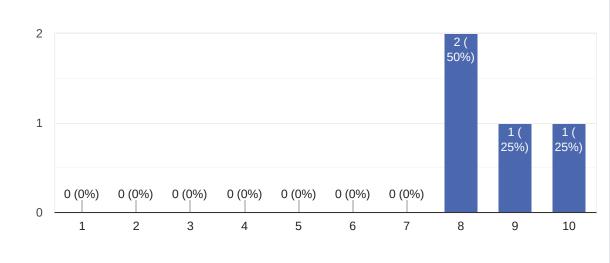
Bootlin training course evaluation

4 responses

Publish analytics

Overall rating of the course

4 responses

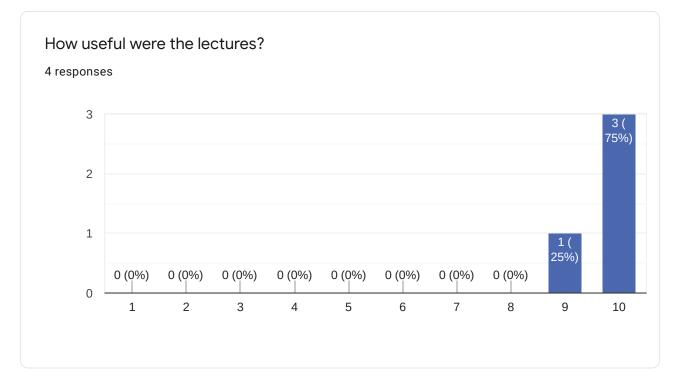


Comments and suggestions

2 responses

No fault of the presenter but I would love one (or additional) courses that go in more depth. But this was a good overview.

Very well organized

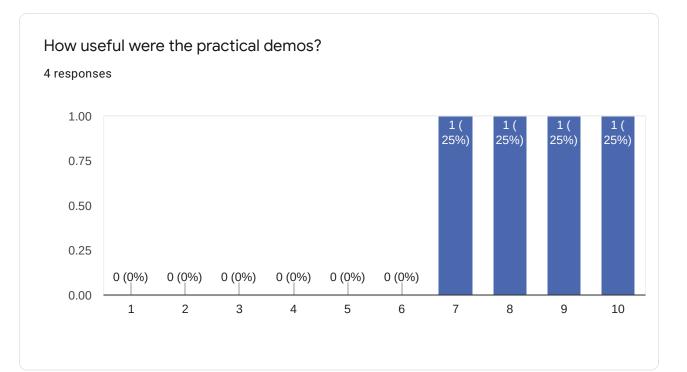


2 responses

very useful as an overview. But more depth would be nice (with more time, of course. there wasn't enough time to go into more depth in this course)

The slides and the knowledge behind was excellent.



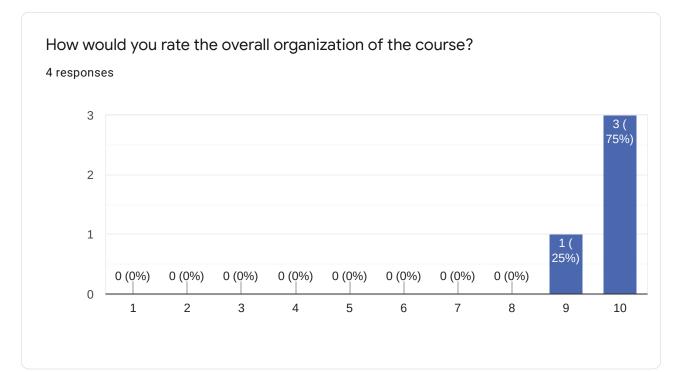


3 responses

Very useful but very overwhelming! Not sure if that can be helped.

Would have been nice to be able to do exercises

I here include the code walk-throughs, which were of great interrest.



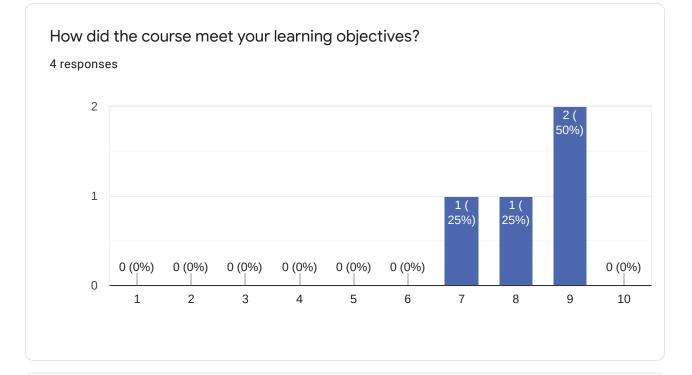
1 response

The course had a schedule which was great for me, particullary the afternoon 4 hours time-slots and the partitioning of the subject for each lession.



1 response

The trainer had excellent skills over the different topics. He repeated several times so that concepts would be clear.



Comments and suggestions

3 responses

Again....I ultimately need to go deeper but hopefully this overview will help me do that

I just missed some more OpenGL.

I would whish for more 3gd gpu content,



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

3 responses

the demos

I liked the whole training, although it was quite intense and it required a lot of concentration.

Linux and OpSo focused. With current state of "affairs"

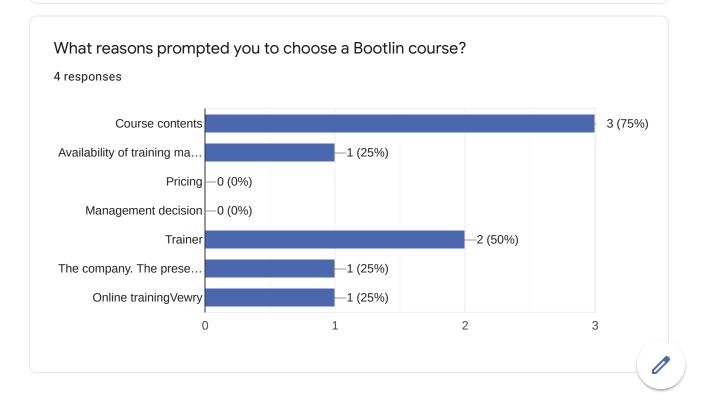
What part(s) of the course did you like least?

3 responses

the lack of follow-up courses to go into more depth. Something practical and more hands on would be great.

It was too short.

Maybe one more break per session.



Comments

2 responses

It would have been better to extend the training to full days, and have time to do exercises, but maybe that is difficult in an online training. Overall I am very much satisfied.

If you plan to hold courses on further Linux graphics, more in-depth, I am interrested.

Further training needs?

1 response

A class focused on embedded systems and bringing up a board with graphics enabled. Something with hands on labs

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