CSE 403 Software Engineering Winter 2023 Reflection

Midterm assessment: what was helpful

Course content and structure

- Industry-strength techniques and tools.
- Project flexibility is good (also risky) for exploration and motivation.
- Assignments are logically structured with a clear progression.

Learning activities

- Lectures, slides, and Q&A are helpful.
- In-class exercise(s) helpful to solidify course content.

Midterm assessment: suggestions/improvements

Lectures

• Faster pace and fewer interactions

Projects

- Constrain the group projects (e.g., language and tools)
- Ambiguity is challenging: amount of required work is unclear
- A lot of writing, too little focus on the "fun stuff" (coding)

In-class exercises

Need more time for in-class exercises

Clarifications, expectations, and trade-offs

Clarifications

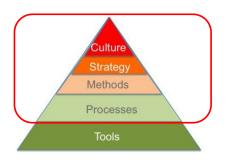
- Project flexibility vs. technical course content.
- A lot of writing, too little focus on the "fun stuff" (coding).
- Check-list style (auto)grading vs. creativity and justifications.
- Concepts and methods vs. tools.



Clarifications, expectations, and trade-offs

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Expectations

- Ask (technical) questions and engage in disambiguation.
- Provide feedback with concrete suggestions.
- Set up is tested and working prior to an in-class exercise.

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- Set up is tested and working prior to an in-class exercise.

Trade-offs

- Last-minute push vs. steady progress: a lot of momentum/progress when everyone is focused on the goal.
- Submit weaker deliverable early or a better one later?

Group project reflection



Common questions

- Have we submitted yet?
- Who is submitting X?
- When is X due?
- Who is working on what?
- What's the progress on feature Y?
- I made changes, can someone take a look?
- Your question here

Group project reflection



Thread in your group channel: *Reflection on current processes*

- Now: Everyone states 2-4 factual observations about the current processes (aim for a mix of positive and negative observations).
- **Before tomorrow's group meeting:** Everyone votes on each item: "*positive*", "*neutral*", or "*negative*" effectively prioritizing items.
- **During tomorrow's group meeting:** Discuss and resolve the items that have the most "negative" votes with the entire team.