



Unit title: **Systems Programming** Unit code: **CITS2002**

Campus: **Crawley** Teaching period: **SEM-2 2015**

Start Date: **27/07/2015** End Date: **21/11/2015**

Faculty: **Engineering, Computing and Mathematics**

School: **Computer Science and Software Engineering**

## Comments posted by students

- [1] Unit was amazing, probably my favorite Computer Science unit so far!
- [2] Chris McDonald was a great lecturer.
- [3] believed all the content should be gone over in lectures rather than having to guess what is going to be tested from the textbook for some questions.  
  
assignments were exceedingly difficult although the clarifications and simplifications were useful. thought assignment 2 was rather out of the sync with the topics of lectures at the time.
- [4] Subject was great, and Chris is a great coordinator/lecturer, keep this unit in the curriculum, students will learn a lot!
- [5] A bit more detail needs to go into what exactly we need to study, everything was way too broad. Also, this course needs to be compatible with OS's besides OS X. I live too far away to commute to the lab every single time i need to compile a code, and the projects have estimated completion times of more than 20 or so hours of coding, which i just can't squeeze in without sacrificing work or my other subjects to get to uni to try them out on the lab computers.
- [6] Very interesting unit, with a very good and engaging lecturer. The issue with the unit is that it is unclear what students are expected to learn as part of the unit. The lectures and labs are said to constitute only 30% of the unit, but it is more or less left up to the student to make up for the remaining 70%. Unit requirements should be clearly stated, and if not covered by the lectures, then the lecturer should point to adequate resources to cover any necessary material, rather than telling students to find resources themselves.
- [7] I have no idea why this is the only unit in the CITS unit which is of excellent quality, every other CITS unit I've taken is taught with grand assumptions in knowledge, verbose teaching materials and a static class environment.  
The lecture resources are excellent.  
  
Due to the excellent clarity in presentation of the unit topic and subjects I found myself trying to do the work for this unit more than other units.  
  
I don't understand why in other CITS units lecturers can't write concise presentations of the concepts being taught. It seems to be the norm in most BA units at UWA where there is also a sense of pride in teaching well, CITS2002 is the only core unit I've done which shares in caring for the quality of teaching.  
  
Since SURF surveys are ignored, maybe peer review of a how units are being presented to students may be beneficial for both CSSE students and teachers (especially if they can match the quality of CITS2002).
- [8] I feel that quite a bit is presumed of students. Although C does require a lot from the individual, maybe more should go towards helping students develop logic skills first.

- [9] - Good unit overall. Good topics and interesting projects
- lecture notes should be in the form of slides since the text in the current lecture notes only take up 1/3 to 1/2 of the whole page, which is a waste of space when printing. Also, some diagrams are blurry.
  - Weightings of each assessment is well-balanced
  - there should be a longer time-frame for the projects
  - videos in the Lecture-Capture System stop before the lectures finish
- [10] Great, enthusiastic lectures and A+ feedback and support via the help2002 forum. Overall a fantastic learning experience
- [11] One of the best lecturers i've had throughout university. It was refreshing to have a cits lecturer that taught with an evident interest/enthusiasm in the course material. Reinvigorated my interest in a computer science degree.
- [12] Chris=Legend.
- [13] I basically found the assignments to be weirdly difficult compared to the labs/other work in this unit. Maybe consider that UWA isn't Stanford, and we're all dumb.
- [14] I really enjoyed this unit. I liked the way Chris spoke in lectures, and started a conversation rather than just reading off of slides. Too much time spent on easy things at the start and not enough time spend on systems and memory management. Surprised threaded programming wasn't covered.
- [15] There is a big gap between the lecture and the assignment, actually i and my classmates spent more than 20 hours on it and did really bad, even though we have tried our best, but we still can't get a good result of assignments
- [16] Chris McDonald is absolutely one of the best lecturers I've had throughout my Computer Science Degree.
- [17] Chris is a great lecturer, very passionate in what he does and the way he teaches. His swift replies on the help forum and thorough answers are very helpful. The assignments were very interesting and taught me a lot. They were difficult and time consuming but not beyond the scope of the course. Overall, this unit had a much better outcome than I expected.
- [18] Labs are an important aspect of computer science units and should hence be graded as they are necessary for practice and application of learnt content. A few practice exam style questions a week would also be very helpful
- [19] Very well structured unit, however the projects seemed to have too much in them to be completed in 3 or so weeks.
- [20] I thought that it was a little strange that not all required material would be covered in lectures and left me a little confused as to the amount of extra reading i was supposed to do. but overall was a decent unit.
- [21] One of the best lecturers that i have ever had with one of the most organised units.
- [22] This unit was exceptionally well run and organised, other lecturers should follow Chris's excellent example of lecturing and running a unit in general. can't praise him enough.