Evaluation

These notes are under development, and we are very interested in hearing from anyone who uses them. Following this cover page we have added pages with questions for both instructors and students. As we work to develop the notes, your answers and comments will help us identify areas where we can improve the notes and will let us consider your ideas on how to make those improvements.

You can send in your comments by mail or email, and you may identify yourself or remain anonymous (within the limits of the way you send in your comments, of course). If you respond by email, please send your comments to rsc@cs.csustan.edu. If you respond by post, please send your comments to

Steve Cunningham
Computer Science Department
California State University Stanislaus
801 W. Monte Vista Avenue
Turlock, CA  95382  USA

All comments will be greatly appreciated and will be acknowledged and fully considered.
Instructor’s evaluation

1. How did you use these notes? Did you review them for a course or simply to evaluate their possible use? Did you decide to use them for a course or did you decide not to use them?

2. If you chose to use them for a course, what was it about the notes that led you to that choice? If you chose not to use them, what was it about the notes that led you to that choice?

3. If you chose to use them, were they used as a course text, a course supplement, a student resource, or your personal resource? Were they used in a regular course, a special topics course, or a readings course?

4. If you chose to use them, how did your students respond to the notes?

While the notes are clearly incomplete and under development, we want your comments on the content. We would remind you of the goals of the notes as presented in the Getting Started chapter as you discuss the content.

5. Do you find the goals of the notes to represent a worthwhile approach to the introductory computer graphics course? Whether yes or no — but especially if no — we would value your feedback on these goals.

6. Were there any topics in the notes that seemed superfluous and could be omitted without any effect on your course?

7. Do you agree with the choice of OpenGL as the API for these notes, or do you suggest another API? Should the notes emphasize general concepts first in each section and then discuss the OpenGL implementation of the concepts, or should they use OpenGL as a motivator of the general discussion throughout?

8. Was the sequence of topics in the notes appropriate, or did you find that you would need to teach them in a different order to cover the material effectively?

9. Were there any topics in the notes that seemed particularly valuable to your course? Should these be emphasized, either through expanding their presence or through highlighting them in other parts of the notes?

10. Are the notes accurate? Is there any place where the notes are incorrect or misleading (not all areas have been fully tested, so this is possible)?

11. Are there areas where the discussions are difficult for students to follow?

12. Would you want to have supplementary material to accompany the notes? What kind of things would you want in such material? Should that material be on an accompanying CD-ROM or on an archival Web site?

13. Is there anything else — positive or negative — you would want to tell the author and the development group for this project?

14. Please tell us a bit about yourself: your department, your teaching and research interests, your reasons for being interested in directions in computer graphics instruction, and anything else that will help us understand your comments above.

Thank you very much for your assistance.
Student’s evaluation

1. How did you find out about these notes? Was it from your instructor, from a friend, or from a general search of online computer graphics resources?

2. How did you use these notes? Was it in a class or as a personal resource?

3. If you used the notes in a class, what kind of class was it? Was it a beginning computer graphics course or did you have another computer graphics course first? Was it a regular undergraduate course, a special topics course, a readings course, or another kind of course? What department was the course offered in?

4. Do you agree with the use of OpenGL as the graphics API for the course that used these notes? Would you rather have had a different API? If so, what one and why?

5. What kind of system support did you use for the course (Windows, Linux, Unix, Macintosh, etc.)? Did you have to install any extra features (GLUT, MUI, etc.) yourself to use the notes? Did you need any extra instruction in the use of your local systems in order to use the ideas in the notes?

6. Without considering other important aspects of your course (laboratory, instructor, etc.), did you find the notes a helpful resource in learning computer graphics? Were you able to follow the discussions and make sense of the code fragments?

7. Were there any topics in the notes that seemed particularly valuable to your reading or your course? Should these be emphasized, either through expanding their presence or through highlighting them in other parts of the notes?

8. Were there any topics in the notes that seemed superfluous and could be removed without hurting your learning?

9. Were there any topics in computer graphics that you wanted to see in your reading or course that the notes did not cover? Why were these important to you?

10. Would you have liked to have additional materials to go along with the notes? What would you have wanted? How would you like to get these materials: on CD-ROM, on a Web site, or some other way?

11. Is there anything else — positive or negative — you would want to tell the author and the development group for this project?

12. Please tell us a bit about yourself: your major and year, your particular interests in computing and in computer graphics, your career goals, and anything else that will help us understand your comments above.

Thank you very much for your assistance.