

Algorithmic Game Theory and the Internet – Prof. Dr. Thomas Kesselheim

# Algorithmic Game Theory and the Internet – Prof. Dr. Thomas Kesselheim

Lecture Survey – Fachschaft Informatik

October 28, 2018

# 1 Lecture Evaluation

## 1.1 Please rate the lecture's concept.

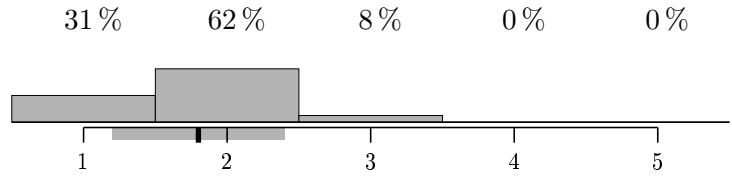
1.1.1 How often did you attend the lecture?

Always – Never

Answers: 13

Mean: 1.8

Standard-Deviation: 0.6



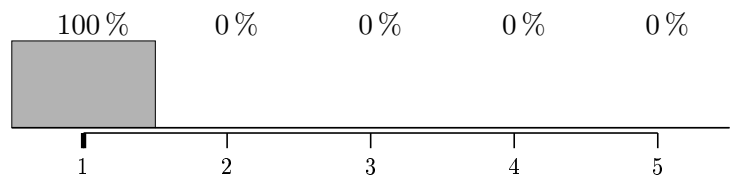
1.1.2 Did the lecture appear to be clearly structured to you?

Yes – No

Answers: 13

Mean: 1.0

Standard-Deviation: 0.0



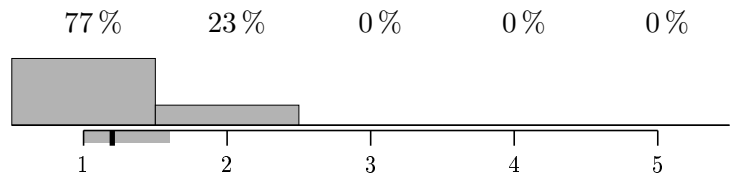
1.1.3 Have topics been illustrated by sensible examples?

Always – Never

Answers: 13

Mean: 1.2

Standard-Deviation: 0.4



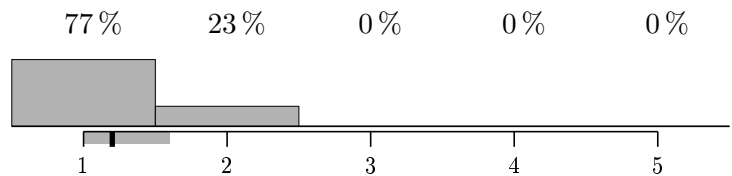
1.1.4 Were the slides/lecture notes helpful?

Very helpful – Not helpful

Answers: 13

Mean: 1.2

Standard-Deviation: 0.4



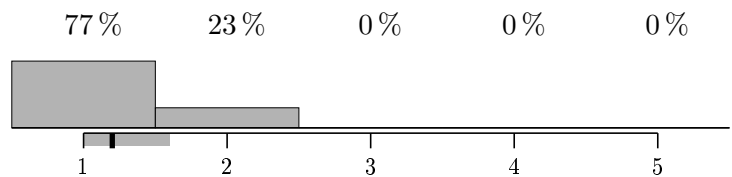
1.1.5 Have the topics been explained extensively enough?

Always – Never

Answers: 13

Mean: 1.2

Standard-Deviation: 0.4



## 2 Lecturer Evaluation

### 2.1 Please rate Prof. Dr. Thomas Kesselheim.

2.1.1 How much of the content do you understand during the lecture?

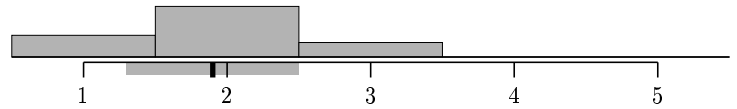
Everything – Nothing

25% 58% 17% 0% 0%

Answers: 12

Mean: 1.9

Standard-Deviation: 0.6



2.1.2 Did the lecturer answer your questions profoundly?

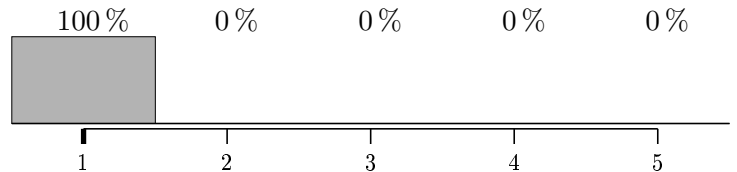
Always – Never

100% 0% 0% 0% 0%

Answers: 12

Mean: 1.0

Standard-Deviation: 0.0



2.1.3 Was the lecturer available for questions outside of the lecture?

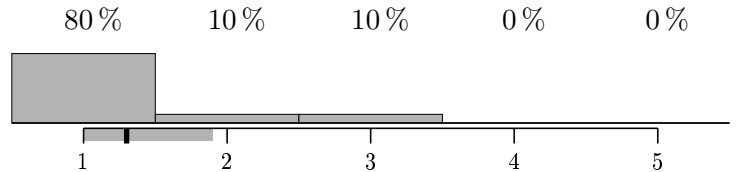
Always – Never

80% 10% 10% 0% 0%

Answers: 10

Mean: 1.3

Standard-Deviation: 0.6



2.1.4 Could you understand the lecturer acoustically?

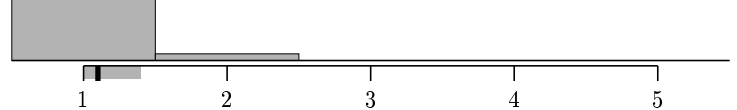
Very well – Not at all

92% 8% 0% 0% 0%

Answers: 13

Mean: 1.1

Standard-Deviation: 0.3



2.1.5 The speed of proceeding was...

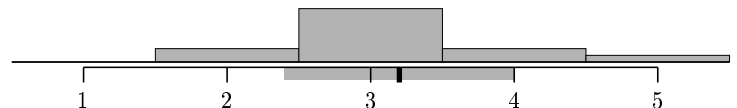
Too fast – Too slow

0% 15% 62% 15% 8%

Answers: 13

Mean: 3.2

Standard-Deviation: 0.8



## 3 Module Evaluation

### 3.1 Please rate the module as a whole.

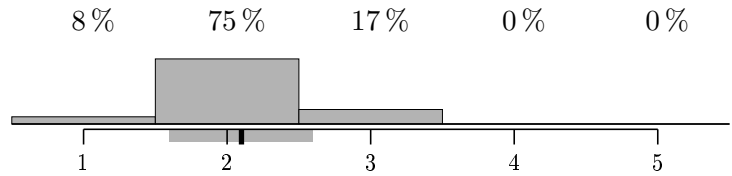
3.1.1 Did the course teach you helpful knowledge and abilities that will be useful in later work life?

Much – Nothing

Answers: 12

Mean: 2.1

Standard-Deviation: 0.5



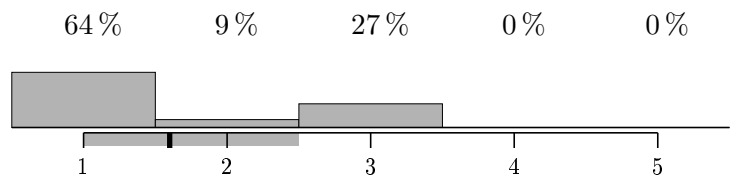
3.1.2 Do the obligatory course achievements support successful completion of the module?

Yes – No

Answers: 11

Mean: 1.6

Standard-Deviation: 0.9



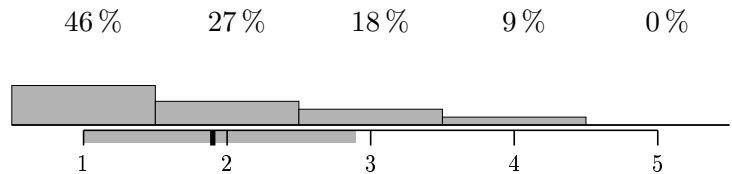
3.1.3 Do you think the obligatory course achievements are adequate?

Yes – No

Answers: 11

Mean: 1.9

Standard-Deviation: 1.0



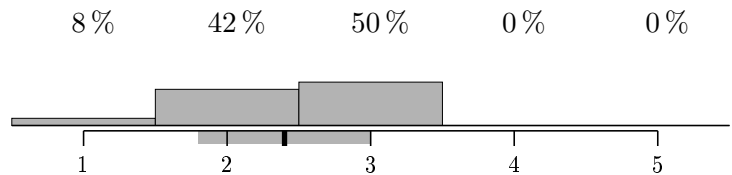
3.1.4 Did your interest in this module's field of study change?

Strongly inc. – Strongly dec.

Answers: 12

Mean: 2.4

Standard-Deviation: 0.6



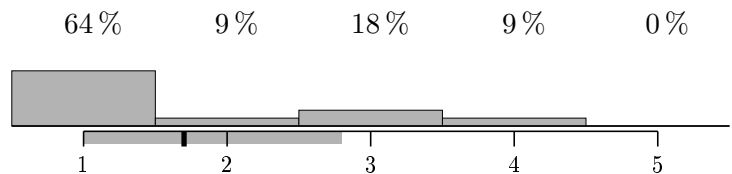
3.1.5 Would you recommend taking this module to your best friend?

Yes – No

Answers: 11

Mean: 1.7

Standard-Deviation: 1.1



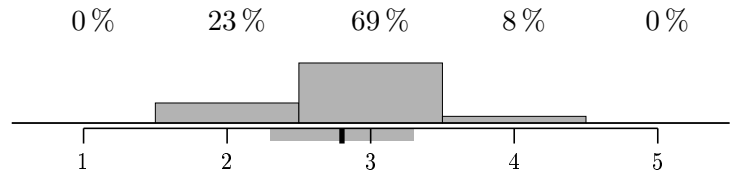
3.1.6 In relation to the number of credit points awarded, is the amount of work to be done justified?

Too high – Too low

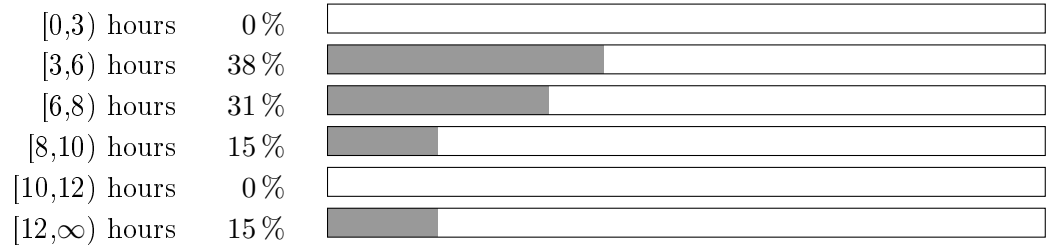
Answers: 13

Mean: 2.8

Standard-Deviation: 0.5



3.2 How much time did you spend on this module every week, including lecture, exercises, exercise tasks. ... ?



## 4 Exercise Evaluation

### 4.1 Please rate the quality of the exercises that accompanied the lecture.

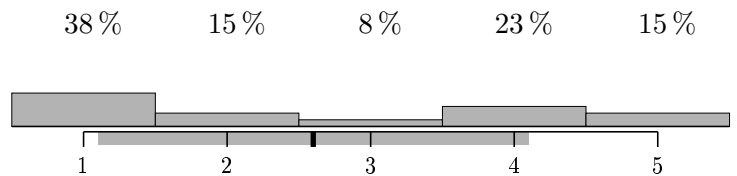
4.1.1 How often did you attend the exercise class?

Always – Never

Answers: 13

Mean: 2.6

Standard-Deviation: 1.5



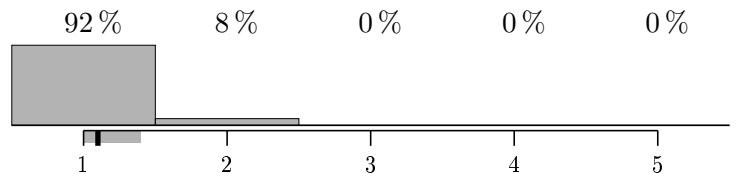
4.1.2 Have the exercise sheets been available on time?

Always – Never

Answers: 13

Mean: 1.1

Standard-Deviation: 0.3



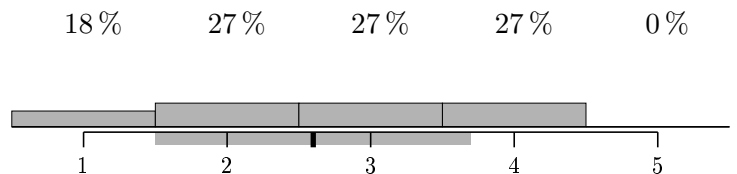
4.1.3 The difficulty of the exercise sheets varied...

Not at all – Greatly

Answers: 11

Mean: 2.6

Standard-Deviation: 1.1



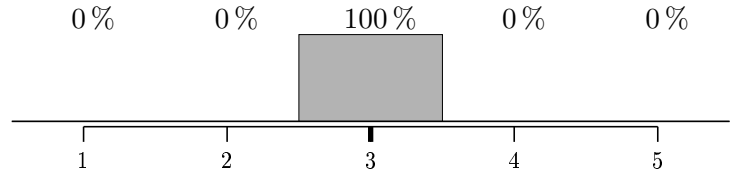
#### 4.1.4 Did the contents of the exercises match the current contents of the lecture?

Lecture far ahead – Lecture far behind

Answers: 12

Mean: 3.0

Standard-Deviation: 0.0



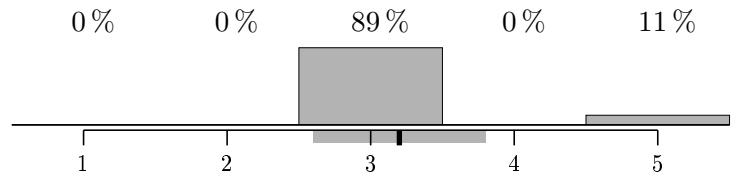
#### 4.1.5 Judge the size of your exercise group!

Too big – Too small

Answers: 9

Mean: 3.2

Standard-Deviation: 0.6



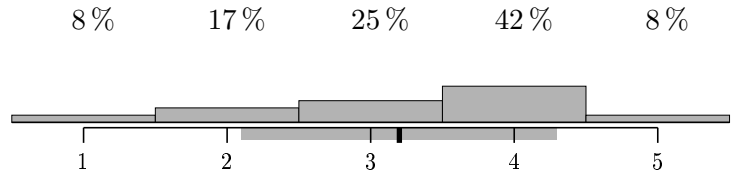
#### 4.1.6 Usually I thought the exercises were...

Too difficult – Very easy

Answers: 12

Mean: 3.2

Standard-Deviation: 1.1



## 5 Exercise Class Evaluation

### 5.1 Please rate the exercise class you visited.

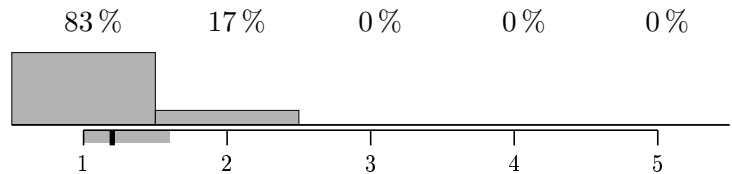
#### 5.1.1 Has the tutor been available for questions outside of the tutorial?

Always – Never

Answers: 12

Mean: 1.2

Standard-Deviation: 0.4



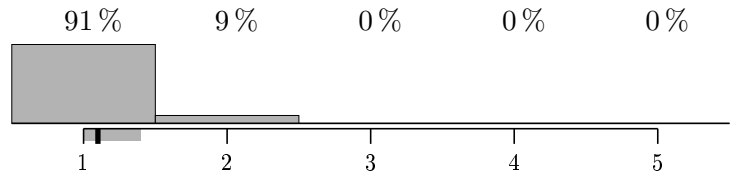
#### 5.1.2 Could you understand your tutor's corrections and gradings?

Always – Never

Answers: 11

Mean: 1.1

Standard-Deviation: 0.3



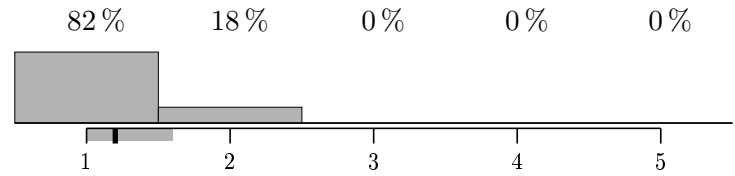
### 5.1.3 Did the tutor manage to handle all the relevant content in the exercise class?

Always – Never

Answers: 11

Mean: 1.2

Standard-Deviation: 0.4



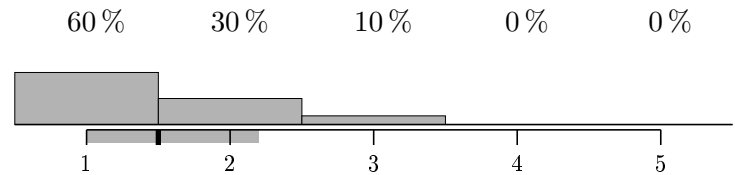
### 5.1.4 Would you recommend visiting this exercise class?

Yes – No

Answers: 10

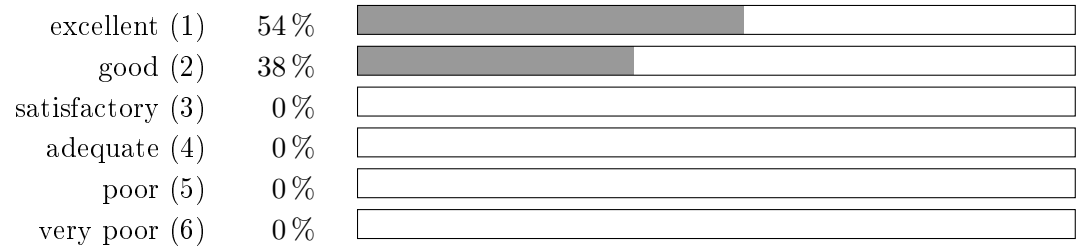
Mean: 1.5

Standard-Deviation: 0.7



## 6 Comprehensive Rating

6.1 Please give an overall rating of the course on a scale from excellent (1) to very poor (6).



## 7 Free Text Comments

7.1 Which aspects of the course did you like?

The script was always really good.

- very good script
- formal definitions followed by intuition
- good structure small amount of "big" topic fields leading into specific variants

variety of examples  
and the motivation parts

- Exercises
- Typed lecture notes are available.
- concise and clear lecture, complementing the lecture notes

Outstanding didactics of the lecturer. Good examples to support understanding

Prof. makes the structures very clear lectures are quite well organized. Lecture notes are clearly explained.

- very well structured, it was always clear what we are doing and why
  - interesting choice of topics
- 

- lecture did cover a great overview of topics in game theory
- many different insights/perspectives on GT
- good structure of lecture (+lecture notes)

## 7.2 What could be improved?

- more cake? :)
  - maybe uploading the lecture notes before the lecture. This gives the opportunity to gather questions beforehand, which then can be easily answered in the lecture
- 

- no lectures on fridays
- 

Better/more timeslots for exercises.

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More examples could be helpful for understanding

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-sometimes there could be one (potentially marked question that is really challenging in the Exercise. The exercises supported the lecture well, but once in a while it would be cool to be further challenged

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- less formalism. I think the very easy proofs automatically get hard by introducing a lot of notations when the argument could be given in natural language without problems
- speed

## 7.3 You can leave remarks and further feedback here.

I would have liked to have more of these "Mechnisms without money"