Computing Science

Staff Student Subject Sub Committee (SSSSC) Meeting

Attendance

Apologies:

Jozef Cibicek - CSCU9A2, CSCU9B2

Ismael Sanchez Leon - CSCU9T4

Zoltan Borbas - CSCU9N6

Craig Docherty - CSCU9Z7

Present:

Matthew Burt - CSCU9A2, CSCU9B2

Keiran Docherty - CSCU9V4, CSCU9T4

Zsuzsanna Szugyi - CSCU9V4

Petra Peterkova - CSCU9Y4

Masters:

Joao Francisco Carrapico – Software engineering

Eileen Hughes – Information technology

Sivakumaran Somasundaram – Big Data

Staff:

Dr. Savi Maharaj

Dr. Kevin Swingler

**17th of February 2016, 2PM 4B108**

Mario Kolberg – Employability module

Below is the contents of a discussion raised to course reps on new module based on employability that is non-credit bearing, possibly mandatory. The content would cover:

* The construction of a CV
* Possibly meeting industry members/past students who have gotten into the industry for tips
* Life skills in the industry
* Working within the industry

The course reps then gave feedback on the module, bringing up the following:

* Could we meet industry members, graduates who have transferred into the industry?
* Perhaps run the module over a longer period of time with few sessions, long and thin, sessions split over the semesters to give a continuous flow.
* Current career module is good, however there is room for expansion, the current career module offers aid in pinpointing what you know and do not know.
* Being shown options for what jobs are available afterwards would be very useful, as well as what types of job are available.
* It could be good to have a university based job fair to help people find placements.
* It was discussed whether or not the module should indeed be compulsory, even if it isn’t heavily assessed, as it could be added stress. If optional it is possible that it will not be taken seriously/having it pop up on your transcript that you failed a module in employability could look bad.
* It should be considered for students to have the choice on when to take this module, so that it fits with the students goals and aspirations, maybe focus on it with second years/third years around semesters 3/6.

CSCU9A2 – Programming and user interface design – Matthew Burt

People struggling to enjoy the lectures on the brookshear machine, however once shifting to the GUI segment everyone was much happier. A few complains about the white background on the lecture slides. A minority requested practical sheets be placed up sooner. The practical and tutorial side of things is going very well in the eyes of the students.

CSCU9B2 – Making the most of the World Wide Web – Matthew Burt

The lectures are popular with the students, and many are happy with how well the lectures transition into the practical’s. The lectures are interesting and the practical’s are very well balanced. Students are overall very content with the course.

# 

CSCU9Y4 – Programming Language Paradigms – Petra Peterková

People are finding it easy but are requesting for reading before lectures. Practical’s are mixed, with some finding it surprisingly difficult. However the number of demonstrators is very good, meaning people can gain more from the practical’s. The tutorials are also going well.

CSCU9V4 – Systems 1 – Keiran Docherty

Lectures on Systems side are slightly repetitive but the practical’s are well enjoyed, there are a good amount of demonstrators making it much easier. Tutorials are split with like/dislike among the students. Screencast tutorials are not as welcomed as live tutorials, but overall it is found as being okay. Perhaps a few live tutorials would help, secondary tutorial open for assisting people who are struggling.

CSCU9T4 – Systems 1 – Ismael Sanchez Leon

The module is looked upon as being medium, people find lectures to be not very engaging but essential, practical’s could use clearer instructions, on how to do it, but the number of demonstrators is very good. The assignments weight has been questioned, to be quite difficult and people are struggling with it, but people have also acknowledged that it is the purpose of being at university. Screencast solutions would be welcomed.

CSCU9N6 – Computer Games Design – Zoltan Borbas

Students are overall very happy, and finding the module to be engaging and a welcome change. Very open with the coding side of things, with very little restraint, which contributes to students finding it to be a good module.

Software Engineering - Joao Francisco Carrapico

The module has seen a 150% population increase. Everybody is iOS fans, so perhaps shift from android assignments to some iOS work. The library books are also found to be outdated, and could use more up to date editions. The module is 100% practical so some want to explore iOS to help with that.

Information Technology – Eileen Hughes

Minor issues with timetables and assignment dates, however it was fixed swiftly. Request for module timetable to be spread out across the week.

Big data – Sivakumaran Somasundaram

Practical’s are overwhelming, people are all heavily focused on Python, no one focuses on classes, instead they focus entirely on practical’s. Lectures are missing a link to practical’s, and the practical’s sometimes are too long code-wise. Everyone getting stressed out instead of learning. Most of the students feel behind on the checkpoints.

The next meeting is Wednesday 23rd of March, 4B108, at 2PM