



## Final report

### VT2024\_ISGC99\_44214\_Informatik, utlandspraktik

First time registered students: 0

Answer Count: 0

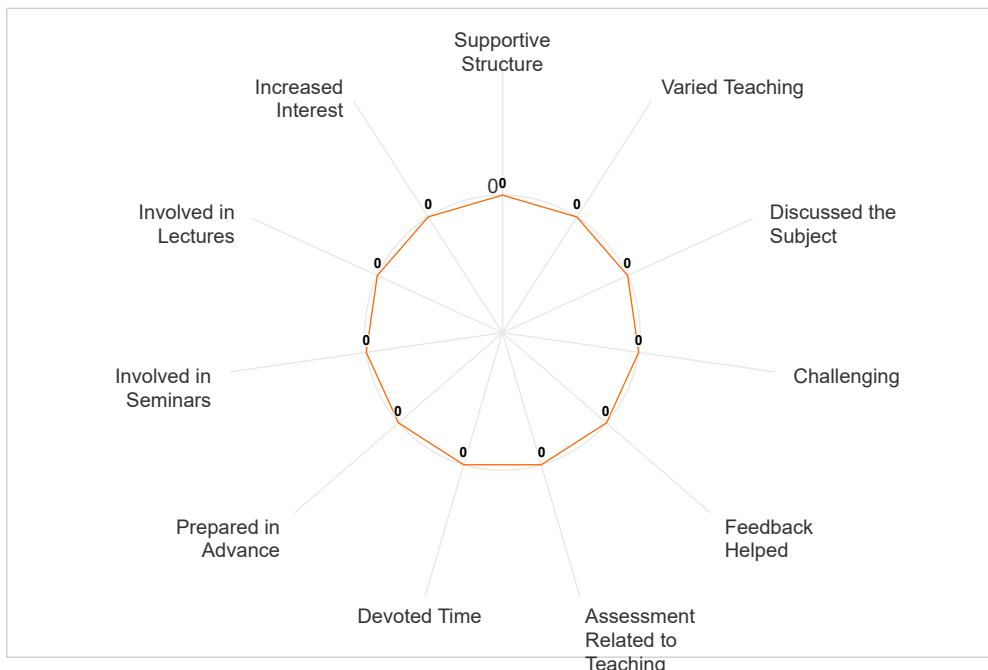
Answer Frequency: 0.00%

The course evaluation could be answered during the period:

23/03/2024 - 06/04/2024

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**ISGC99 Informatik, utlandspraktik, End date: 2024-03-24**





# KARLSTAD UNIVERSITY

Mean value for each question. Highest value = 4.

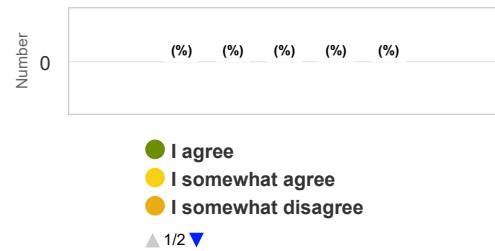
	Mean
Supportive Structure	0.0
Varied Teaching	0.0
Discussed the Subject	0.0
Challenging	0.0
Feedback Helped	0.0
Assessment Related to Teaching	0.0
Workload	0.0
Devoted Time	0.0
Prepared in Advance	0.0
Involved in Seminars	0.0
Involved in Lectures	0.0
Increased Interest	0.0

## Results of learning

### All in all, the course was valuable for me.

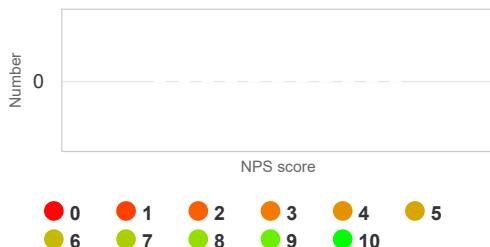
Courses that were considered valuable were related to personal development, acquisition of new knowledge and skills, understanding of something. Higher ratings can refer to students' perceived development (learned a lot, and it was useful). Lower ratings can refer to scanty development of knowledge and skills or not understanding certain themes or their parts, not understanding the necessity and significance of the course, problems in the learning environment.

	Mean
All in all, the course was valuable for me	0



### How likely would you be to recommend this course to a friend or colleague?

Net Promoter Score (NPS) = NaN



Promoters = 0 (NaN%)

Passives = 0 (NaN%)

Detractors = 0 (NaN%)

The Net Promoter Score (NPS) is a metric that measures student experience and predicts the effectiveness of a course. It calculates an NPS score based on a key question using a 0-10 scale, asking how likely students would recommend the course to others. Respondents are grouped into Promoters, Passives, or Detractors based on their score, and the NPS is calculated by subtracting the percentage of Detractors from the percentage of Promoters. The NPS is a core metric for course evaluation programs and is trusted by educational institutions to engage their students and improve their learning experience performance.

## Comments

### Course supervisor's comments

This year we had only one exchange student doing a placement in the usability lab, but this student was accompanied by two Swedish students doing a half-pace practical placement during the same period, and thus all three students could work together on tasks such as helping Karlstad municipality evaluate a few of their e-services, helping other students in a master class and in a bachelor thesis class to perform pilot testing, eyetracking tests and other usability tests.