

ProCSI 2012 Feedback

Each student was asked three questions:

1. What was your favorite thing/activity from ProCSI?
2. What was your least favorite thing/activity?
3. If you were in charge of ProCSI, what would you change?
4. Other comments/suggestions

Here are the students' responses:

Victor

1. Campus walking tour
2. Modules were too long
3. Later curfew and later mornings with more time for breakfast
4. Liked learning about all the different jobs that engineers could do

Jason

1. CAVE tour, especially the space/galaxy simulation
2. Too much walking
3. Make modules more entertaining, include more examples

Anthony

1. Playing basketball, touring the physics museum, visiting the CAVE
2. Too much walking
3. More hands-on activities

Jelani

1. Visiting the CAVE, touring Camp Randall
2. Touring the capitol building
3. Better food for dinners

Tony

1. Camp Randall tour
2. Curfew was too early and there was too much walking; too much lecture during tours and modules and not enough hands-on activities
3. Would like TVs in rooms and private bathrooms

David

1. Camp Randall tour and capitol tour
2. Too many stairs and too much walking
3. Later start time with more time for sleeping in and breakfast

Pierre

1. Video game programming module, visiting the CAVE, and, in general, everything relating to computer science and software
2. More hands-on experiments
3. More involvement, less lecture

4. Wants to major in electrical engineering; ProCSI helped him to understand what is involved in this field

Denzel

1. Wind turbines module, “Civil Engineering and Our World” presentation/discussion, and “The UW Engineering Experience Through the Eyes of a Minority Students” discussion panel. Also liked that there were pamphlets available at the CAVE.
2. Weather was too hot, water pressure in showers was too strong
3. More hands-on activities and more interaction between students and tour guides (less lecture); also, students should have Wifi internet access in their rooms
4. Interested in studying civil engineering after learning more about it through ProCSI

Raymundo

1. Visiting the CAVE, seeing the code and programming that goes into making it work
2. Not enough hands-on activities
3. Add more experiments/hands-on activities to the modules
4. Liked learning more about what programming can be used, especially seeing the code for the CAVE and then being able to go inside the CAVE and see the result of the program

Ivan

1. Computer science-related topics especially visiting the CAVE, the “Haptics and Heart Surgery” presentation and lab tour, lunch restaurants (Indian restaurant and FlatTop Grill)
2. Lectures were too long
3. Break up lectures throughout the day (shorter segments); also, plan a tour of Madison, to see different landmarks around the city
4. The tour of the Robotics Lab inspired an interest in programming robots

Alex

1. Visiting the CAVE, the “The UW Engineering Experience Through the Eyes of a Minority Student” discussion panel
2. Too much walking, early mornings
3. Include a tour of the Kohl Center, visit State Street, and schedule a longer visit for the CAVE

Arianna

1. Electrical Engineering (WEMPEC) lab tour
2. Video game lecture
3. More hands-on activities

Kim

1. “The UW Engineering Experience Through the Eyes of a Minority Student” discussion panel and meeting Bucky Badger; liked that the camp is run by UW students, so campers can ask them questions about what it’s like to be at the UW, also liked meeting Dan Negrut, who made professors not seem so intimidating
2. Early mornings

3. Eat dinner at different restaurants instead of at the university dining hall; Do more hands-on activities, like making the hats on the Polymers Lab tour
4. Kim thought that engineering was impossible before ProCSI, but after learning more about it through ProCSI, she realized that you don't have to be super smart to succeed at it, you just have to work hard. Now she wants to pursue an industrial engineering degree, with the goal of a career as a business manager.

Molly

1. Wisconsin Institutes for Discovery tour; now she wants to be a janitor in the building so she can see all the research that goes on there
2. Video game module, because there was too much material without enough introduction/explanation
3. More hands-on activities

Michelle

1. Lab tours, especially the Friction Stir Welding Tour
2. Tedious modules had too much talking and not enough experiments and hands-on activities; would have like hands-on programming
3. More hands-on experiences, like making the hats at the Polymer Lab
4. Is thinking about majoring in mechanical engineering; learning about the wide range of topics covered by this field, including tanks and wind turbines, polymers and welding, really opened new horizons