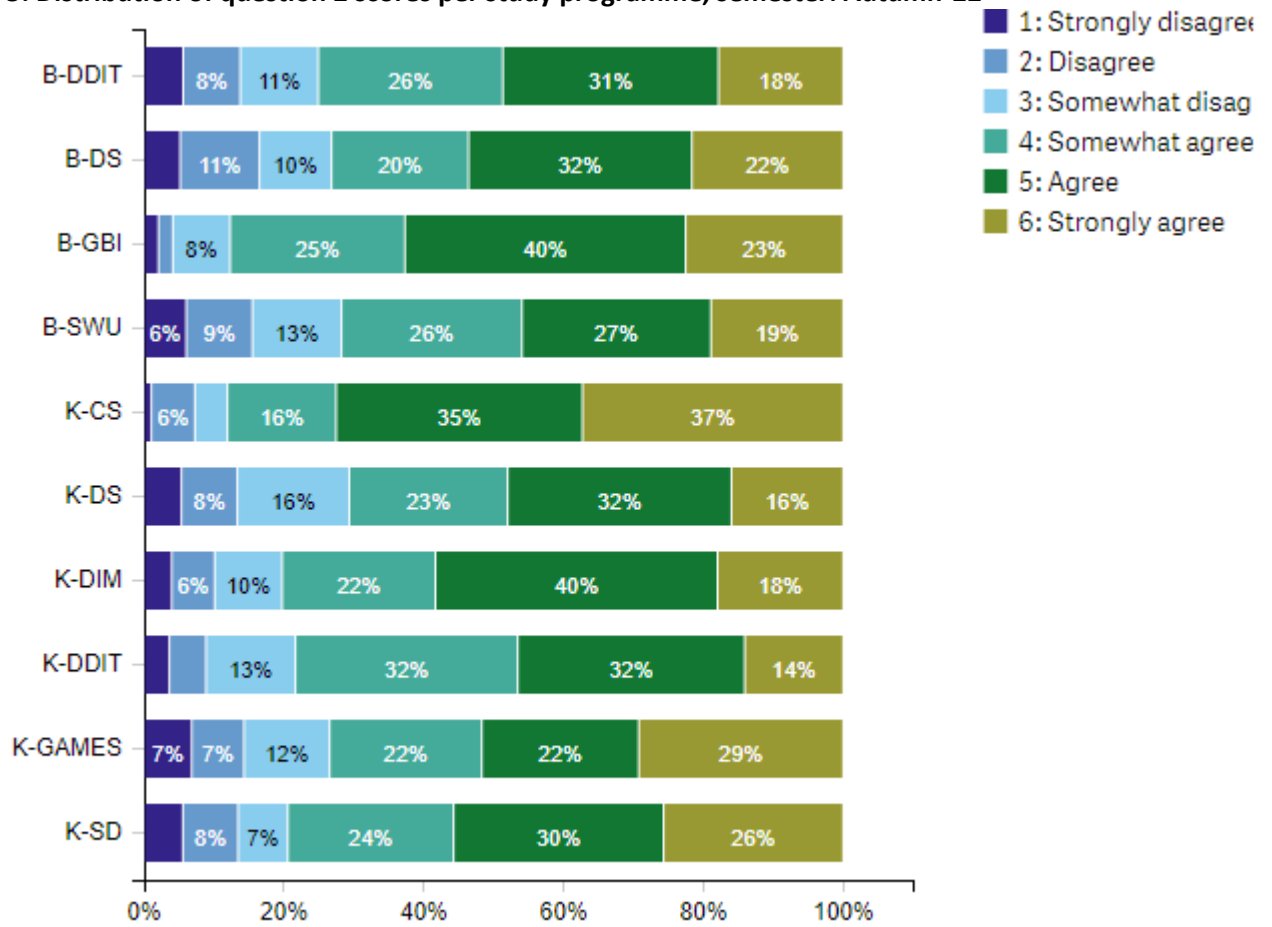
The graph below shows the distribution of scores for question 1: *Overall, I benefitted from the course, per study programme.*

**Figure 4: Distribution of question 1 scores per study programme, semester: Autumn-22**



The graph below shows the distribution of scores for question 2: *The course was organized in a way that helped me learn.*

**Figure 5: Distribution of question 2 scores per study programme, semester: Autumn-22**



**Table 1: Response rate per study programme, semester: Autumn-22**

Study programme	Response rate
B-DDIT	49%
B-DS	17%
B-GBI	38%
B-SWU	41%
K-CS	36%
K-DS	46%
K-DIM	38%
K-DDIT	56%
K-GAMES	49%
K-SD	31%

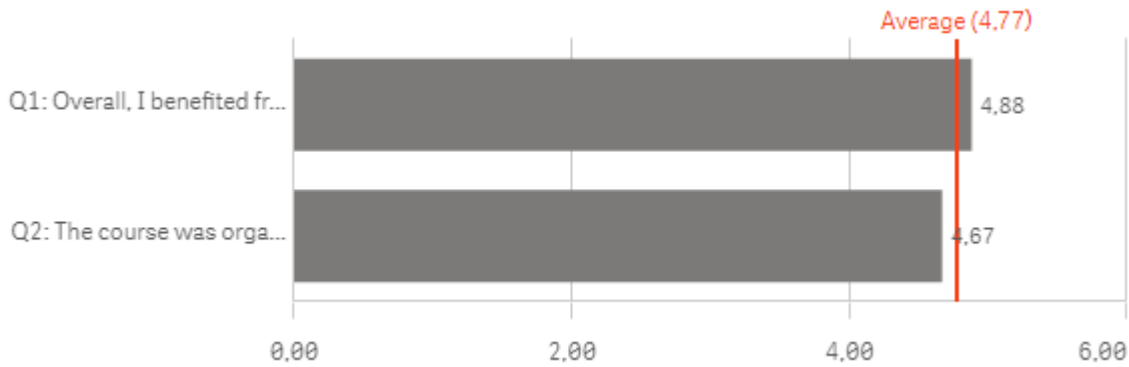
## 7 Detailed course evaluation scores and response rates per study programme

This section shows the same figures as above, now presented per study programme with details for individual courses.

### 7.1 Business IT

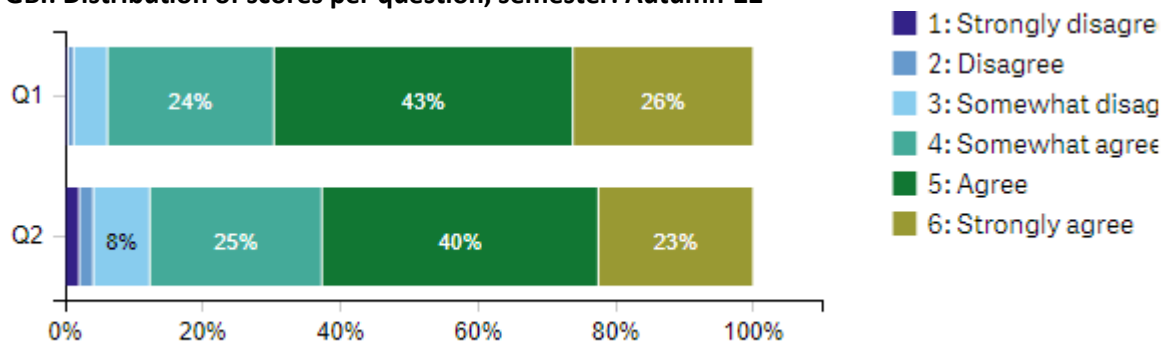
#### 7.1.1 B-GBI

**Figure 7.1. B-GBI: Average score per question, semester: Autumn-22**



The graph below shows the distribution of scores per study programme.

**Figure 7.2. B-GBI: Distribution of scores per question, semester: Autumn-22**

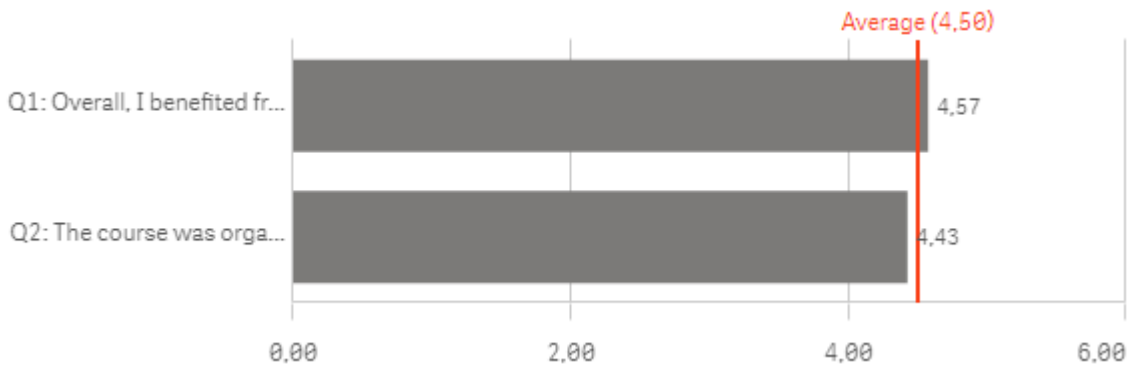


**Figure 7.3. B-GBI: Average score per course, semester: Autumn-22**

Course name	Enrolled students	Respondents	Response rate	Average score
Business Foundations	75	24	32%	4,85
Enterprise Systems and Information Management	77	44	57%	5,20
IT and Green Transitions, BSc	38	9	24%	4,28
IT and Green Transitions, MSc	104	28	27%	4,27
IT-Enabled Supply Chain Management	65	15	23%	4,87
IT, Globalisation and Culture	71	21	30%	4,88
Networked Media and Communication	64	43	67%	4,43
Organisation and Process Theory	90	23	26%	4,33
Society and Technology	63	37	59%	5,30

### 7.1.2 K-DIM

**Figure 7.1. K-DIM: Average score per question, semester: Autumn-22**



The graph below shows the distribution of scores per study programme.

**Figure 7.2. K-DIM: Distribution of scores per question, semester: Autumn-22**



**Figure 7.3. K-DIM: Average score per course, semester: Autumn-22**

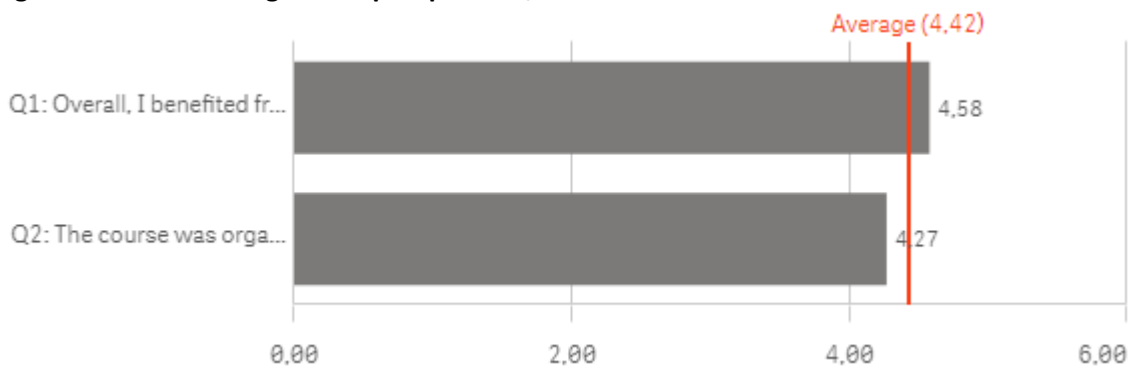
Course name	Enrolled students	Respondents	Response rate	Average score
Computational Literacies	137	44	32%	3,34
Critical Big Data Management: Second Part of Specialisation	39	18	46%	5,06
Data, Automation and Social Justice	25	12	48%	5,50
Navigating Complexity: Mapping, Visualisation and Decision-making	138	33	24%	5,11
Organisational Change	76	24	32%	4,75
Reassembling Innovation	147	79	54%	4,44
Service Design-Management and Implementation	22	16	73%	5,03
The Digital State in Practice	11	2	18%	4,25



## 7.2 Computer Science

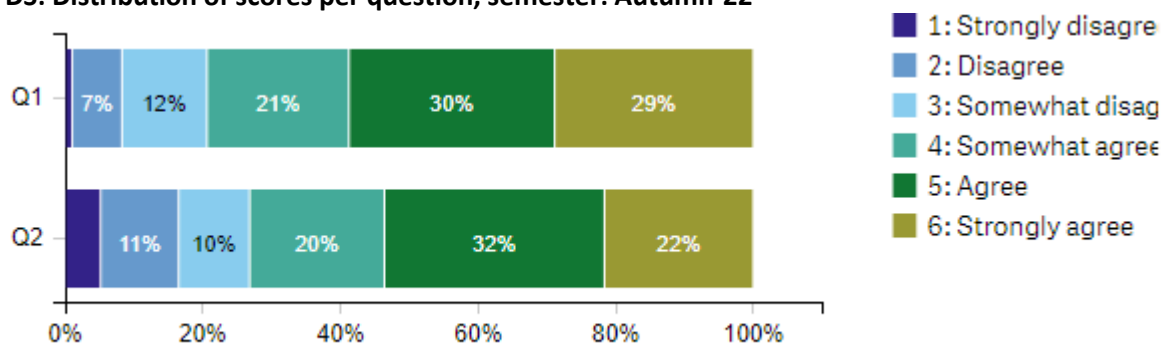
### 7.2.1 B-DS

**Figure 7.1. B-DS: Average score per question, semester: Autumn-22**



The graph below shows the distribution of scores per study programme.

**Figure 7.2. B-DS: Distribution of scores per question, semester: Autumn-22**

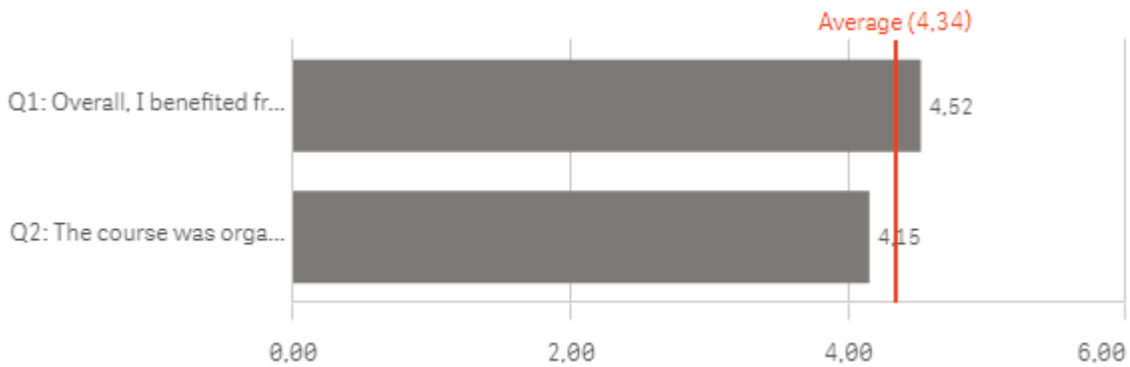


**Figure 7.3. B-DS: Average score per course, semester: Autumn-22**

Course name	Enrolled students	Respondents	Response rate	Average score
Data Science in Research, Business and Society	67	10	15%	2,50
Introduction to Data Science and Programming	66	17	26%	4,38
Linear Algebra and Optimisation	87	14	16%	5,11
Machine Learning	82	20	24%	5,28
Network Analysis	79	5	6%	4,10
Security and Privacy	62	9	15%	4,83
Software Development and Software Engineering	57	10	18%	3,65
Technical Communication	66	12	18%	4,33

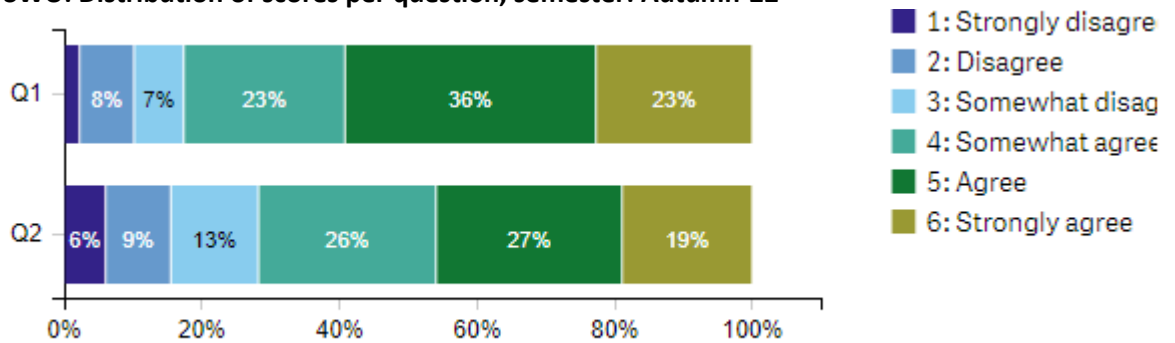
## 7.2.2 B-SWU

**Figure 7.1. B-SWU: Average score per question, semester: Autumn-22**



The graph below shows the distribution of scores per study programme.

**Figure 7.2. B-SWU: Distribution of scores per question, semester: Autumn-22**

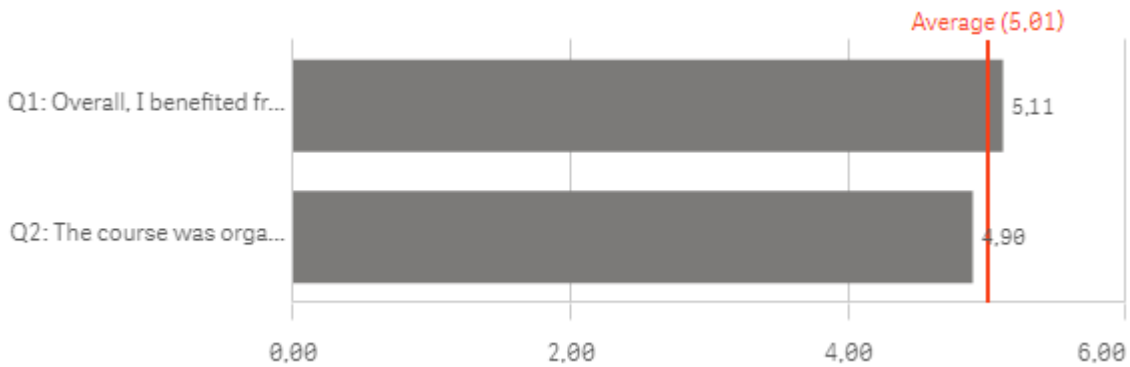


**Figure 7.3. B-SWU: Average score per course, semester: Autumn-22**

Course name	Enrolled students	Respondents	Response rate	Average score
Analysis, Design and Software Architecture	122	76	62%	4,25
Digital transformation og forretningsmodeller	152	88	58%	3,37
Distributed Systems, BSc	115	37	32%	4,65
Distributed Systems, MSc	16	7	44%	5,07
Foundations of Computing - Discrete Mathematics BSc	156	47	30%	3,96
Grundlæggende programmering	147	54	37%	5,59
Operating Systems and C	185	77	42%	4,46
Operating Systems and C, MSc SD	9	4	44%	4,63
Programmer som data	152	65	43%	4,80
Projektarbejde og kommunikation	156	46	29%	3,91
Security 1	70	28	40%	4,18
Security 1, BSc	139	52	37%	4,49

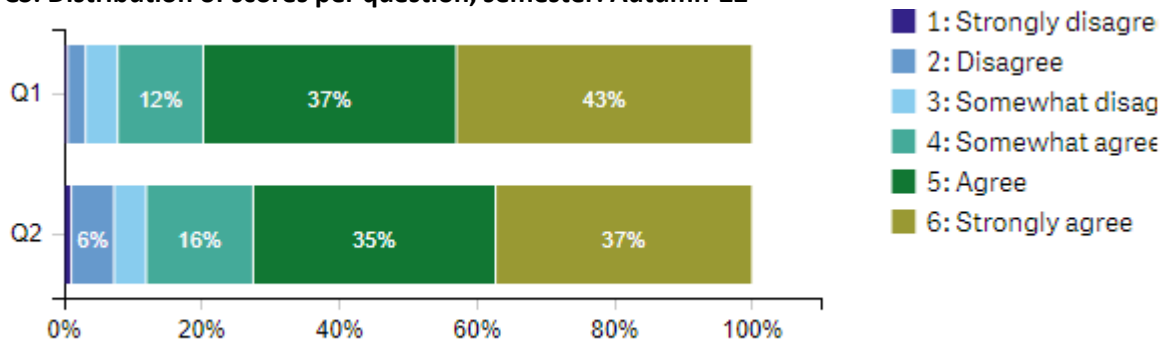
### 7.2.3 K-CS

**Figure 7.1. K-CS: Average score per question, semester: Autumn-22**



The graph below shows the distribution of scores per study programme.

**Figure 7.2. K-CS: Distribution of scores per question, semester: Autumn-22**

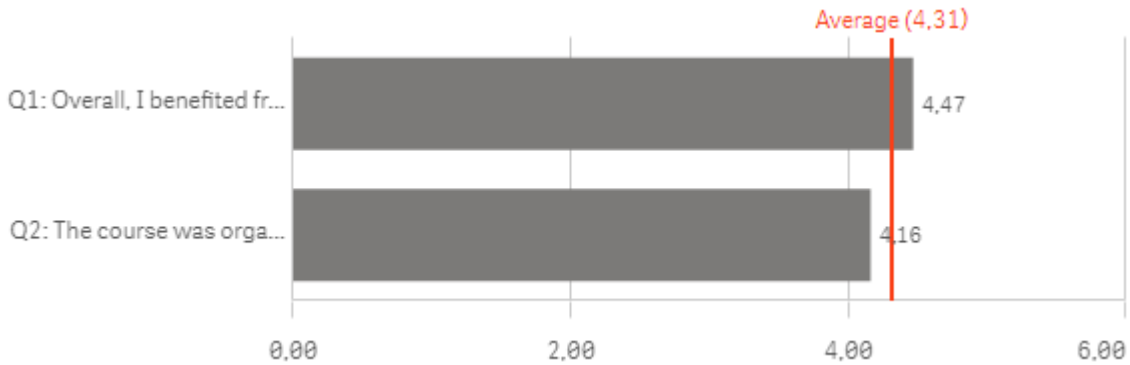


**Figure 7.3. K-CS: Average score per course, semester: Autumn-22**

Course name	Enrolled students	Respondents	Response rate	Average score
Advanced Algorithms	11	8	73%	4,38
Advanced Data Systems	12	2	17%	5,50
Advanced Machine Learning	28	8	29%	5,44
Advanced Programming, MSc CS	102	38	37%	4,49
Advanced Robotics	32	13	41%	5,12
Advanced Security	10	2	20%	5,00
Advanced Software Analysis	8	4	50%	5,00
Advanced Software Engineering 15 ECTS	15	7	47%	4,79
Algorithm Design, MSc CS	138	43	31%	5,22
How to make (almost) anything	24	16	67%	5,38
Introduction to Machine Learning	11	1	9%	4,50
Practical Concurrent and Parallel Programming, MSc CS	134	47	35%	5,26
Software Ecosystems - combining user centered design, organisational and technical dimensions	9	4	44%	3,50

7.2.4 K-DS

**Figure 7.1. K-DS: Average score per question, semester: Autumn-22**



The graph below shows the distribution of scores per study programme.

**Figure 7.2. K-DS: Distribution of scores per question, semester: Autumn-22**

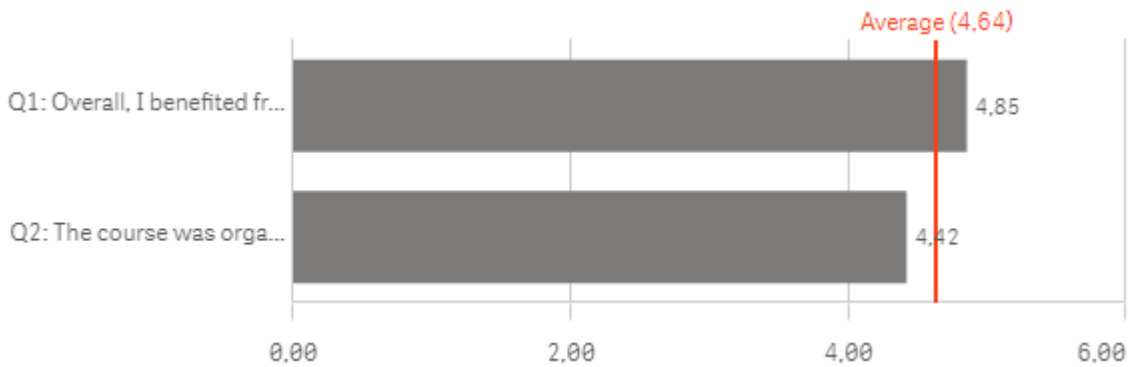


**Figure 7.3. K-DS: Average score per course, semester: Autumn-22**

Course name	Enrolled students	Respondents	Response rate	Average score
Advanced Applied Statistics and Multivariate Calculus	43	18	42%	2,89
Advanced Natural Language Processing and Deep Learning	16	4	25%	5,13
Advanced Network Science	28	5	18%	5,30
Data in the Wild: Wrangling and Visualising Data	42	27	64%	4,91
Seminars in Data Science	35	21	60%	4,38

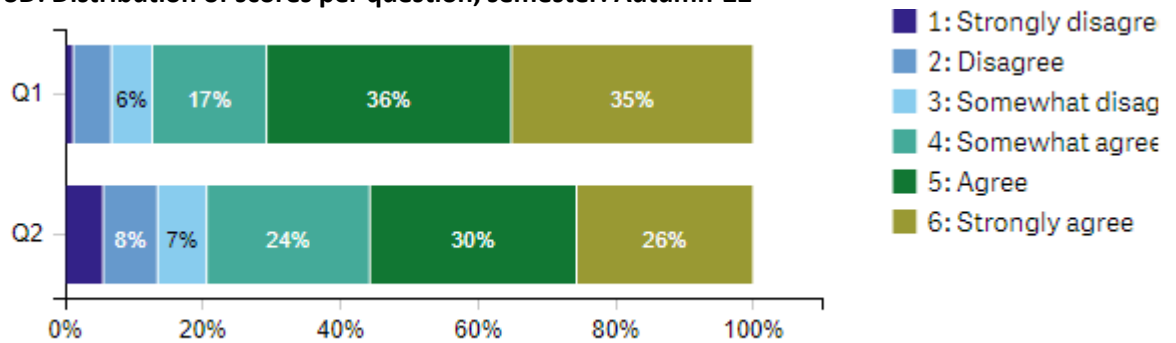
## 7.2.5 K-SD

**Figure 7.1. K-SD: Average score per question, semester: Autumn-22**



The graph below shows the distribution of scores per study programme.

**Figure 7.2. K-SD: Distribution of scores per question, semester: Autumn-22**



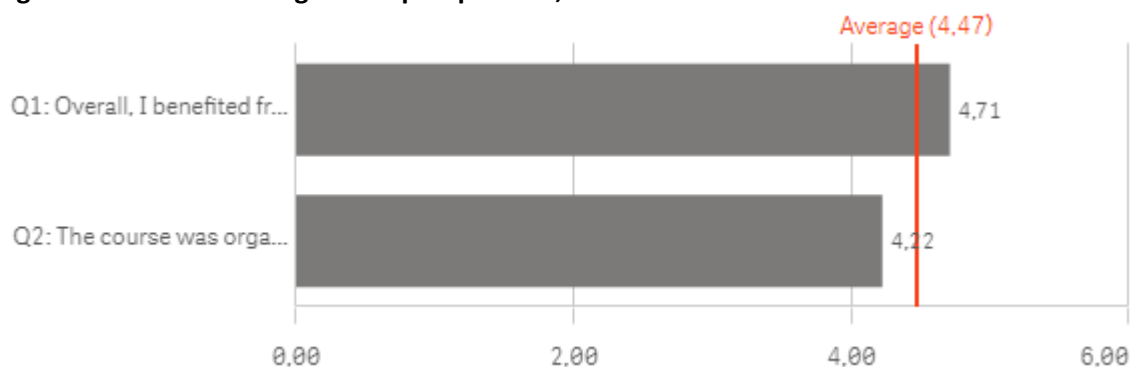
**Figure 7.3. K-SD: Average score per course, semester: Autumn-22**

Course name	Enrolled students	Respondents	Response rate	Average score
Applied Algorithms	22	11	50%	4,64
Applied Information Security	31	13	42%	3,69
Big Data Management (Technical)	57	20	35%	4,90
Data Mining	63	21	33%	4,31
Discrete Mathematics, MSc SD	131	36	27%	5,32
Introduction to Database Systems, DS	84	13	15%	4,81
Introduction to Database Systems, MSc SD	34	5	15%	5,90
Introduction to Database Systems, SWU	129	40	31%	4,90
Introductory Programming	116	33	28%	4,70
Software Engineering	108	32	30%	3,42
Technical Interaction Design	40	29	73%	4,88

## 7.3 Digital Design

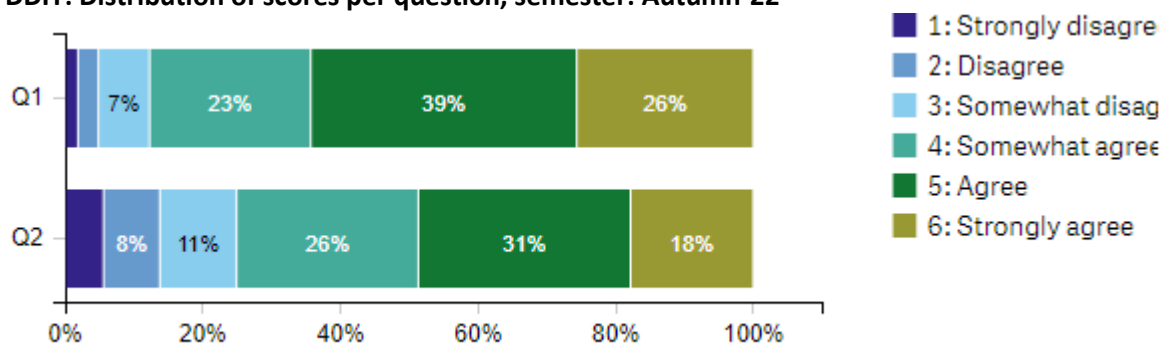
### 7.3.1 B-DDIT

**Figure 7.1. B-DDIT: Average score per question, semester: Autumn-22**



The graph below shows the distribution of scores per study programme.

**Figure 7.2. B-DDIT: Distribution of scores per question, semester: Autumn-22**

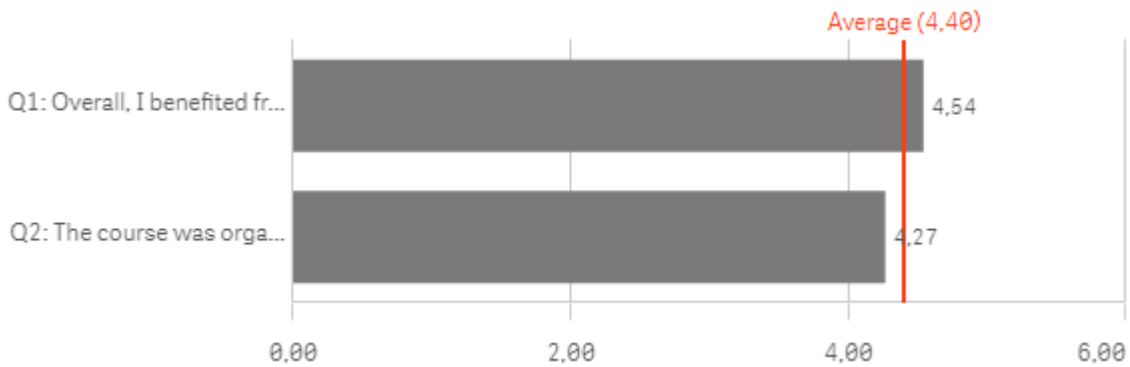


**Figure 7.3. B-DDIT: Average score per course, semester: Autumn-22**

Course name	Enrolled students	Respondents	Response rate	Average score
Digital Data Analysis	69	18	26%	4,83
Digital design og interaktive teknologier - introduktion	50	32	64%	5,16
Digitalt materiale og interaktive artefakter	51	40	78%	3,91
Interaktionsdesign: Kernebegreber og perspektiver	58	35	60%	4,94
Introduction to Programming	60	15	25%	4,53
Introduktion til programmering	54	27	50%	4,78
Introduktion til programmering, MSc	80	22	28%	4,39
Konceptudvikling med virksomheder	36	24	67%	3,31
Kvalitative forskningsmetoder og akademisk formidling	41	41	100%	4,62
Philosophy of Science and Technology, DMD/B-DDIT	55	15	27%	3,83

### 7.3.2 K-DDIT

**Figure 7.1. K-DDIT: Average score per question, semester: Autumn-22**



The graph below shows the distribution of scores per study programme.

**Figure 7.2. K-DDIT: Distribution of scores per question, semester: Autumn-22**

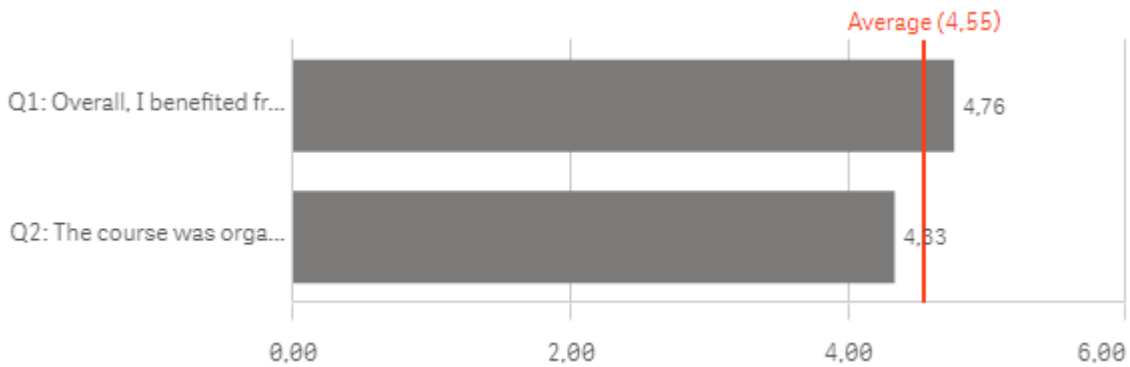


**Figure 7.3. K-DDIT: Average score per course, semester: Autumn-22**

Course name	Enrolled students	Respondents	Response rate	Average score
Advanced Service Design	26	13	50%	4,00
Avancerede designprocesser	117	86	74%	4,62
Brugere i kontekst	117	65	56%	3,98
Data i design	9	9	100%	4,44
Designing Aesthetic User Experiences	31	11	35%	4,55
Programmering af mobile applikationer	66	34	52%	4,54
Situating Interactions	34	14	41%	5,32
UX design II	31	16	52%	3,06
Værdier og etik i design	110	57	52%	4,68

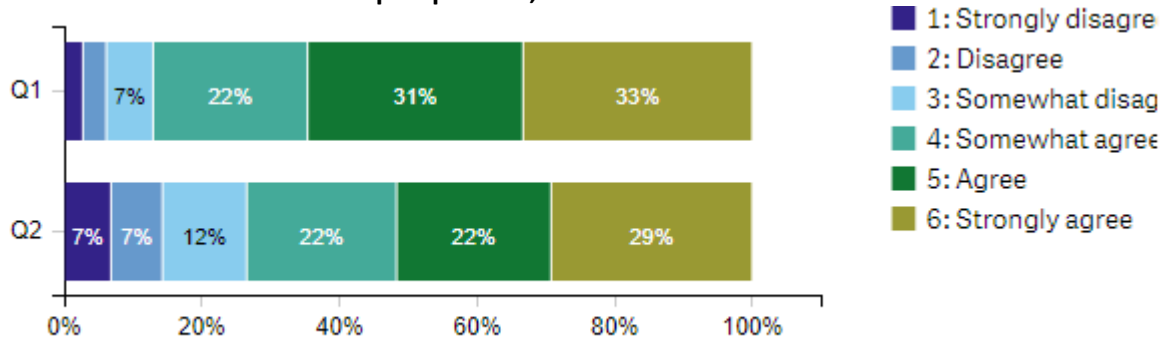
### 7.3.3 K-GAMES

**Figure 7.1. K-GAMES: Average score per question, semester: Autumn-22**



The graph below shows the distribution of scores per study programme.

**Figure 7.2. K-GAMES: Distribution of scores per question, semester: Autumn-22**



**Figure 7.3. K-GAMES: Average score per course, semester: Autumn-22**

Course name	Enrolled students	Respondents	Response rate	Average score
Advanced Topics in Game Studies	16	9	56%	5,39
Algorithms for Game Development	23	13	57%	4,04
DADIU Curriculum	9	2	22%	5,50
Deep Learning for Games and Simulations	21	12	57%	3,79
Game Programming	47	18	38%	4,19
Games & Culture	60	26	43%	5,58
Making Games	43	36	84%	4,31
Perspectives on Games	29	14	48%	4,21
Play Lab	23	8	35%	5,81
Programming for Designers	28	9	32%	3,33



