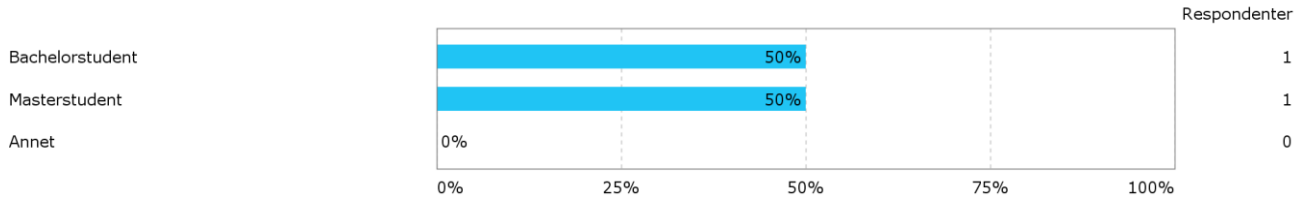
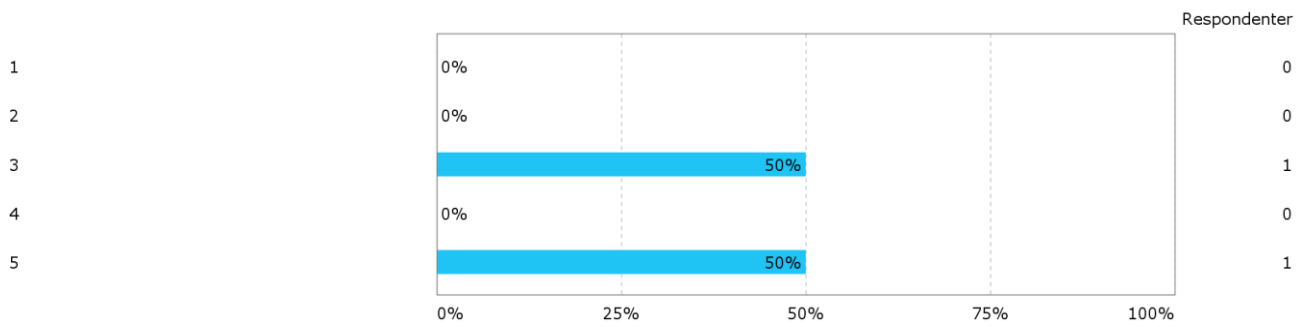


# INF251 H17

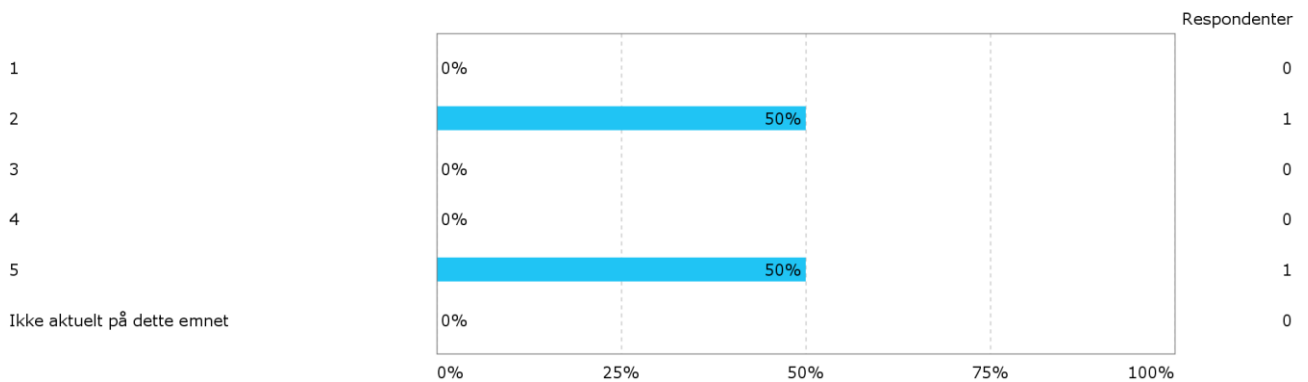
Er du?

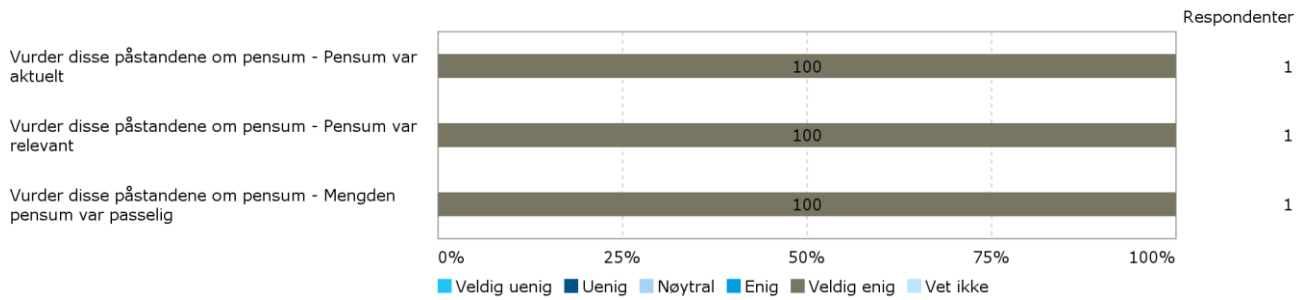


Hvor mye teoretisk kunnskap har du tilegnet deg på dette emnet? (1 = ingen, 5 = mye)

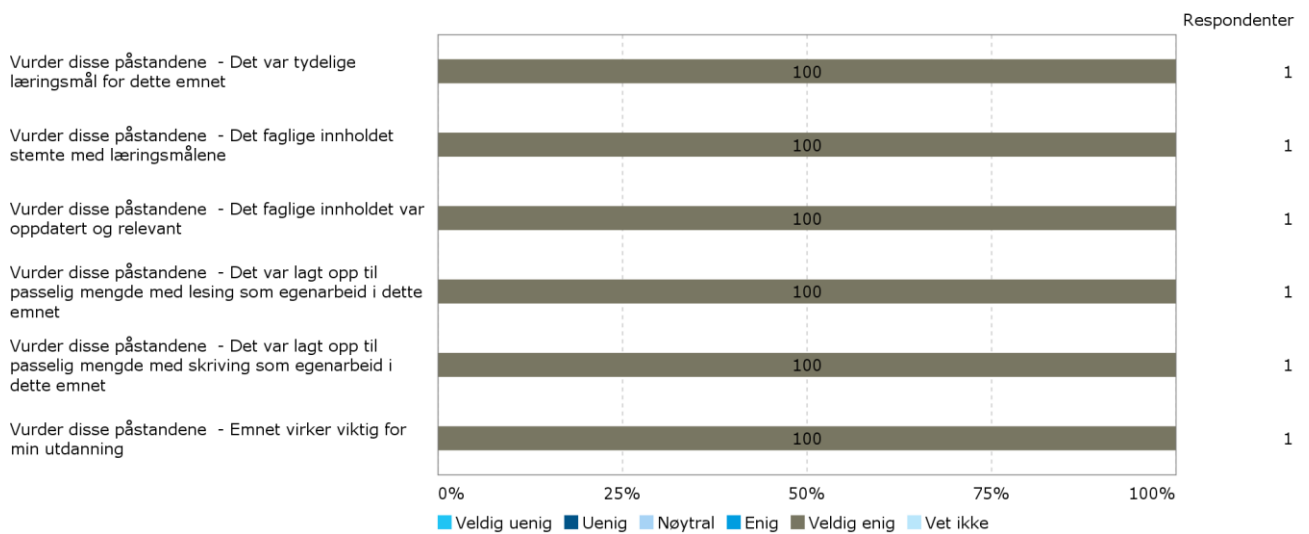
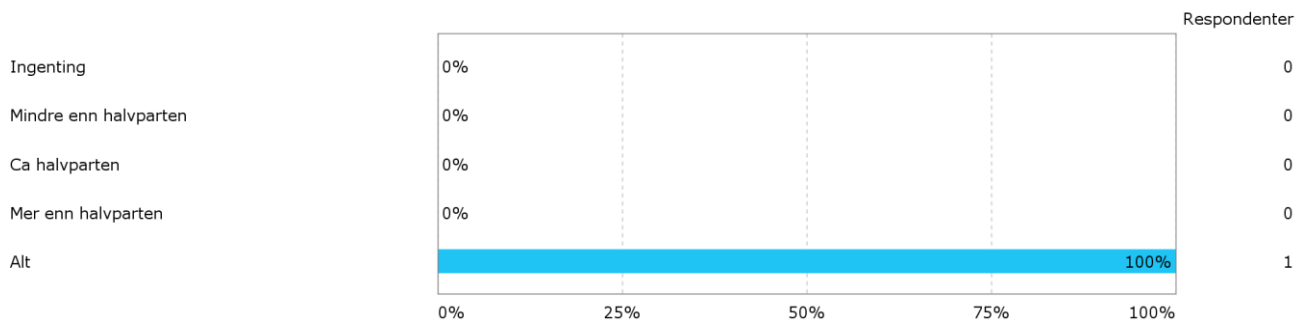


Hvor mye praktisk kunnskap har du tilegnet deg på dette emnet? (1 = ingen, 5 = mye)

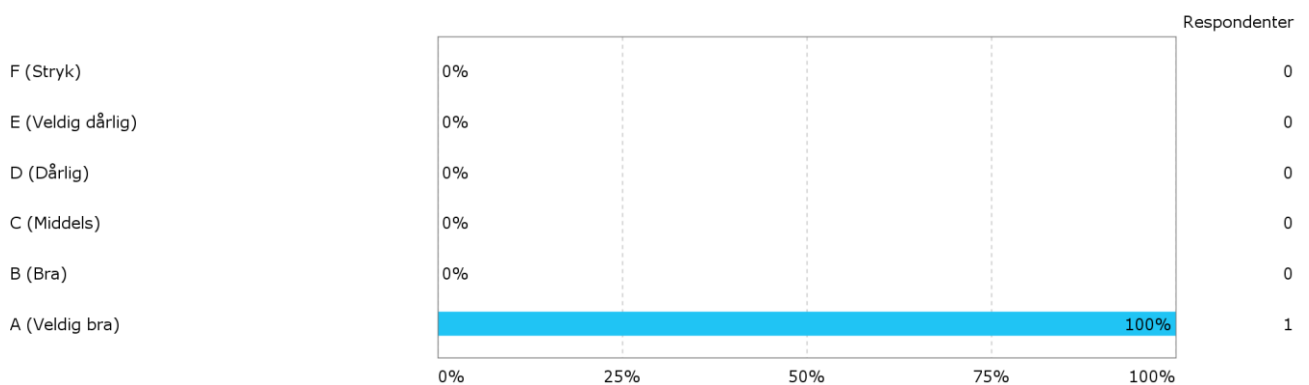


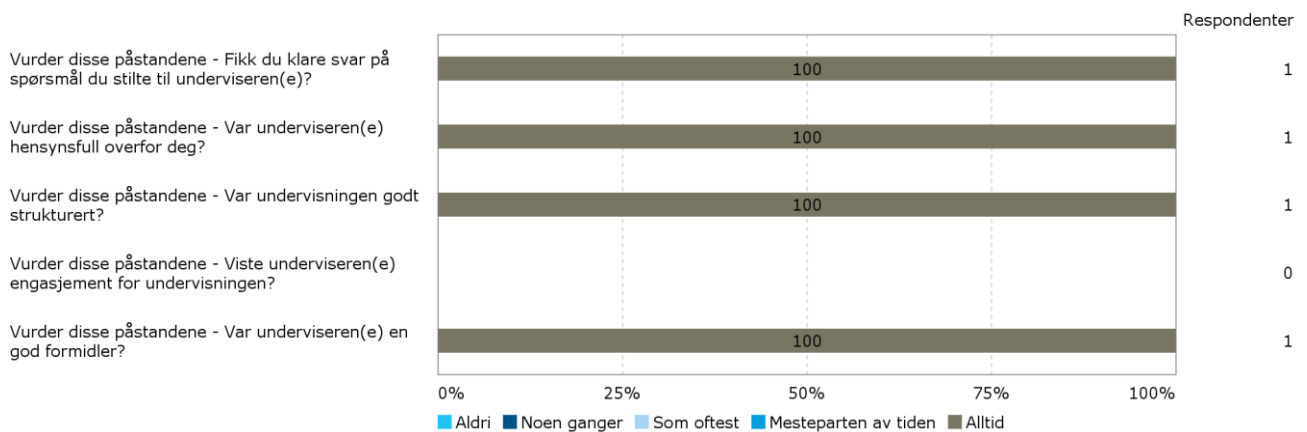


### Hvor mye av pensum leste du?

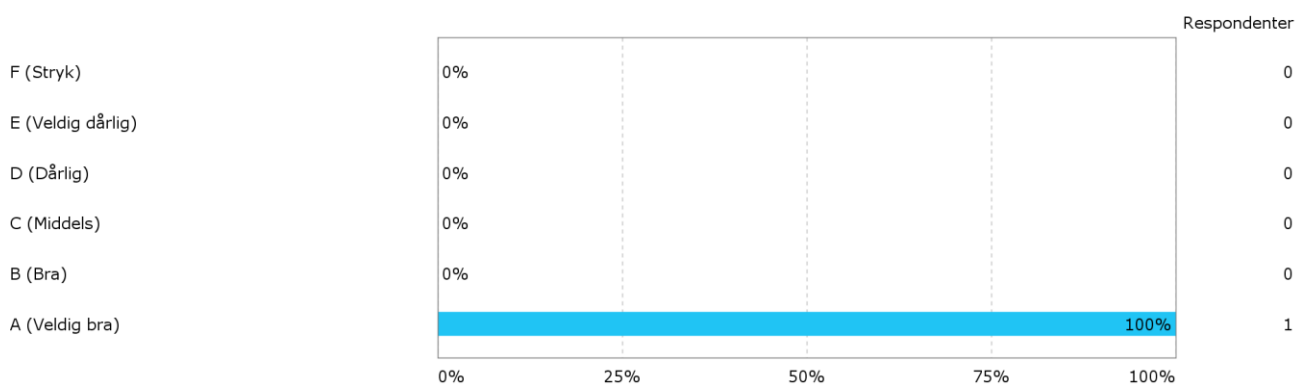


### Hvilken karakter vil du gi dette emnet?

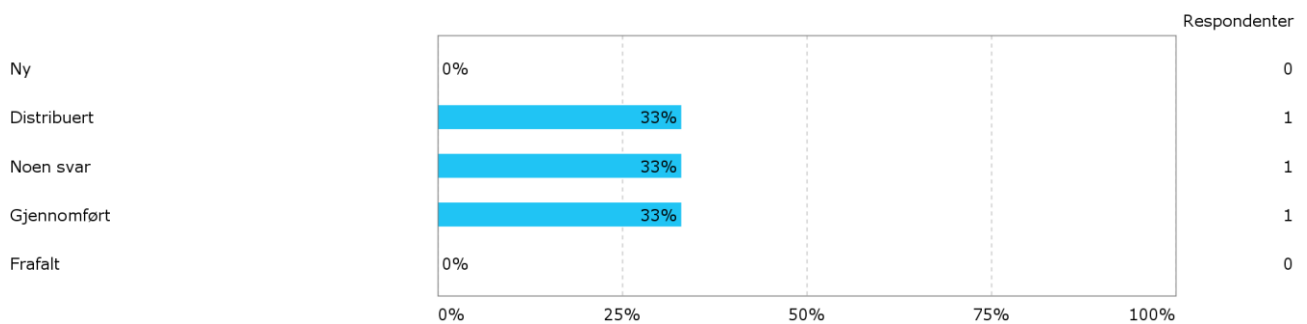




### Hvilken karakter vil du gi underviseren(e)?



### Samlet status



### Kommentar fra foreleser

It is of course nice to see that the course and lecturers were rated highly, but unfortunately the low number of respondents makes it difficult to draw conclusions from the numerical evaluations. Hence I will focus on the individual comments: I'm happy about the positive feedback, and I also fully acknowledge the comments regarding the textbook -- it is true that the book is becoming outdated in some respects, and in fact I have been looking for a suitable replacement for a while now. However, most candidates that I have looked at that are more current with respect to the practical aspects are also books that primarily focus on advanced aspects of real-time rendering and are hence of limited suitability for an introductory course. One option may be to use selected chapters from two books, but this is of course also suboptimal. I will further investigate this and hope to identify a suitable replacement for the upcoming semesters.