## **Pedagogy Evaluation**

Q2 Thanks for taking time to participate in this survey.

You have been invited to participate because you are one of my students in the Agile Software Engineering Course.

Please, answer every question carefully. In this survey, I aim at understanding how some of my classroom activities help my students' engagement, i.e., becoming interested in the topic and enriching their learning outcomes.

Your participation is anonymous and has no relation to your enrolment or examination in the course. Your identity is not captured by the survey tool. The survey data will be used in a pedagogy report as part of my pedagogical training.

I'd like to thank you again for helping me to understand better how I can improve my teaching.

Sincerely,
Adam Alami

End of Block: Welcome	
Start of Block: Master's program	
Q1 Which Master's program are you part of?	
O IxD7 (1)	
O IDA9 (2)	
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Start of Block: Relevant content design for lectures

Q3 How were t	he lecture slides	for the Agile Sot	tware Engineerin	g course?	
	Strongly disagree (1)	Disagree (2)	Neither agree nor disagree (3)	Agree (4)	Strongly agree (5)
The quality of the slides meets my expectations.	0	0	0	0	0
The quality of the slides kept me motivated to attend the lectures. (2)	0	0	0		0
The quality of the slides kept me interested in the lecture's topics. (3)	0				0
	ı like to comment		se?		

Start of Block: Engage early and often

Q4 The lecturer was periodically asking "how" and "why" questions throughout the lectures. How did this approach help you to remain interested in the topics and participate in the discussions?

	Strongly disagree (1)	Disagree (2)	Neither agree nor disagree (3)	Agree (4)	Strongly agree (5)
I felt engaged when the lecturer asked "how" and "why" questions throughout the lectures. (1)	0	0	0	0	0
Asking "how" and "why" questions throughout the lectures kept me motivated to participate in the lecture's discussions.	0	0		0	
Asking "how" and "why" questions throughout the lectures kept me interested in the lecture's topics. (3)	0			0	0


Start of Block: Activate student prior knowledge and experiences

Q5 The lecture used activities where your previous semester projects could be used as examples. How did this approach help you to remain interested in the topics and participate in the discussions?

	Strongly disagree (1)	Disagree (2)	Neither agree nor disagree (3)	Agree (4)	Strongly agree (5)
I thought the information was important when I could relate it to something I had already done. (1)	0	0	0	0	0
I stayed interested in the lecture's discussions and activities because I could see how they related to things I had already done.  (2)	0			0	
I was interested in what was being talked about in the lecture because I could relate it to things I had already done. (3)	0				


**Start of Block: Brainstorming activities** 

Q7 Brainstorming activities were used throughout the lectures, where you were asked to
discuss a question in small groups. How did this approach help you to remain interested in the
topics and participate in the discussions?

I felt the brainstorming activities made the lectures more engaging. (1)  The brainstorming activities helped me stay interested in the lecture's topics. (2)  **  Q14 Would you like to comment on your response?		Strongly disagree (1)	Disagree (2)	Neither agree nor disagree (3)	Agree (4)	Strongly agree (5)
brainstorming activities helped me stay interested in the lecture's topics. (2)	brainstorming activities made the lectures more	0	0	0	0	0
Q14 Would you like to comment on your response?	brainstorming activities helped me stay interested in the lecture's		0			
	* Q14 Would you	like to commen	t on your respon	se?		

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Q8 Industry guest lectures were organized twice. How has having industry guest	est lecturers
helped you remain interested in the course topics?	

	Strongly disagree (1)	Disagree (2)	Neither agree nor disagree (3)	Agree (4)	Strongly agree (5)
Having guest lecturers has helped me to put the course material in a real world context. (1)	0	0	0	0	0
Having a real-world context helped me remain interested in the lecture's topics. (2)				0	0
* Q15 Would you	u like to commen	t on your respon	se?		
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Start of Block: Peer-to-peer feedback

Q10 Some of the exercise activities included pe	er-to-peer feedback. How has this approach
helped you remain interested in the exercises?	

, ,	Strongly disagree (1)	Disagree (2)	Neither agree nor disagree (3)	Agree (4)	Strongly agree (5)
Anticipating feedback from my peers helped me remain interested in the exercises.	0	0	0	0	0
Anticipating feedback from my peers motivated me to do the exercises. (2)				0	
* Q17 Would you	u like to commen	t on your respon	se?		
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Otal t Ol	DIOUR.	<b>Jigsaw</b>	DUZZIC

Q9 Scrum game organized by SYSTEMATHIC.					
	Strongly disagree (1)	Disagree (2)	Neither agree nor disagree (3)	Agree (4)	Strongly agree (5)
Scrum game was fun! (1)	0	$\circ$	0	0	$\circ$
Having a break from the usual lectures and participating in a game helped me remain	0	0	0	0	0
interested in the topics of the lectures. (2)					
*	Llike to comment	t on your roopon	202		
	u like to comment	on your respon	se <i>?</i> 		
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Q11 Some of the exercise activities included jigsaw puzzles.	How has this approach helped you
remain interested in the exercises?	

	Strongly disagree (1)	Disagree (2)	Neither agree nor disagree (3)	Agree (4)	Strongly agree (5)
The jigsaw puzzle format helped me remain interested in the exercises.	0	0	0	0	0
The jigsaw puzzle format motivated me to do the exercises. (2)	0	0	0	0	0
X Q18 Would you	u like to commen	t on your respon	ise?		
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