

Summary of Student Feedback on New Class Ideas
Leading Edge Process Consultants

Dec. 4-6, 2012
Intro to CMMI-DEV

New Class Item or Activity	Don't			Score	Grade	Improvement Suggestions	Action	Target	
	Keep It! Positive impact	Care Didn't matter	Lose It! Negative impact					Due Date	Class
Large classroom, but two screens	14	7	2	88.0%	B+	Was distracting - 1 More consistent lighting - 1 Too many people in class - 1	RECONSIDER but seems acceptable as "back up" <input type="checkbox"/> Cardinal Room (previous room): re-evaluate (better lighting, only one screen needed), measure and model alternate floor plans	Dec 22	Feb 5-7
Team names and avatars	19	4	0	95.7%	A		KEEP	N/A	N/A
Looney Bin (bin of squishy stuff on each table) PLUS: Would it be better if I let everyone walk away with something from the bin?	17	5	1	92.4%	A	Distracting - 1 Let people keep? Yes - 5 No - 3 Doesn't matter - 7	KEEP <input type="checkbox"/> Assess/eliminate high-wear items <input type="checkbox"/> Consider/order new items <input type="checkbox"/> Standardize contents (to ease re-ordering). Establish "no take-away" rule to minimize re-stocking hassle.	Dec 22	Feb 5-7
Thumbballs (occasionally tossed to students to make sure everyone's awake)	20	3	1	94.8%	A	Do it more often in PM - 1 Use it more - 1 Watch out for coffee cups! - 1	KEEP <input type="checkbox"/> Add cues to slides to remind me to toss one, especially in PM	Apr 1	Apr 7-9
Class Yoda (to recognize intelligent participation)	19	4	1	93.8%	A		KEEP	N/A	N/A
Idea Guy (foam light bulb, decorated with important stuff from class) PLUS: Would it be better if everyone had their own?	10	12	2	83.3%	B	I'd love my own - 2 Let people have their own? Yes - 2 No - 3 Doesn't matter - 9	CHANGE Don't give to teams, keep supply handy for anyone who wants to use one <i>individually</i> <input type="checkbox"/> Re-order as needed <input type="checkbox"/> Buy bin for storing/displaying (also buy matching bin for bag recycling)	Dec 22	Feb 5-7
Brainstorming organizational problems -- and annotating with CMMI Process Area stickies throughout class	19	3	1	94.6%	A	Limit contributions (?) - 1 Mixed emotions about stickies - 1 Best for orgs w/o CMMI experience - 1 Sticky notes didn't adhere well - 1	KEEP <input type="checkbox"/> Consider "full adhesive" sticky note pads, or tape	Dec 22	Feb 5-7
Archi-Torture (filling in blank CMMI architecture diagram)	20	2	1	95.7%	A	Attention-getting wake up call - 1 Not a fan of memorizing - 1	KEEP	N/A	N/A

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	Positive impact	Didn't matter	Negative impact					Due Date	Class
Don't Forget to Brush Your Teeth! (applying GPs to tooth-brushing)	18	2	3	91.3%	A-	Maybe a more "real" scenario - 4 Difficult to follow instructions - 2 Remind students stay focused - 1 Include other similar exercises - 1 Narrow scope to "kids" - 1	CHANGE <input type="checkbox"/> Develop alternative, more realistic engineering scenario. Give individuals their choice of scenarios, then divide into new (temporary) teams based on which they'd prefer tackling.	Jan 25	Feb 5-7
Game Shows									
Game show concept (in general)	24	0	0	100.0%	A+	Do more of these in afternoon - 1	KEEP	N/A	N/A
Who Wants to Be a CMMI Guru? ("Millionaire" style game played on Day 1, with class divided into two large groups)	22	1	0	98.9%	A	Scoring inequities - 10 Teams too large - 1 Okay but preferred day 2/3 games - 1 Harder questions - 1	CHANGE <input type="checkbox"/> Revise scoring system to make it more fair, less chance of negative score <input type="checkbox"/> Make questions harder	Jan 25	Feb 5-7
CMMI Quiz Show - "Jeopardy"-style game played on Day 2, with each table being a team	25	0	0	100.0%	A+	Scoring inequities - 3 Longer time to answer question - 1	KEEP BUT FINE-TUNE <input type="checkbox"/> Develop an organized question repository <input type="checkbox"/> Fine-tune questions and especially their scores (e.g., in "Jeopardy" \$100 should be almost trivial but \$500 should be nearly impossible) <input type="checkbox"/> Consider shorter, but more frequent games (e.g. 3 questions per category rather than 5) <input type="checkbox"/> Establish tie-breaker <input type="checkbox"/> Re-order prizes	Jan 25	Feb 5-7
CMMI Spin-Off - (potential?) Day 3 game, helping to "wrap up" the class	16	0	0	100.0%	A+	Scoring inequities - 2 Fine-tune questions - 1 More time for some questions - 1 Need tie-breaker - 1			
Other Comments? Parking lot for questions - 1 Remind students to provide examples, not opinions, on topics - 1 More short breaks (maybe 5 minutes every hour) - 1 Don't need flying monkeys, yoda, etc. - 1 Game questions require a little tuning - 1 Mints were a nice touch - 1 Place name tents on each table prior to class to promote collaboration - 1									