

Kursrapport Fakulteten för teknik och samhälle

Kursrapporten baserar sig på studenternas synpunkter och inlämnade kursvärderingar, tentamensresultat och lärarnas förslag till utveckling. Kursrapporten publiceras på kurssidan och på Canvas.

| | |
|---------------------------|--|
| Kursnamn | Datavetenskap: Tillämpad programvaruarkitektur |
| Kurskod | DA379A |
| Termin | VT21 |
| Antal registrerade | 102 |
| Kursansvarig | Fahed Alkhabbas |

| | |
|--|--|
| | Kursrapporten är publicerad på kurstillfallets Canvas-sida |
| | Kursrapporten är publicerad på kursens webbplats |

Kursvärdering

| | |
|--|----|
| Antal svar på obligatorisk kursvärdering | 17 |
|--|----|

Obligatorisk kursvärdering har skett genom:

| | |
|--|---|
| | Endast standardmall via SSR (Sunet Survey and Report) |
| | Standardmall utökad med egna frågor via SSR |
| | I egen regi av kursansvarig |
| Om kursvärdering skett i egen regi av kursansvarig beskrivs tillvägagångssätt här. | |

Eventuella ytterligare värderingsmoment som skett under kursen

| | |
|--|---------------------------|
| | Separat enkät |
| | Muntligt i helklass |
| | Muntligt i mindre grupper |
| | Annat sätt |
| Om "annat sätt" är ikryssat ovan beskrivs tillvägagångssätt här. | |

Kommentarer till kursvärderingar

The students who attended this course are enrolled into two programs: System Development and Game Development. Based on the few numbers of participants in the evaluation, some students liked the structure of the course, the topics addressed in the lectures, and the support they received in the labs and during working on their projects. Some students think that it is hard to get a VG and the course is demanding, especially when they have parallel assignments with other courses. On the one hand, the students enrolled in the Game Development program gave positive feedback on the mini-project and the labs sessions. However, they request to orient the lectures more towards

software architectures for games. On the other hand, many of the students from the System Development program complained about working on software architectures for games in part of the assignments and the mini-project. Furthermore, several students requested to evolve the labs and lectures to address the implementation and realization of software architectures and design patterns. Finally, some students mentioned that they have ambiguity in understanding the assignments' instructions and evaluation criteria.

Examinationsresultat

| | |
|---|---|
| | Examinationsresultat ser ut som förväntat |
| | Examinationsresultat avviker från förväntat |
| Examinationsresultat ser ut som förväntat | |

Rekommendationer och prioriteringar för kursutveckling

- Evolve the assignments A1, A2, and the mini-project to make it more interesting to the students in both programs. Specifically, it would be more suitable to consider the software architecture of applications from different domains. Additionally, it would be better if assignment A2 concerns the comparison of architectures that exploit different architectural patterns.
- Give an additional lecture on the realization of software architectures, including examples about applications from different domains.
- Clarify more the assignments' instructions and evaluation criteria and share clearer feedback with the students about their reports.