

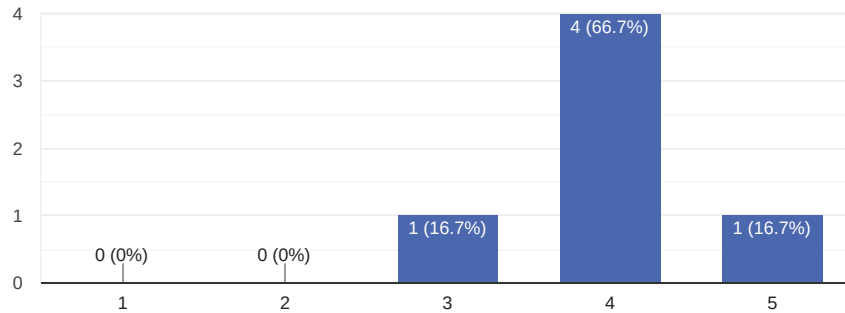
# Bootlin training course evaluation

6 responses

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## How did the course meet your learning objectives?

6 responses



## Comments and suggestions

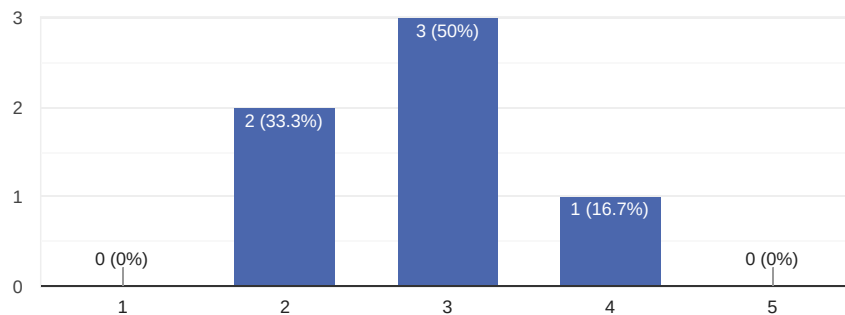
2 responses

It is good training, but with no labs for us to do it makes very tiresome.  
Too much stuff to remember and without labs was impossible to remember.

Overall this course has laid a very good foundation for working with the Linux Graphics, and at the very least, I can recognize different elements of the graphics framework and build up on the knowledge gained. I was just hoping to have some content related to Linux multimedia as well but I guess it would have been bit out of scope.

## How was the duration of the course?

6 responses



### Comments and suggestions

4 responses

There is a lot of content. It would be helpful to cut something down. Somethings can be left to users for exercise. For example, drivers supported by MESA can be read by participants. That section can be skipped just by giving the link.

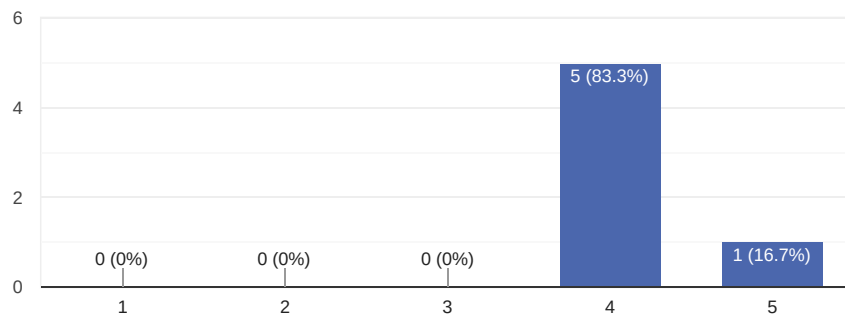
No practical side.

Lots of information and new concept in not much time.

Attending the 4-hr session was bit too much for me, considering the timezone I am in (it ran from 8 PM - 12 PM) for me, not the time when I am most active. Anyways, I don't see how the constraints of different time-zones can be accommodated anyway.

### How useful were the training materials?

6 responses



### Comments and suggestions

3 responses

Good material, but first version. Needs more fine explanations.

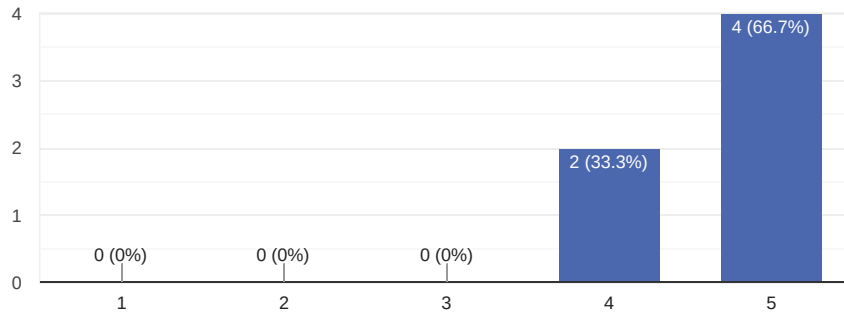
The slides were good, maybe more graphics and block diagram to understand the different part could be better.

I feel the training material can be improved, if a specific hardware platform is targeted as a case-study. This way we can actually play around with the stuff to get some hands-on learning.



### How knowledgeable was the instructor?

6 responses



### Comments and suggestions

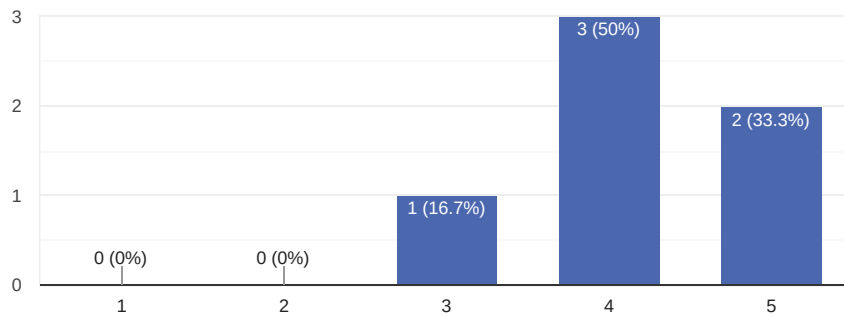
2 responses

The instructor definitely has deep knowledge. Very nice.

Paul definitely is an expert on Linux Display stack and I found him very knowledgeable and answered different queries very comfortably and with full command.

### How much value did the instructor add to lecture materials?

6 responses



### Suggestions and comments

2 responses

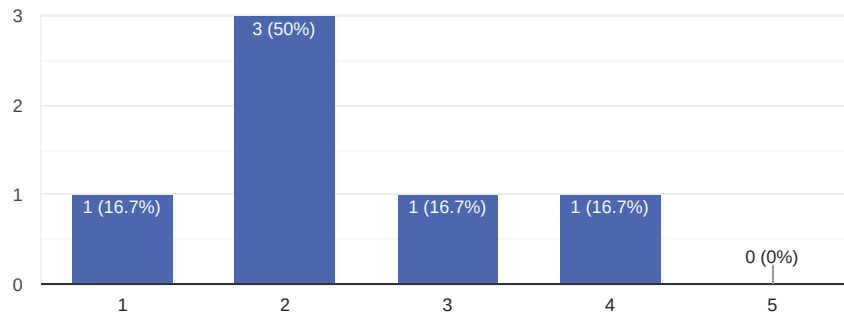
It was basically just him reading the PDF, so could be better.

The best part of the training was the bits of experience and insights shared by Paul, that definitely was very valuable.



### How useful were the practical demos?

6 responses



### Comments and suggestions

4 responses

Not always as useful/clear due to the video compression.

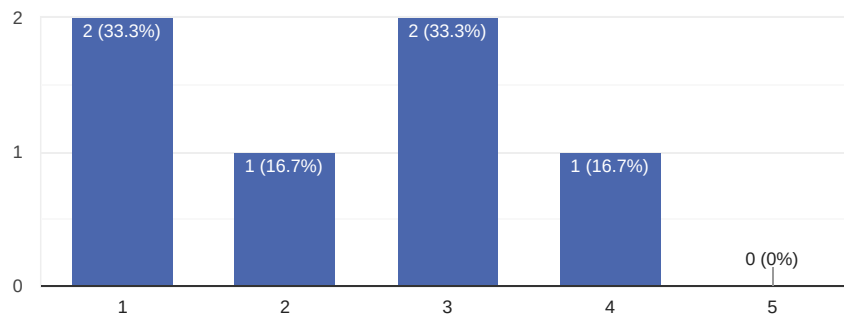
very poor connection from Paul, making demos not practical.

Some reading code demo appears not much relevant for me.

I found the practical demos to be adequate.

### Was enough time dedicated to practical demos?

6 responses



### Comments and suggestions

2 responses

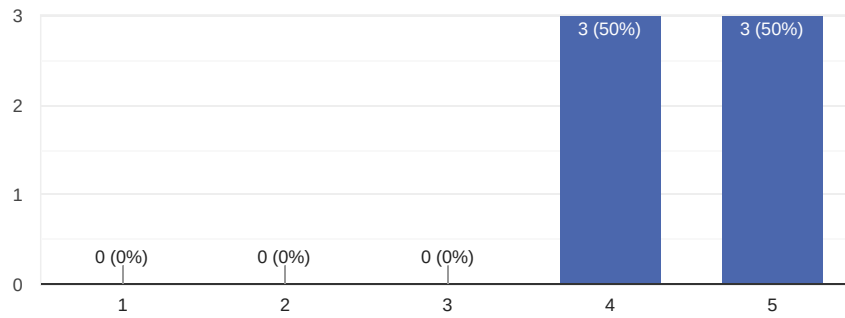
N/A

I feel the time was just adequate. With so much content, I think it'd be very difficult to demo every concept.



### How well was the course organized (program, registration, schedule...)?

6 responses



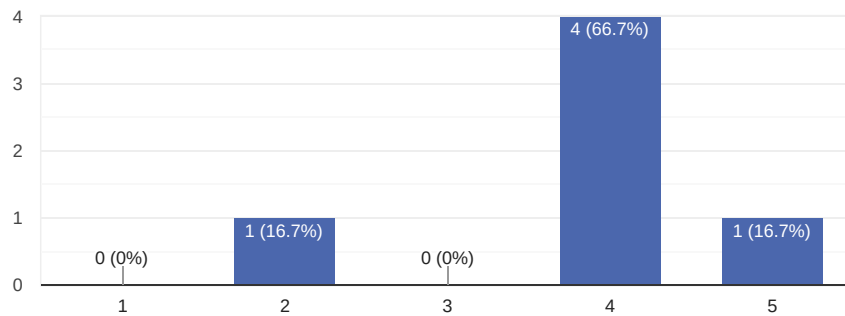
### Comments and suggestions

1 response

I really liked the course organization. Everything was ordered in a good learning order, from basics to advanced concepts.

### How much did you learn?

6 responses



### Comments and suggestions

2 responses

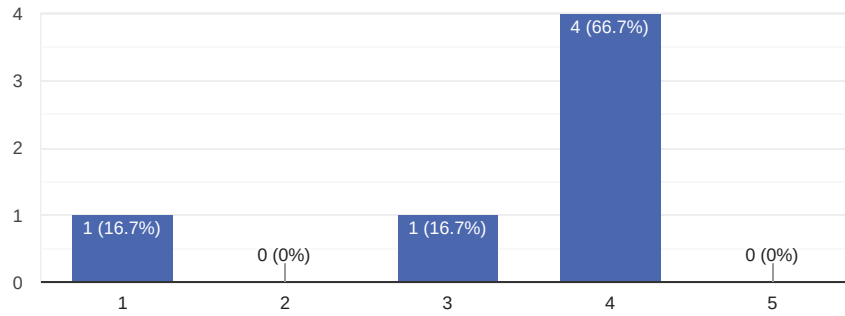
I will need to redo a lot of this training by my self.

It's very hard to say how much I have learned. The course covered a lot of ground and I still feel my understanding is a bit superficial and I'd need to play around more to get a hands-on feel. But I am sure that I am equipped with good foundational knowledge and now it seems comparatively easier to work with Linux graphics stack.



### How useful should this course be in your daily job?

6 responses



### Comments and suggestions

2 responses

I work in Sound Kernel Driver, so I'm not going to use it at all. It was more of a personal thing.

I feel it would be quite useful. Had it contain a little bit of Linux multimedia related material, it would have been truly gold and very very useful for my daily job. Nonetheless, I still feel much better equipped to take on my current Linux graphics related project at work.

### What part(s) of the course did you like most?

3 responses

Base Theory and hardware aspects

Very good material.

The part related to Display hardware pipeline and DRM framework.

### What part(s) of the course did you like least?

2 responses

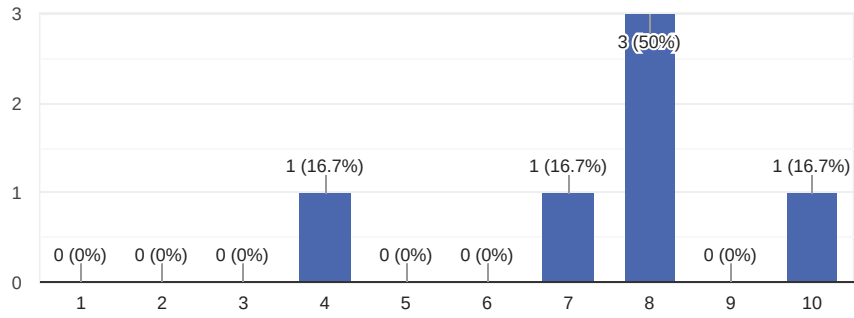
Paul just reading the content.

The final part on OpenGL was very complex and full of unfamiliar terms. I don't feel I could understand it for the most of the part. I think to make sense of it, one must have at least a basic level of experience doing the OpenGL programming.



### Overall rating

6 responses



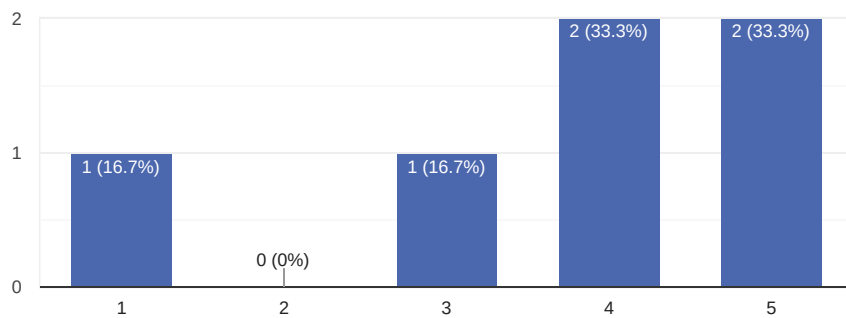
### Comments and suggestions

1 response

Got disappointed, maybe because without labs it was just someone reading slides and after the second day I just lost interest.

### Further training needs?

6 responses



### Comments

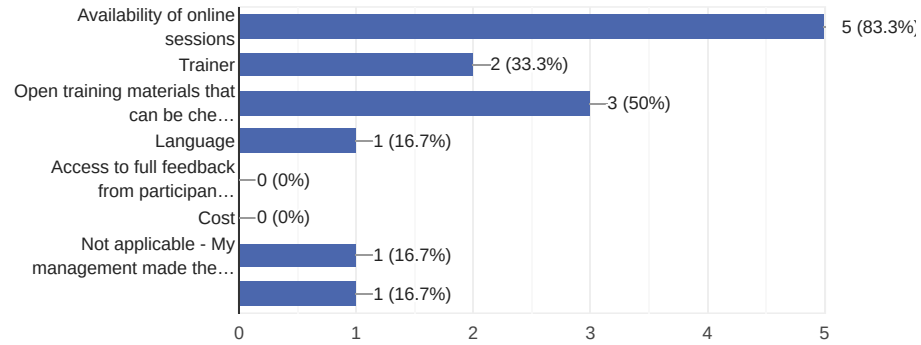
1 response

Linux multimedia, video decoding and playback



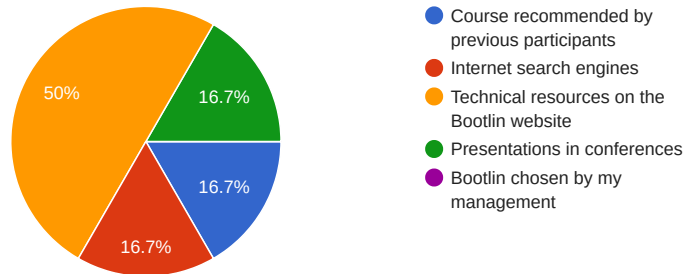
### What reasons prompted you to choose Bootlin?

6 responses



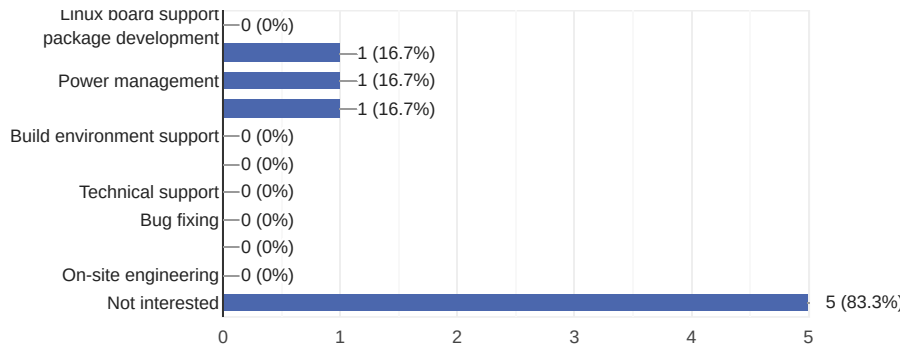
### How did you first learn about Bootlin?

6 responses



### Interested in other types of embedded Linux engineering services?

6 responses



### Comments and expectations

1 response

If we could have a group, thread or IRC channel of all the course participants, where we can remain in touch with each other as well as the trainer, that would be great. This way we can share our learning, and also ask for help, when we try to build up on what we have learned in this training.





