IT UNIVERSITY OF COPENHAGEN

COURSE EVALUATION REPORT
Course-specific questions
Autumn 2023

January 2024

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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 and MSc 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 **27 %**.

Figure 1: ITU average score per question, semester: Autumn-23
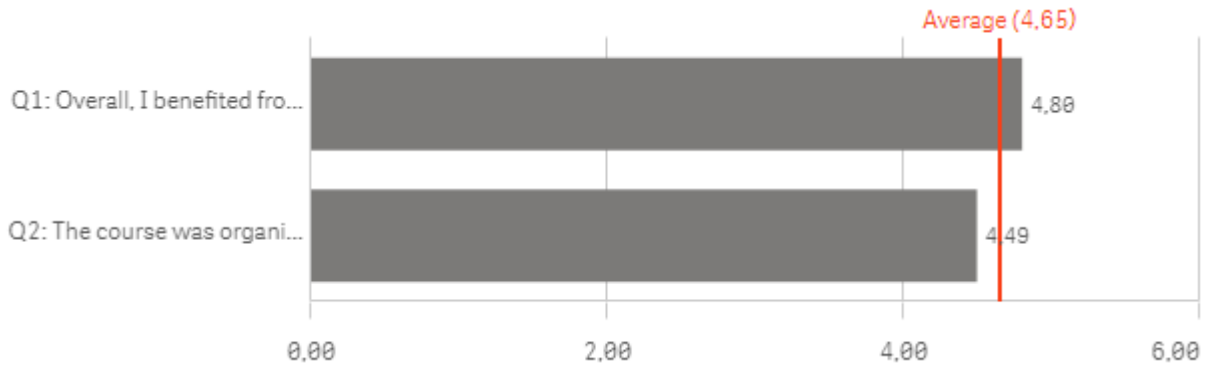
The graph below shows the distribution of scores per question for all ITU study programmes.
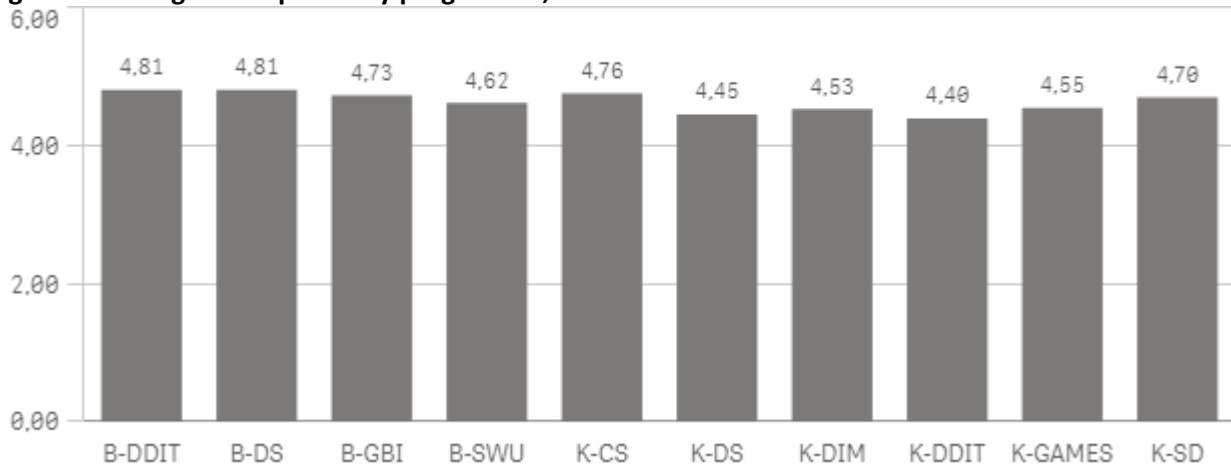
Figure 2: Distribution of ITU average score per question, semester: Autumn-23
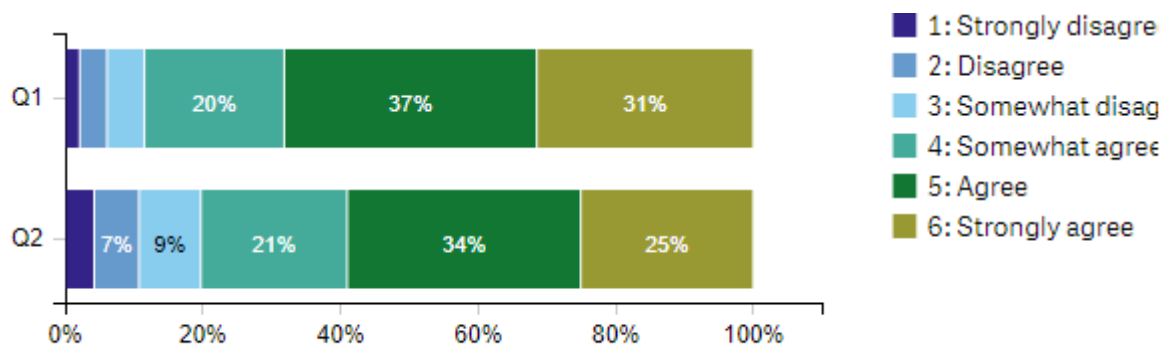
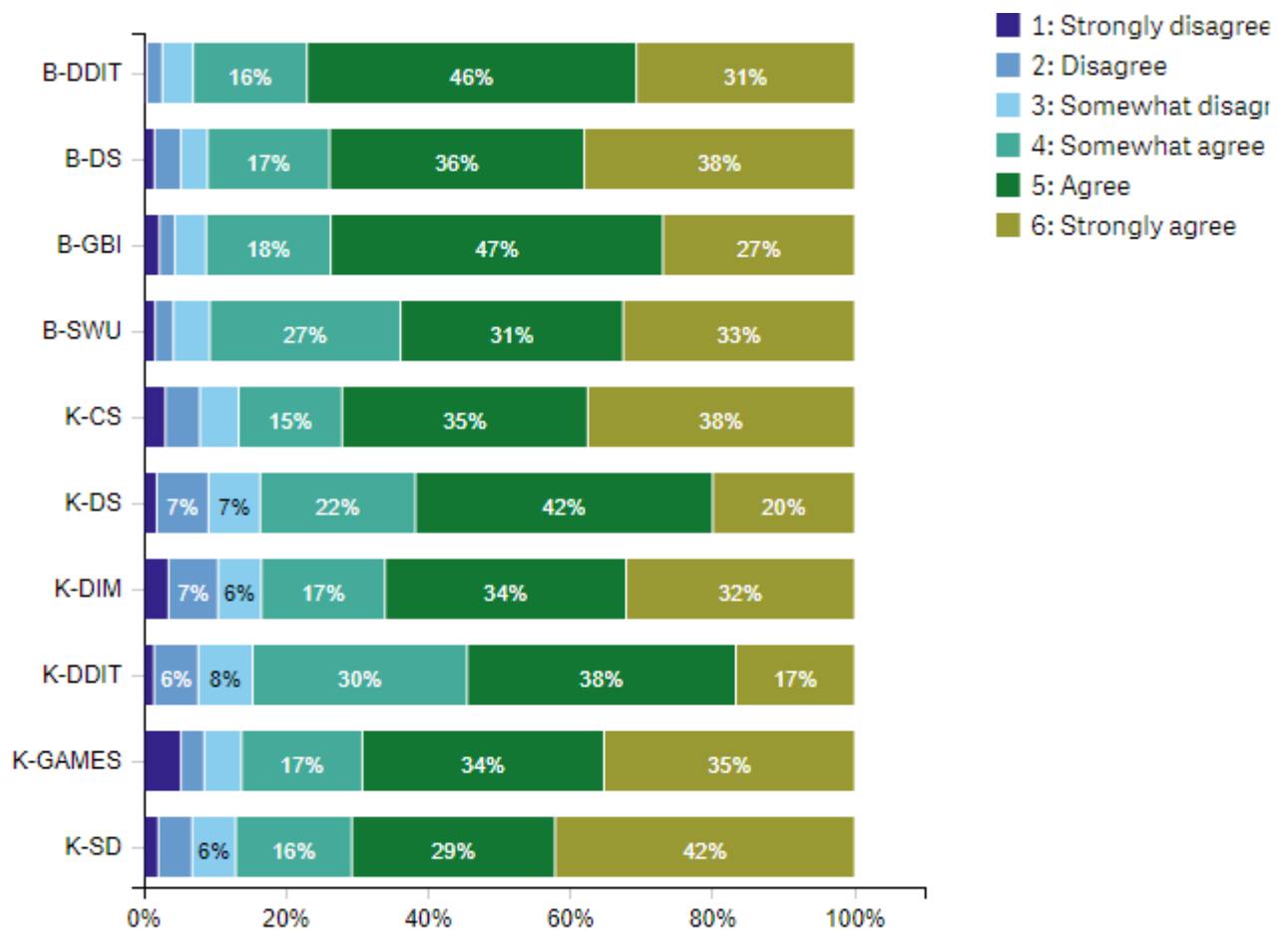# 6 Average score and response rate per study programme

The graph below shows the average score per study programme.

Figure 3: Average score per study programme, semester: Autumn-23

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-23

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-23

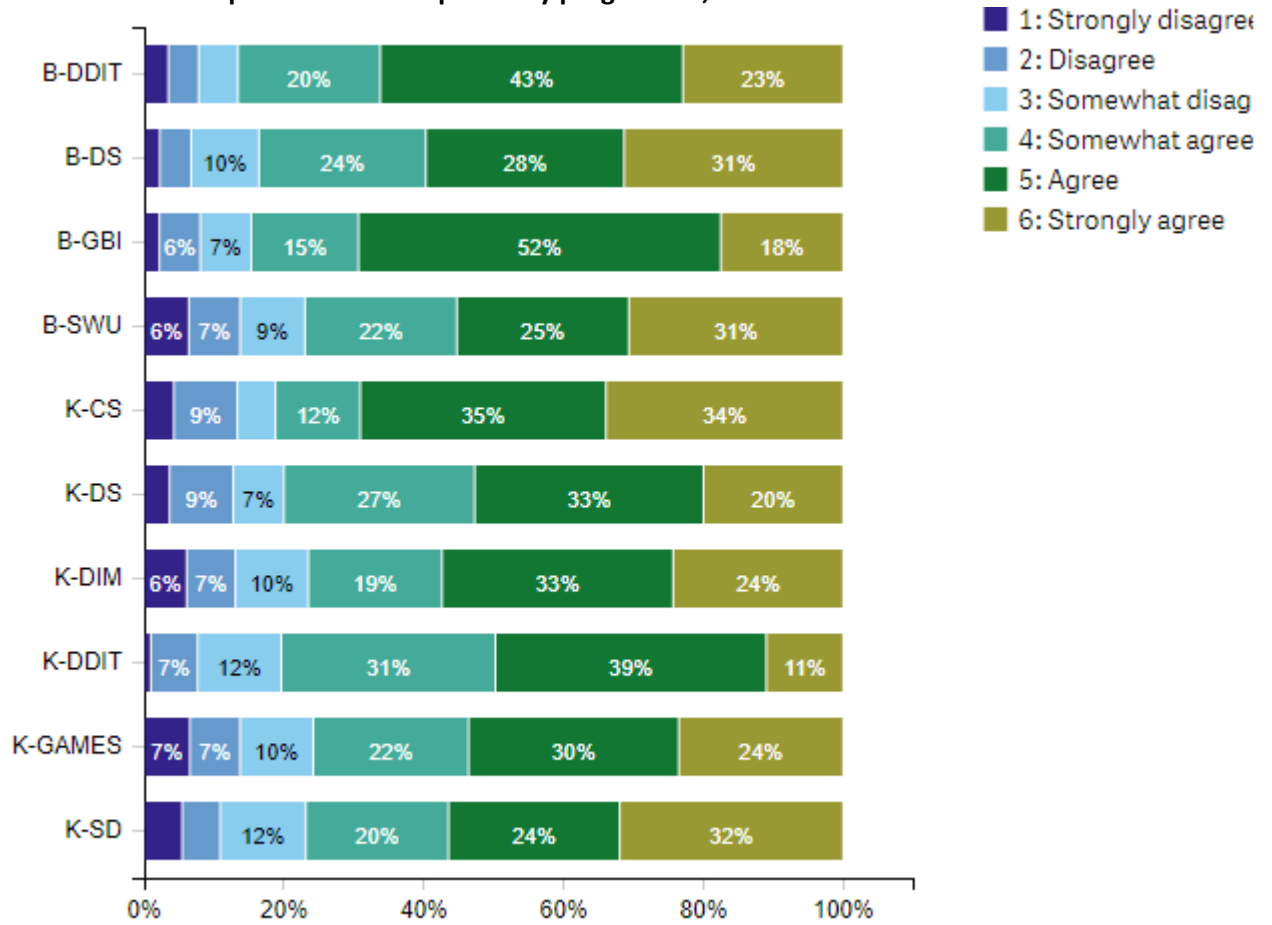**Table 1: Response rate per study programme, semester: Autumn-23**

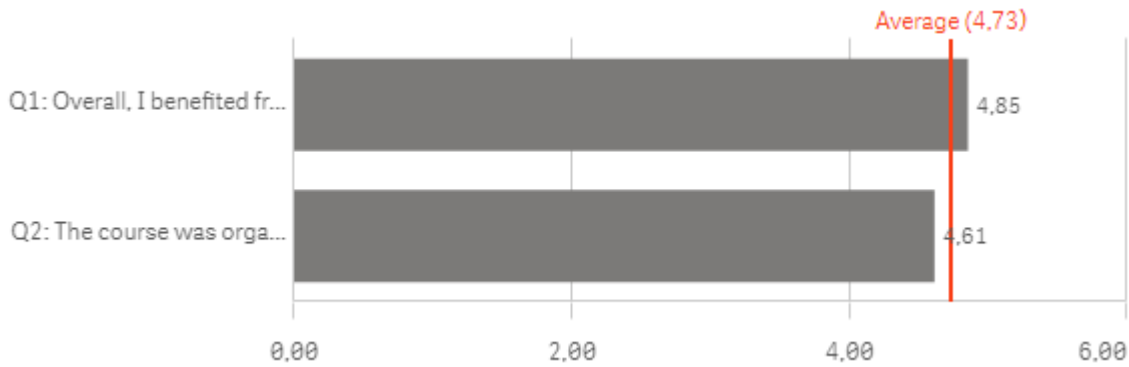| Study programme	Response rate
B-DDIT	38%
B-DS	21%
B-GBI	24%
B-SWU	22%
K-CS	26%
K-DS	32%
K-DIM	18%
K-DDIT	40%
K-GAMES	43%
K-SD	25%

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

Figure7.1. B-GBI: Average score per question, semester: Autumn-23

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

Figure 7.2. B-GBI: Distribution of scores per question, semester: Autumn-23

Figure 7.3. B-GBI: Average score per course, semester: Autumn-23

Course name	Enrolled students	Respondents	Response rate	Average score
Business Foundations	57	8	14%	4,69
Enterprise Systems and Information Management	56	40	71%	5,19
IT and Green Transitions, BSc	39	6	15%	4,00
IT and Green Transitions, MSc	99	22	22%	4,09
IT-Enabled Supply Chain Management	63	6	10%	4,58
IT, Globalisation and Culture	71	19	27%	5,24
Networked Media and Communication	67	4	6%	4,38
Organisation and Process Theory	51	17	33%	4,03
Society and Technology	76	15	20%	5,10

7.1.2 K-DIM

Figure7.1. K-DIM: Average score per question, semester: Autumn-23

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

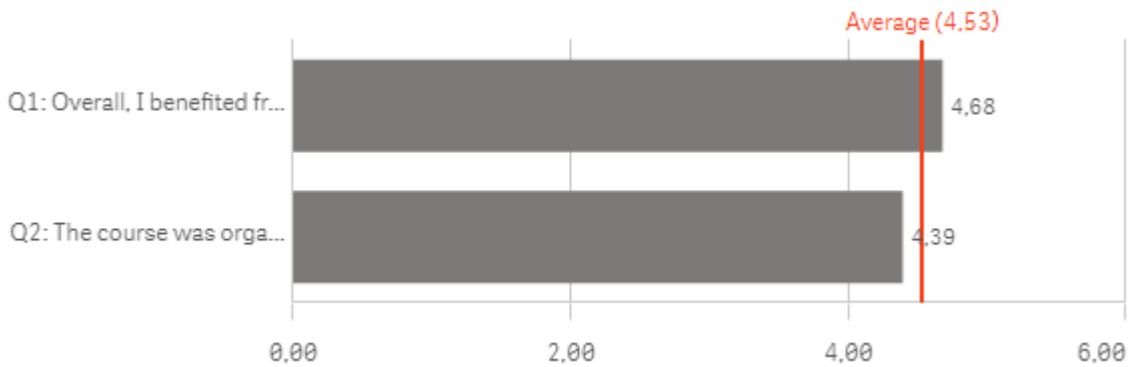**Figure 7.2. K-DIM: Distribution of scores per question, semester: Autumn-23**

Figure 7.3. K-DIM: Average score per course, semester: Autumn-23

Course name	Enrolled students	Respondents	Response rate	Average score
Computational Literacies	151	22	15%	3,02
Critical Big Data Management: Second Part of Specialisation	48	4	8%	3,63
Data, Automation and Social Justice	23	10	43%	5,65
Digital Organizing and Transformation	60	7	12%	4,14
Navigating Complexity: Mapping, Visualisation and Decision-making	150	15	10%	4,73
Reassembling Innovation	160	20	13%	4,50
Service Design-Management and Implementation	30	16	53%	5,22
The Digital State in Practice	24	21	88%	5,26

7.2 Computer Science

7.2.1 B-DS

Figure7.1. B-DS: Average score per question, semester: Autumn-23

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

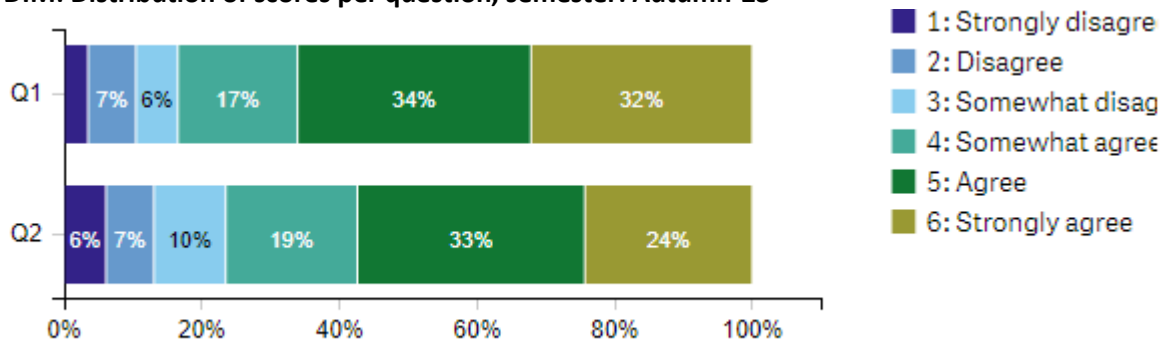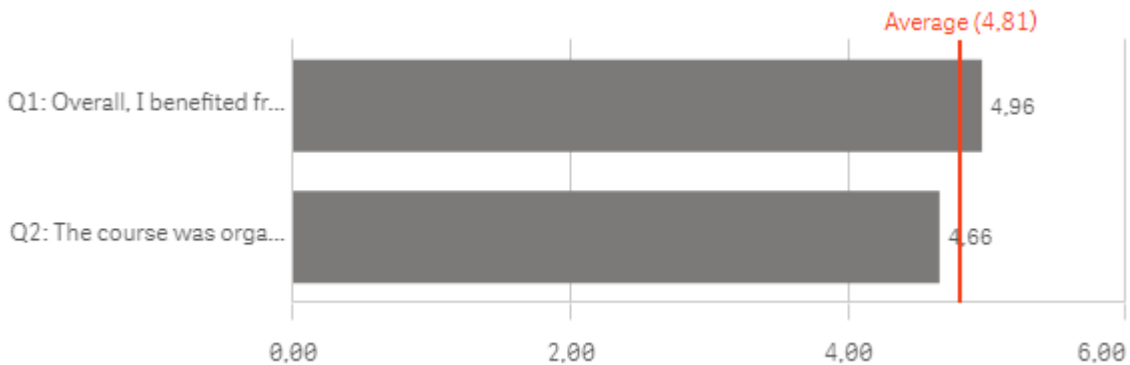**Figure 7.2. B-DS: Distribution of scores per question, semester: Autumn-23**

Figure 7.3. B-DS: Average score per course, semester: Autumn-23

Course name	Enrolled students	Respondents	Response rate	Average score
Foundations of Probability	87	17	20%	4,21
Introduction to Data Science and Programming	91	16	18%	5,34
Linear Algebra and Optimisation	91	18	20%	5,31
Machine Learning	76	27	36%	4,87
Network Analysis	64	25	39%	5,38
Security and Privacy	69	11	16%	4,32
Software Development and Software Engineering	76	11	14%	3,68
Technical Communication	73	9	12%	4,22

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7.2.2 B-SWU

Figure7.1. B-SWU: Average score per question, semester: Autumn-23

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

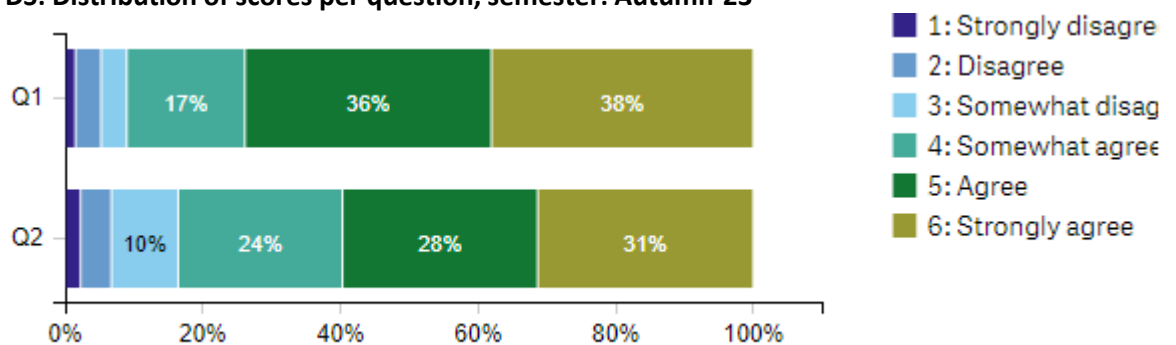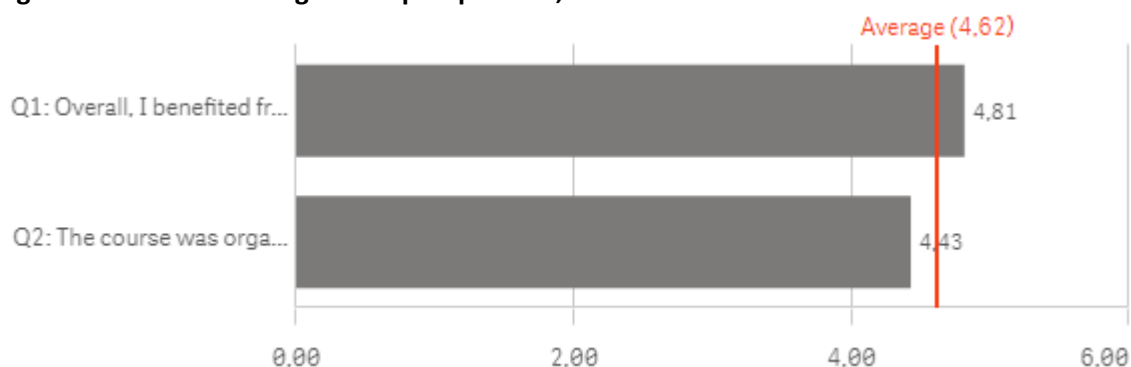**Figure 7.2. B-SWU: Distribution of scores per question, semester: Autumn-23**

Figure 7.3. B-SWU: Average score per course, semester: Autumn-23

Course name	Enrolled students	Respondents	Response rate	Average score
Analysis, Design and Software Architecture	130	18	14%	4,22
Digital transformation og forretningsmodeller	112	20	18%	3,98
Distributed Systems, BSc	115	20	17%	4,23
Distributed Systems, MSc	16	1	6%	4,50
Foundations of Computing - Discrete Mathematics BSc	168	36	21%	4,54
Grundlæggende programmering	160	70	44%	5,69
Introduction to Database Systems, DS	67	8	12%	5,13
Introduction to Database Systems, MSc SD	16	2	13%	3,25
Introduction to Database Systems, SWU	128	18	14%	5,06
Operating Systems and C	147	37	25%	3,43
Operating Systems and C, MSc SD	10	3	30%	4,67
Programmer som data	119	22	18%	5,23
Projektarbejde og kommunikation	161	42	26%	4,39
Security 1, BSc	96	16	17%	3,84

7.2.3   K-CS

Figure7.1. K-CS: Average score per question, semester: Autumn-23

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

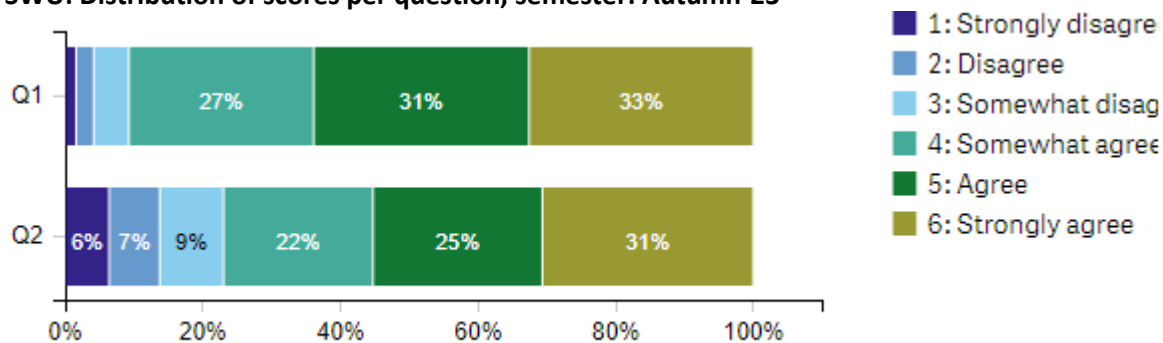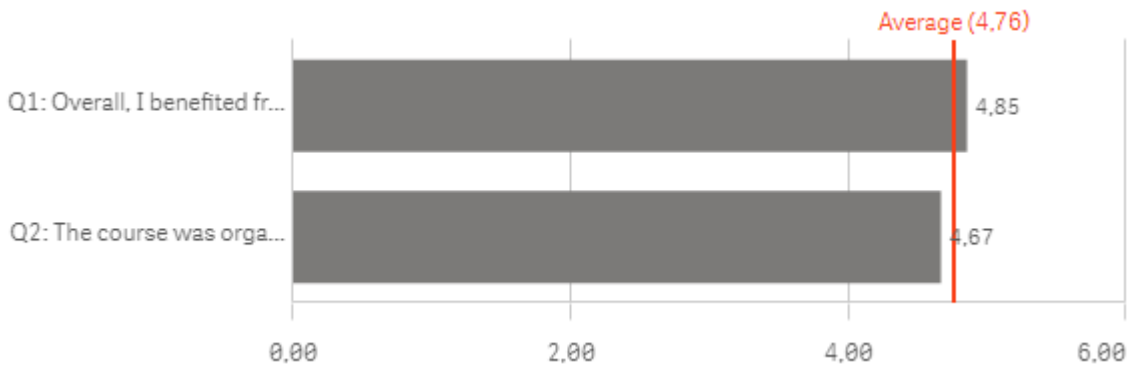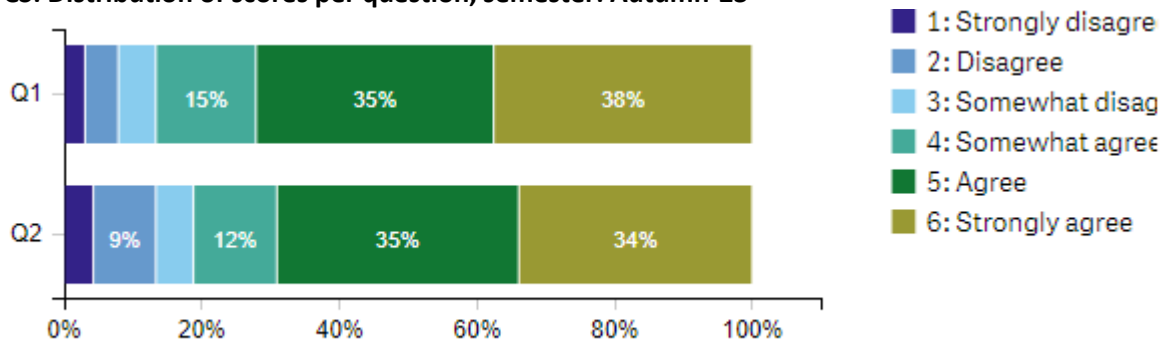**Figure 7.2. K-CS: Distribution of scores per question, semester: Autumn-23**

Figure 7.3. K-CS: Average score per course, semester: Autumn-23

Course name	Enrolled students	Respondents	Response rate	Average score
Advanced Algorithms	5	2	40%	6,00
Advanced Data Systems	21	5	24%	5,30
Advanced Machine Learning	38	5	13%	4,40
Advanced Programming, MSc CS	118	30	25%	4,47
Advanced Robotics	18	4	22%	4,88
Advanced Security	15	4	27%	4,00
Advanced Software Analysis	3	1	33%	6,00
Advanced Software Engineering 15 ECTS	13	3	23%	5,50
Algorithm Design, MSc CS	146	40	27%	5,35
How to make (almost) anything	38	3	8%	5,50
Introduction to Machine Learning	99	32	32%	3,30
Practical Concurrent and Parallel Programming, MSc CS	111	33	30%	5,64
Software Ecosystems - combining user centered design, organisational and technical dimensions	7	3	43%	3,67

7.2.4 K-DS

Figure7.1. K-DS: Average score per question, semester: Autumn-23

Average (4,45)

Q1: Overall, I benefited fr...	4,55
Q2: The course was orga...	4,36

0.00 2.00 4.00 6.00

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

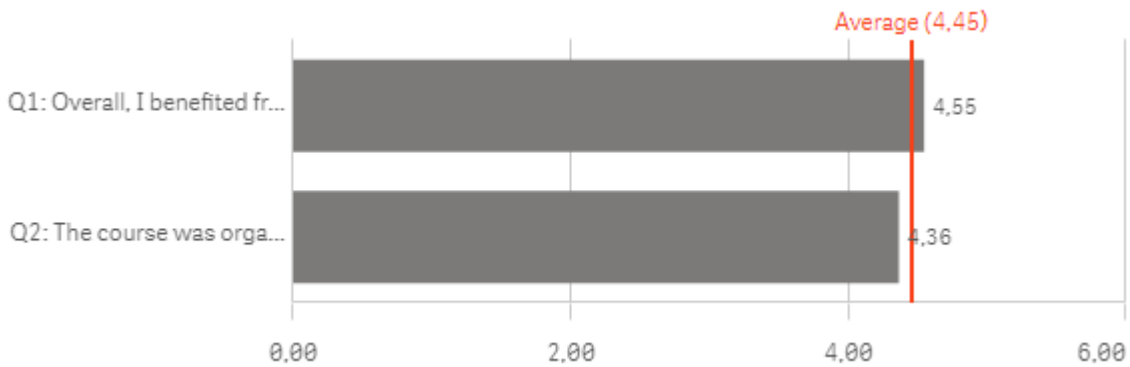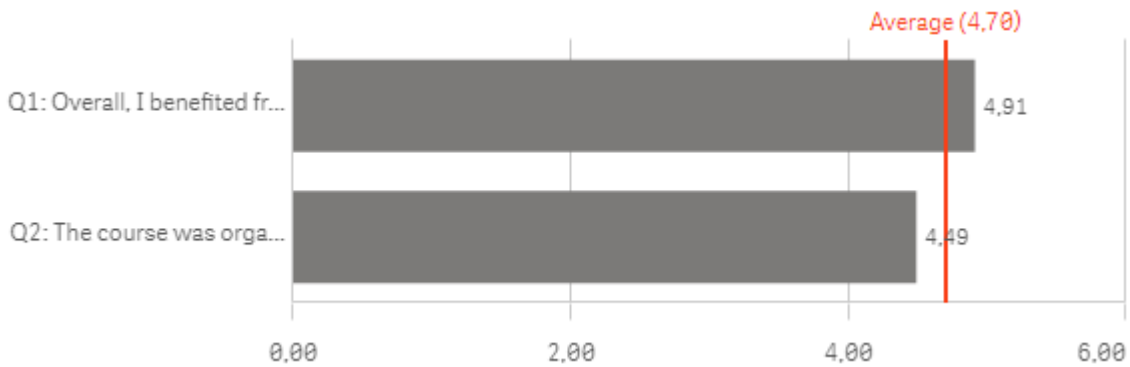**Figure 7.2. K-DS: Distribution of scores per question, semester: Autumn-23**

Q1: 7% 7% 22% 42% 20%
Q2: 9% 7% 27% 33% 20%

0% 20% 40% 60% 80% 100%

- 1: Strongly disagre
- 2: Disagree
- 3: Somewhat disag
- 4: Somewhat agree
- 5: Agree
- 6: Strongly agree

Figure 7.3. K-DS: Average score per course, semester: Autumn-23

Course name	Enrolled students	Respondents	Response rate	Average score
Advanced Applied Statistics	35	9	26%	3,44
Advanced Natural Language Processing and Deep Learning	29	1	3%	4,50
Advanced Network Science	30	16	53%	5,25
Data in the Wild: Wrangling and Visualising Data	43	14	33%	4,54
Seminars in Data Science	37	15	41%	4,13

7.2.5   K-SD

Figure7.1. K-SD: Average score per question, semester: Autumn-23

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

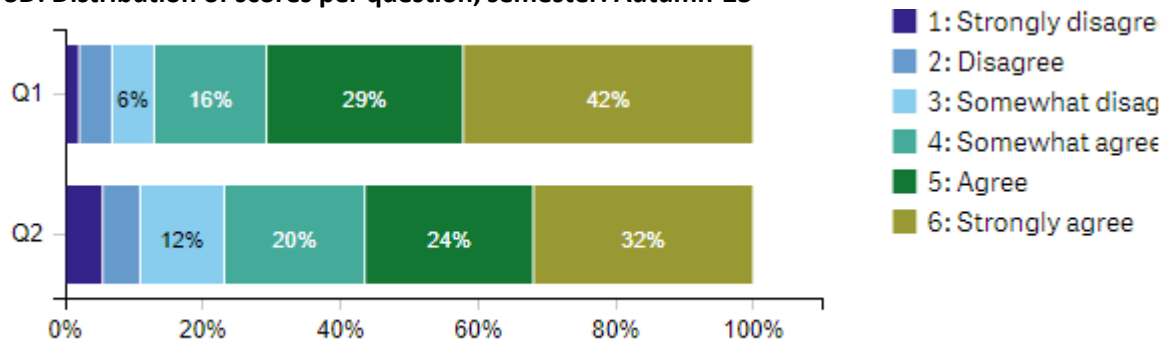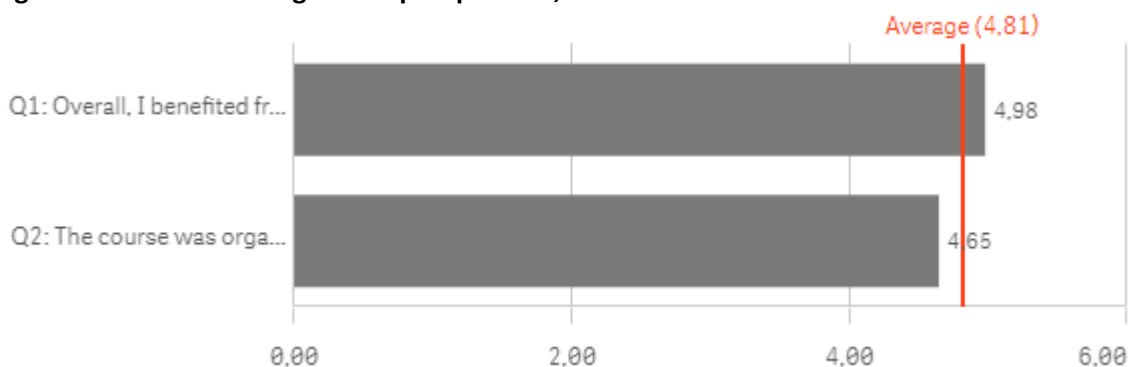**Figure 7.2. K-SD: Distribution of scores per question, semester: Autumn-23**

Figure 7.3. K-SD: Average score per course, semester: Autumn-23

Course name	Enrolled students	Respondents	Response rate	Average score
Applied Algorithms	22	4	18%	5,38
Applied Information Security	40	10	25%	2,90
Big Data Management (Technical)	69	25	36%	4,96
Data Mining	39	12	31%	4,67
Discrete Mathematics, MSc SD	148	23	16%	5,41
Introductory Programming	131	23	18%	5,13
Software Engineering	101	22	22%	3,41
Technical Interaction Design	43	28	65%	5,11

7.3 Digital Design

7.3.1 B-DDIT

Figure7.1. B-DDIT: Average score per question, semester: Autumn-23

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

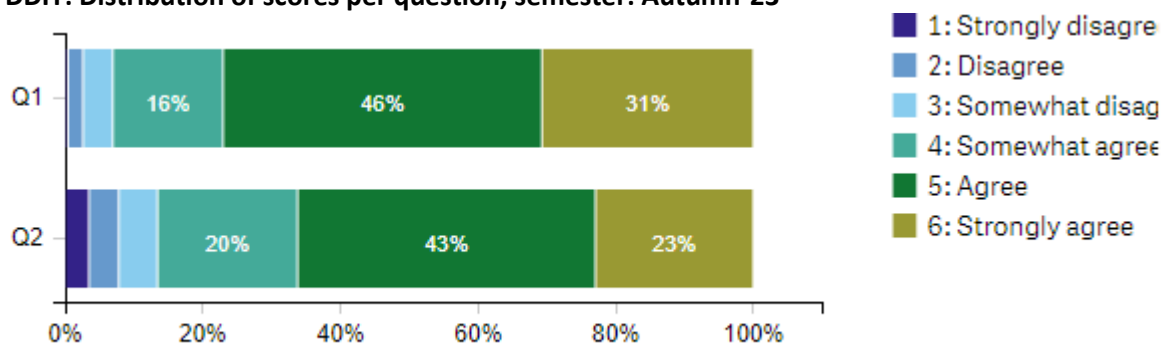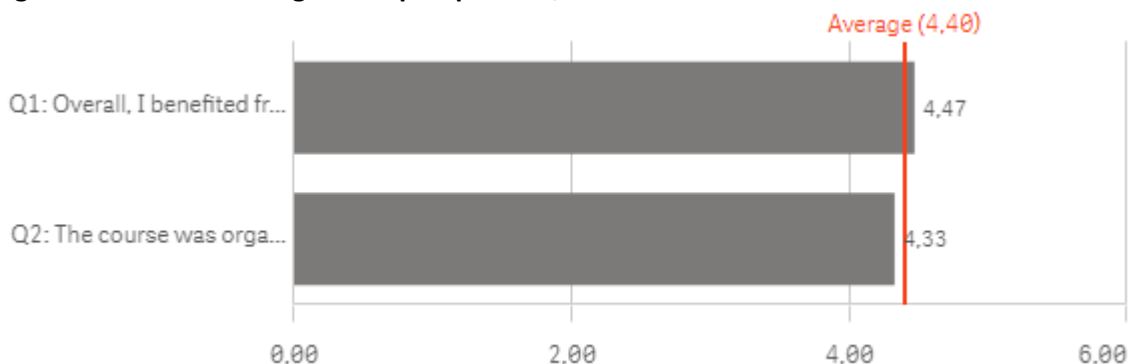**Figure 7.2. B-DDIT: Distribution of scores per question, semester: Autumn-23**

Figure 7.3. B-DDIT: Average score per course, semester: Autumn-23

Course name	Enrolled students	Respondents	Response rate	Average score
Digital Data Analysis	63	14	22%	4,50
Digital design og interaktive teknologier - introduktion	63	30	48%	4,75
Digitalt materiale og interaktive artefakter	46	33	72%	4,76
Interaktionsdesign: Kernebegreber og perspektiver	67	50	75%	5,35
Introduction to Programming	71	18	25%	5,03
Introduktion til programmering	75	16	21%	5,41
Introduktion til programmering, MSc	78	16	21%	4,16
Konceptudvikling med virksomheder	48	18	38%	3,50
Kvalitative forskningsmetoder og akademisk formidling	45	14	31%	5,21
Philosophy of Science and Technology, DMD/B-DDIT	48	22	46%	4,64

7.3.2 K-DDIT

Figure7.1. K-DDIT: Average score per question, semester: Autumn-23

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

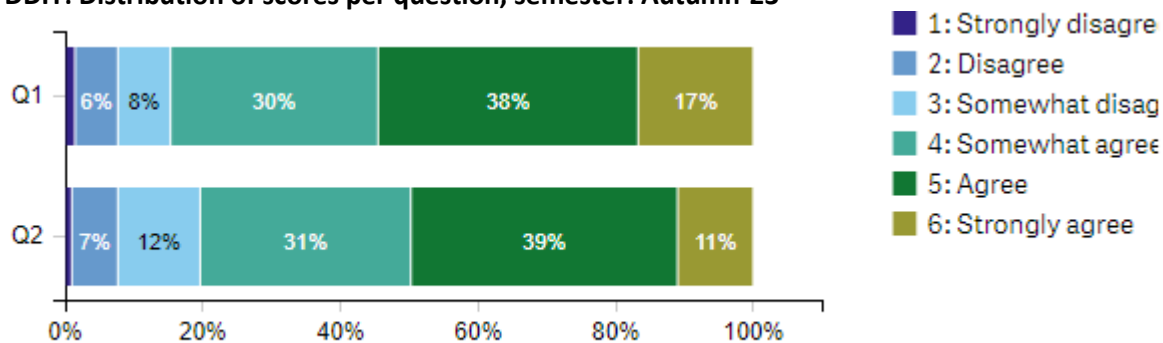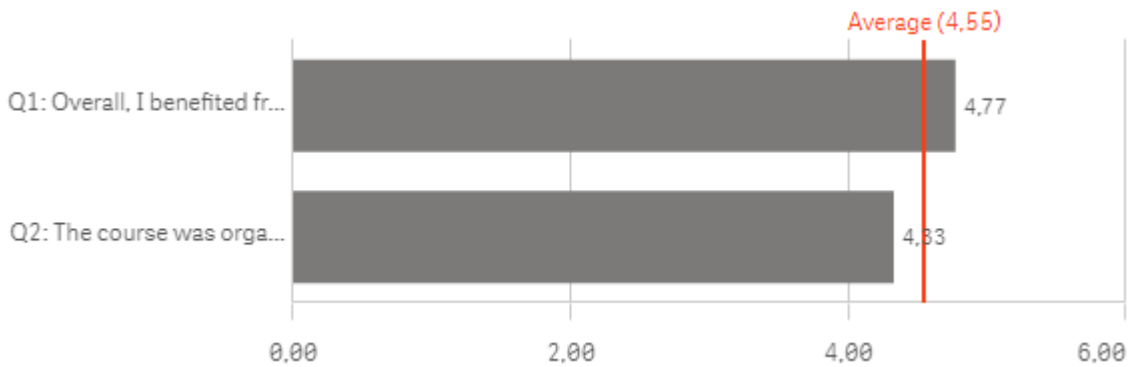**Figure 7.2. K-DDIT: Distribution of scores per question, semester: Autumn-23**

Figure 7.3. K-DDIT: Average score per course, semester: Autumn-23

Course name	Enrolled students	Respondents	Response rate	Average score
Advanced Service Design	32	17	53%	4,21
Avancerede designprocesser	110	21	19%	4,93
Brugere i kontekst	114	44	39%	4,01
Data i design	4	2	50%	5,25
Designing Aesthetic User Experiences	27	12	44%	4,71
Programmering af mobile applikationer	53	22	42%	4,84
Situating Interactions	32	21	66%	4,79
UX design II	31	14	45%	4,36
Værdier og etik i design	122	56	46%	4,15

7.3.3 K-GAMES

Figure7.1. K-GAMES: Average score per question, semester: Autumn-23

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

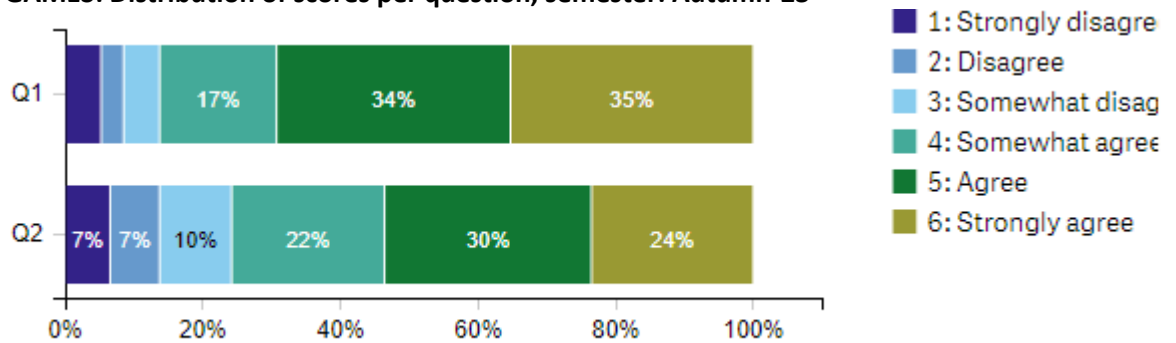**Figure 7.2. K-GAMES: Distribution of scores per question, semester: Autumn-23**

Figure 7.3. K-GAMES: Average score per course, semester: Autumn-23

Course name	Enrolled students	Respondents	Response rate	Average score
Advanced Topics in Game Studies	10	4	40%	5,50
DADIU Curriculum	18	3	17%	4,33
DADIU Project	18	3	17%	4,33
Deep Learning for Games and Simulations	11	2	18%	5,25
Game Programming	50	18	36%	4,03
Games & Culture	92	41	45%	4,87
High-Performance Game Programming	6	1	17%	6,00
Making Games	71	46	65%	5,01
Perspectives on Games	16	3	19%	3,83
Play Lab	18	7	39%	5,71
Programming for Designers	42	25	60%	3,10