



Office of Institutional Research
and Strategic Analytics
California State University, Chico

PRIVATE and CONFIDENTIAL

Student Evaluation of Teaching Results - Fall 2025

Oleksiy Al-Saadi,

Enclosed you will find the results of the Fall 2025 Student Feedback on Teaching and Learning (SFOT) for your course:

2258_CSCI_566_01_1 - Computer Graphics Programming

The SFOT form administered was SET_CSCI2.

In the analysis portion, the average values of all individual questions are listed.

Written comments (if any) will follow the individual question analysis.

If you have any further questions do not hesitate to contact the Office of Institutional Research.



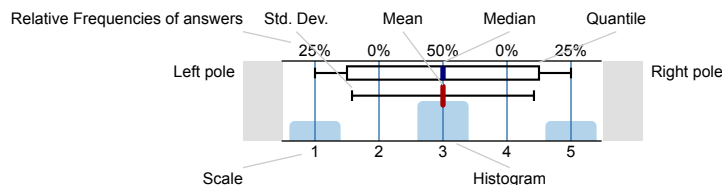
Oleksiy Al-Saadi

Computer Graphics Programming (2258_CSCI_566_01_1) Fall 2025
No. of responses = 19

Survey Results

Legend

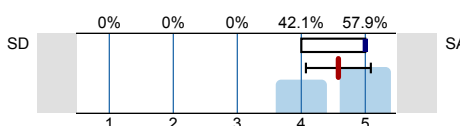
Question text



n=No. of responses
av.=Mean
md=Median
dev.=Std. Dev.
ab.=Abstention

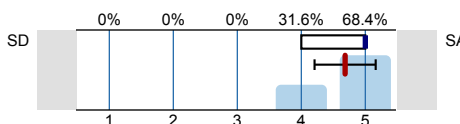
1. Part A

1.1) The course was well organized.



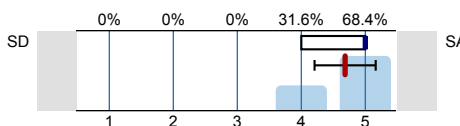
n=19
av.=4.58
md=5
dev.=0.51

1.2) The instructor was prepared for class.



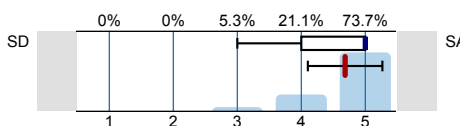
n=19
av.=4.68
md=5
dev.=0.48

1.3) The instructor used class time effectively.



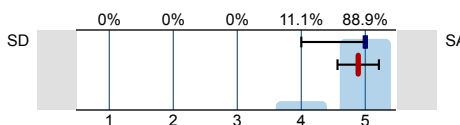
n=19
av.=4.68
md=5
dev.=0.48

1.4) The instructor presented in an understandable manner.



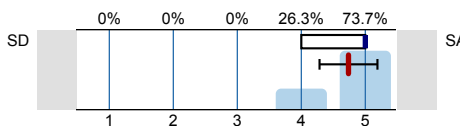
n=19
av.=4.68
md=5
dev.=0.58

1.5) The instructor displayed enthusiasm and interest in the course material.



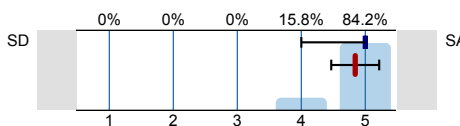
n=18
av.=4.89
md=5
dev.=0.32
ab.=1

1.6) The instructor was helpful.



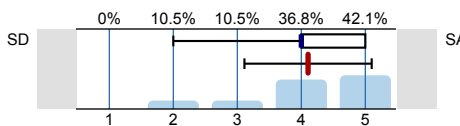
n=19
av.=4.74
md=5
dev.=0.45

1.7) The instructor responded to me in a timely manner.



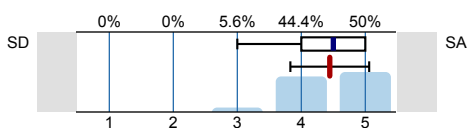
n=19
av.=4.84
md=5
dev.=0.37

1.8) I received useful feedback on my work.



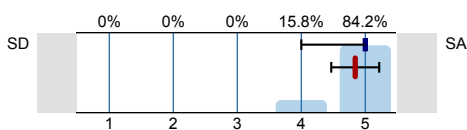
n=19
av.=4.11
md=4
dev.=0.99

1.9) The instructor was concerned with my progress.



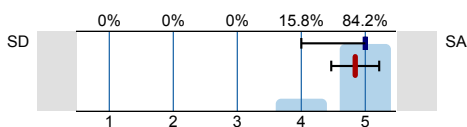
n=18
av.=4.44
md=4.5
dev.=0.62
ab.=1

1.10) The instructor encouraged student questions and participation.



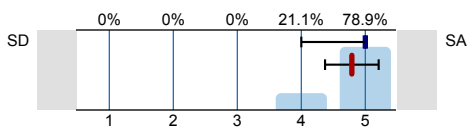
n=19
av.=4.84
md=5
dev.=0.37

1.11) The requirements of the assignments were clearly articulated.



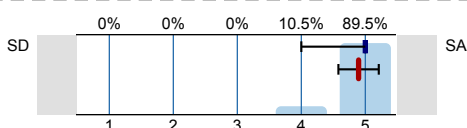
n=19
av.=4.84
md=5
dev.=0.37

1.12) The assignments helped me understand the material.



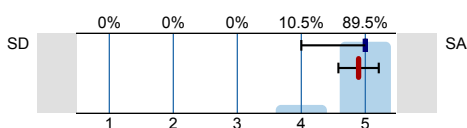
n=19
av.=4.79
md=5
dev.=0.42

1.13) The criteria of grading were clearly articulated.



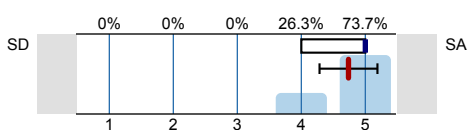
n=19
av.=4.89
md=5
dev.=0.32

1.14) Grading was completed in a reasonable amount of time.



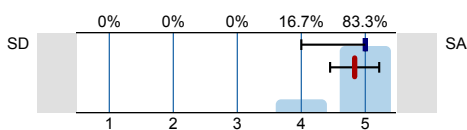
n=19
av.=4.89
md=5
dev.=0.32

1.15) The lectures helped me to understand the material.



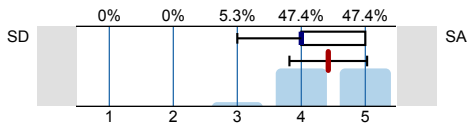
n=19
av.=4.74
md=5
dev.=0.45

1.16) The course increase my knowledge of the subject matter.



n=18
av.=4.83
md=5
dev.=0.38
ab.=1

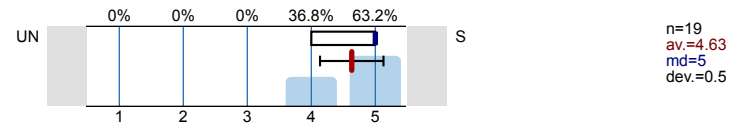
1.17) This course had the appropriate level of difficulty.



n=19
av.=4.42
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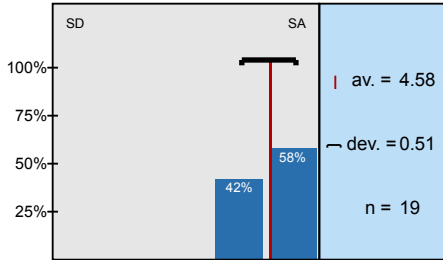
2. Part B

2.1) How do you rate the overall quality of teaching?

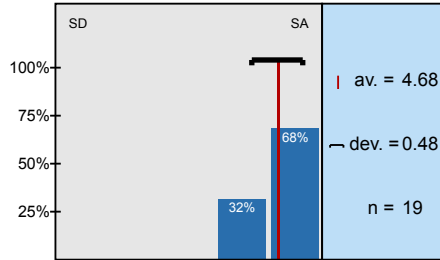


Histogram for scaled questions

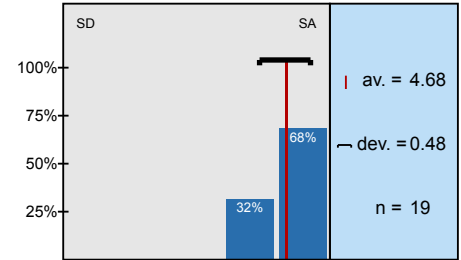
The course was well organized.



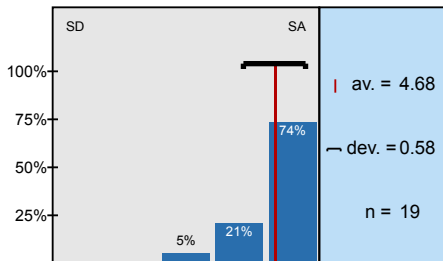
The instructor was prepared for class.



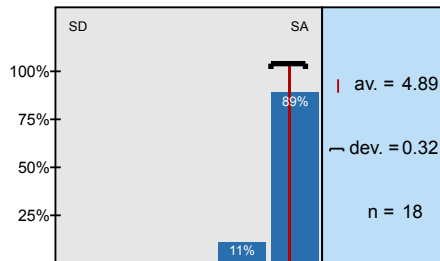
The instructor used class time effectively.



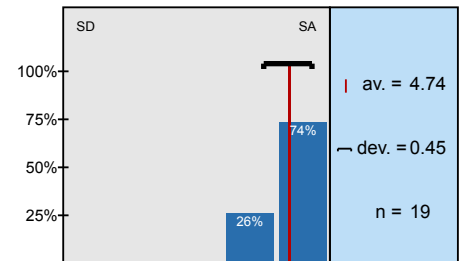
The instructor presented in an understandable manner.



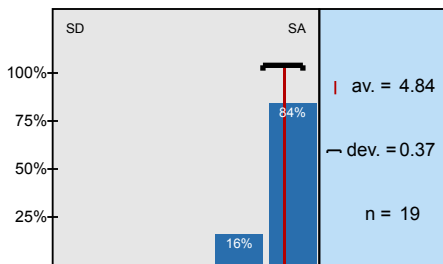
The instructor displayed enthusiasm and interest in the course material.



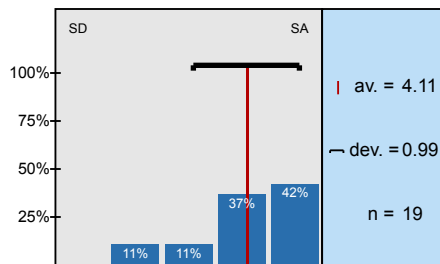
The instructor was helpful.



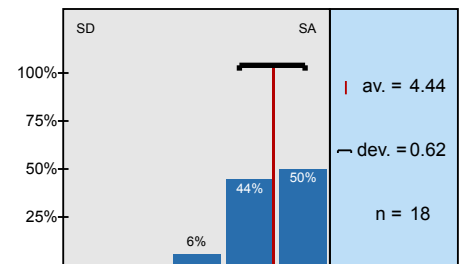
The instructor responded to me in a timely manner.



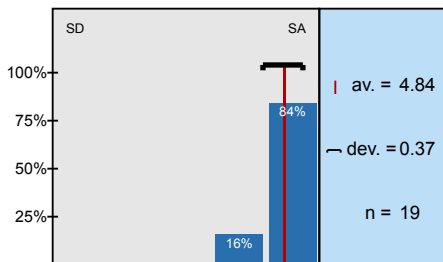
I received useful feedback on my work.



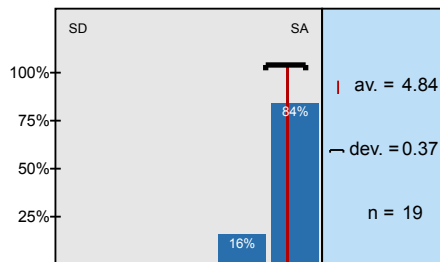
The instructor was concerned with my progress.



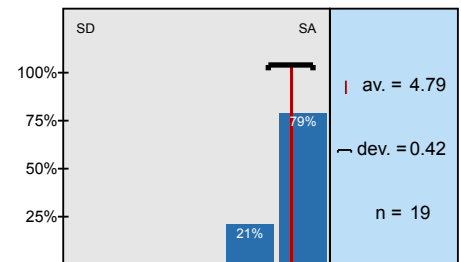
The instructor encouraged student questions and participation.



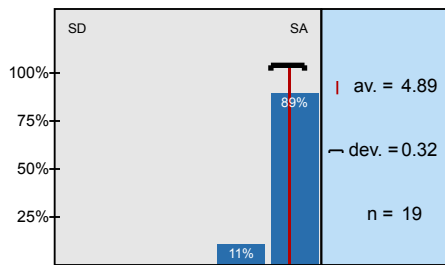
The requirements of the assignments were clearly articulated.



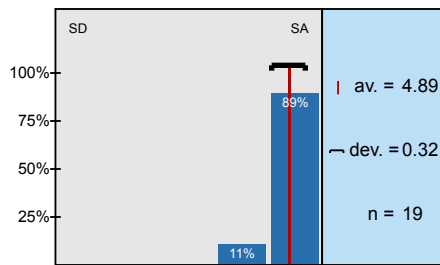
The assignments helped me understand the material.



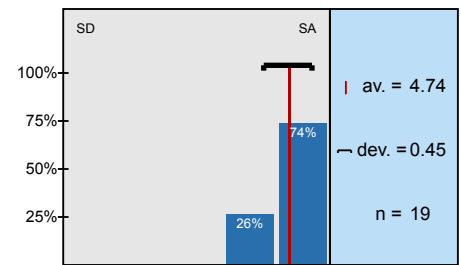
The criteria of grading were clearly articulated.



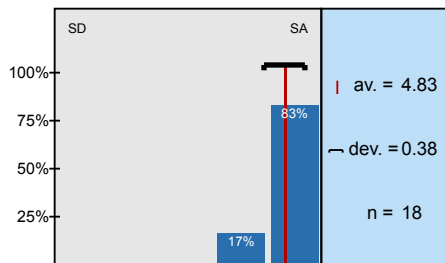
Grading was completed in a reasonable amount of time.



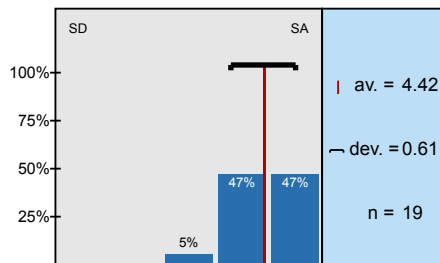
The lectures helped me to understand the material.



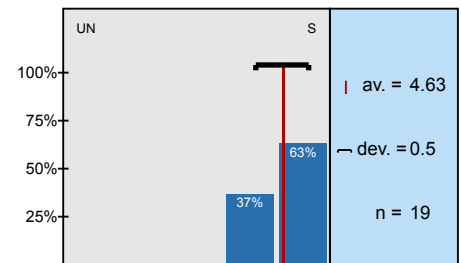
The course increase my knowledge of the subject matter.



This course had the appropriate level of difficulty.



How do you rate the overall quality of teaching?



Profile

Subunit: ECC - Computer Science
 Name of the instructor: Oleksiy Al-Saadi
 Name of the course: Computer Graphics Programming
 (Name of the survey)

Values used in the profile line: Mean

1. Part A

1.1) The course was well organized.	SD					SA	n=19	av.=4.58	md=5	dev.=0.51
1.2) The instructor was prepared for class.	SD					SA	n=19	av.=4.68	md=5	dev.=0.48
1.3) The instructor used class time effectively.	SD					SA	n=19	av.=4.68	md=5	dev.=0.48
1.4) The instructor presented in an understandable manner.	SD					SA	n=19	av.=4.68	md=5	dev.=0.58
1.5) The instructor displayed enthusiasm and interest in the course material.	SD					SA	n=18	av.=4.89	md=5	dev.=0.32
1.6) The instructor was helpful.	SD					SA	n=19	av.=4.74	md=5	dev.=0.45
1.7) The instructor responded to me in a timely manner.	SD					SA	n=19	av.=4.84	md=5	dev.=0.37
1.8) I received useful feedback on my work.	SD					SA	n=19	av.=4.11	md=4	dev.=0.99
1.9) The instructor was concerned with my progress.	SD					SA	n=18	av.=4.44	md=4.5	dev.=0.62
1.10) The instructor encouraged student questions and participation.	SD					SA	n=19	av.=4.84	md=5	dev.=0.37
1.11) The requirements of the assignments were clearly articulated.	SD					SA	n=19	av.=4.84	md=5	dev.=0.37
1.12) The assignments helped me understand the material.	SD					SA	n=19	av.=4.79	md=5	dev.=0.42
1.13) The criteria of grading were clearly articulated.	SD					SA	n=19	av.=4.89	md=5	dev.=0.32
1.14) Grading was completed in a reasonable amount of time.	SD					SA	n=19	av.=4.89	md=5	dev.=0.32
1.15) The lectures helped me to understand the material.	SD					SA	n=19	av.=4.74	md=5	dev.=0.45
1.16) The course increase my knowledge of the subject matter.	SD					SA	n=18	av.=4.83	md=5	dev.=0.38
1.17) This course had the appropriate level of difficulty.	SD					SA	n=19	av.=4.42	md=4	dev.=0.61

2. Part B

2.1) How do you rate the overall quality of teaching?	UN					S	n=19	av.=4.63	md=5	dev.=0.5
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Comments Report

3. Part C

3.1) What did your instructor do to make this class a good learning experience?

- - examples.
- office hours.
- - Informative, engaging lectures
- Interesting assignments that helped me to better understand
- Accepting other people's ideas and thoughts during lecture
- Class discussions promoted teaching the learned concepts to peers
- Examples of how certain changes affect the final graphical outputs
- Fair grading and extra credit; extra credit seemed like a fun challenge to strive for
- Hand-drawn explanations made it easier to understand the concepts
- Provided lectures on student-requested concepts such as importing external models
- Absolutely loved the website with references to webgl concepts available as code snippets. Thank you so much for having that resource available; it made completing assignments so much more enjoyable, especially with such a difficult (and fun) subject as graphics programming.
- Engaging and useful lectures. Interesting assignments. Listening to student feedback. Very clear grading criteria and easy to find and follow examples.
The class was going at a reasonable pace with lots of opportunities to get help.
Most in-class questions were answered well.
- Had enthusiasm for the subject being taught.
- He put a lot of effort into showing/describing/drawing the subject to ensure we understood it
- He was very good at walking us through the processes used to create the effects on screen with WebGL, and was open to student feedback to test their suggestions live during the lecture. He was also quick to respond to any questions I had, and was able to help me in a swift manner. Overall, his enthusiastic demeanor and knowledge in the topic provided grounds for success and exploration. This class was fun to take, and is something I would recommend those who are willing to put in the work.
- Live coding is great, I love to see it. I appreciate that you tried to make this a fun course, too.
- Live in class coding helped me a lot understand the course better.
- Oleksiy's presentations are fantastic- he was excellent at teaching the concepts and explaining them from multiple different approaches if anyone had trouble understanding at first.
The course was beautifully organized; the website he made was ideal for presenting the example projects and giving students a place to start for their work.
Grading expectations were very clearly communicated, and Oleksiy went above-and-beyond to ensure that students were able to stay on track with the class.
- Olesky was a great teacher for this class. He provided lots of extra credit, flexibility, and examples that would set students up for success. I think he also had very good student engagement, and I can tell my peers really enjoyed the class.

This class is just very, very hard (at least for me) so I feel my overall enjoyment of the class and the instructor was tainted by my end of college burnout.

NOT a bad teacher, just a ROUGH class. I am so tired.
- Professor Al-Saadi brings a great enthusiasm to his classes that makes attending a joy. His course materials are very well organized and grading is completed very quickly. This has been one of my favorite classes at the university and I look forward to having him as a professor in the future.
- The instructor fostered a fun and relaxed atmosphere, which felt appropriate for this elective class. He incorporated student interests into the material, encouraged class participation, responded quickly and happily to questions, and graded assignments with exceptional rapidity.
- The instructor provided numerous implementation examples and encouraged questions, including those that challenged the logic of a program. He consistently offered clear explanations for why certain approaches would or would not work.
- The interactive and live coding part
- The live coding part was awesome.
- Very clear expectations and guidelines.

- Very understandable lectures and well done live demos. Assignments directly use concepts covered in class and expand on them enough to promote understanding, without becoming overwhelming. Quizzes are also good reinforcers for lecture topics and feel very fair. Office hours were helpful. The decision to have dedicated lab days for more difficult assignments was nice. Very lenient late policy which, in my opinion, encourages fuller engagement with the material (important since the assignments build on each other).

3.2) Please share any suggestions to improve this class in the future.

- - More online notes and/or recorded lectures so that students could better review past materials

- - please refactor the js code if still trying to use WebGL
 - explain what those boilerplate code does, which is not that complex
 - more topics

- All Good.

- Cleaning up the example code a little bit would be helpful. I felt like a lot of the solutions shown in the sample code work for simple examples but don't scale well when trying to do the assignments. For instance, in some of the earlier assignments I struggled with figuring out how to draw multiple objects in a single scene because none of the examples showed how to do that.
- Consider being a bit more flexible with quiz grading. Even with careful attention during lectures, a few questions felt somewhat ambiguous. To your credit, you encouraged us to challenge items and explain our reasoning, which was appreciated.

Using PollEverywhere (or a similar tool) could help gather quick responses and feedback from the entire class in real time.

- Consider using WebGL 2.0, from what I understand it's supported on most machines and has some cool features missing in WebGL 1.0. Less focus on making manual shapes (loading obj sooner, perhaps, or provided shapes generation algorithms, at least pseudocode).
- Continue teaching how you are teaching right now but start with the very basics and don't assume that the entire class knows about things.
- For more complex topics (example: shadow mapping), it might be helpful to have dedicated small assignments or in-class exercises. This would allow students to practice applying the lecture material before integrating it into larger projects/assignments.
- I felt that assignment requirements were too simple, however there were no restrictions on doing extra.
- I think it was mostly me overloading my schedule, but the workload for this class was quite overwhelming at times, and for me, I was in a constant game of catch-up. I think the course also did not clearly explain just the sheer amount of work you were signing up for, especially if you didn't know what you were getting into. While I did enjoy the subject matter I felt I did not have time to learn, nor did I enjoy that learning process, since my assignments were taking me 10 plus hours to complete, even when I would get help during office hours.

I am unsure as to how this course could be improved on since I am unsure if it was just my experience or the entire class's experience. I think this class would be very enjoyable for the right person, and I simply was not the right person for it.

I suppose a suggestion I could offer is more time on the fundamentals and maybe less of "Find stuff on your own." Downloading random files of the internet is never a not spooky task.

- I think there was probably time to fit in some additional topics or depth in the lectures. Maybe things that don't end up on assignments, but could be interesting to know. Something similar was during towards the end of the semester wherein we covered techniques outside of those required for assignments.
- I understand the choice to use WebGL, but modern OpenGL or Vulkan would have opened up so much more possibility. I don't think Vulkan would be too difficult if you were to write a base library that abstracts things like startup and pipeline creation, and a lot of the pain points from the beginning have since been made better with extensions. Vulkan would allow some pretty cool stuff, like bindless, buffer device address, and ray tracing pipelines. The last part of the course had a reflection theme, which would fit well with ray queries. Ray queries would make a lot of other cool effects much more feasible.

Other than that, I'd like to see some post processing, like bloom, in the course.

- I wish there were more materials/resources for this class. There would be points during my projects where I wanted more information on why something worked or how a function worked, and it would be hard to find information. While this might not be an easy feat, the professor's knowledge and timely responses were more than capable to supplement said materials/resources. Other than this, this class was fun to participate in and introduced me to a topic I've been interested in for a while.
- None.
- The assignments are too lengthy, they should be tricky but not too lengthy.
- Zoom would be very helpful for students who are sick. Lecture notes would be posted, but the lectures themselves contained a lot of key information that is crucially helpful for a strong conceptual understanding. Having to make the choice between risking spreading illness to ones peers versus gaining key insights from lecture is difficult.