OAC Meeting Block 4 2019-2020
Attending: Deb, Wolfgang and Ruben.
Note taker: Ruben

Course Evaluations Block 4

AI for Game Technology
It is difficult to give a course online during the COVID-19 lockdown, and it is even harder to give a course for the first time this way. Because of this we feel with the teachers regarding the negative comments. They are aware of the problems and we are hopeful that the course will improve greatly next year.
The teachers could focus on the comments about the grading and providing feedback.

Automatic Program Analysis
Very low number of responses. The teacher could encourage the students next year to react in higher numbers.
The comments that were given are positive. Nothing remarkable stands out.

Computer Animation
Very low number of responses. The teacher could encourage the students next year to react in higher numbers.
The comments are a bit all over the place. We understand the negative comments but they appear more like frustration of students than real problems with the course.

Crowd Simulation
Relatively low number of responses.
Overall good comments. It appears that some students had different expectations about how the course is given with regards to the lectures and presentations. This should be made very clear in the course description.

Mobile Interaction
Relatively low number of responses.
Very well done for an online course.
Pluim Candidate.

Network Science
Relatively low number of responses.
Very well done for an online course.
Pluim Candidate.

Pattern Set Mining
Very low number of responses. The teacher could encourage the students next year to react in higher numbers.
Very well done for an online course. Because of the very low number of responses we don’t reward this course with a pluim.

No reaction from the teacher.

**AP:** contact the teacher about a reaction.

**Pluim rewards**

Mobile Interaction and Network Science.