Bootlin training course evaluation
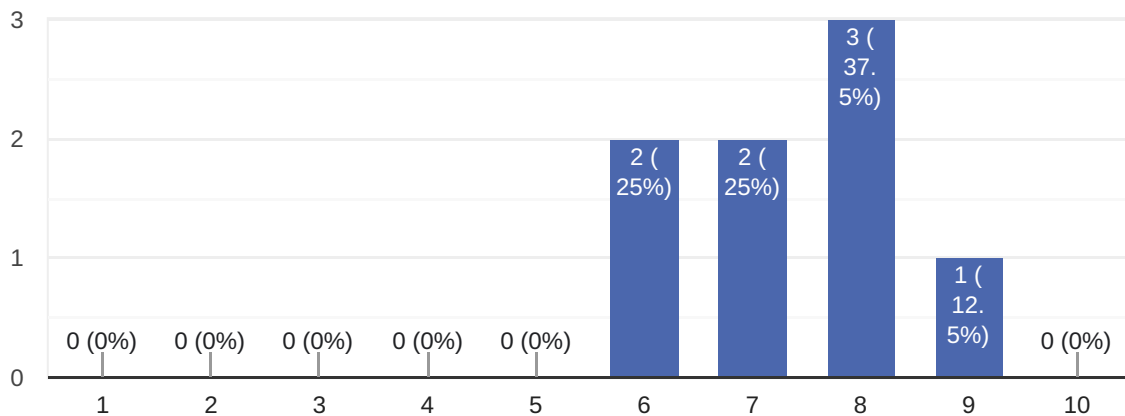
8 responses

Publish analytics

Overall rating of the course

Copy

8 responses

Comments and suggestions

5 responses

fbdev is still in use so keep it around. X.org took too much place, no one uses that on embedded so it is not that relevant.

A good course. Maybe a little too much details in some cases (for me as a beginner). It was generally interesting and gave me a good summary of things I knew as well as proving a lot of new stuff.

More hands-on excercises, less pixel theory.

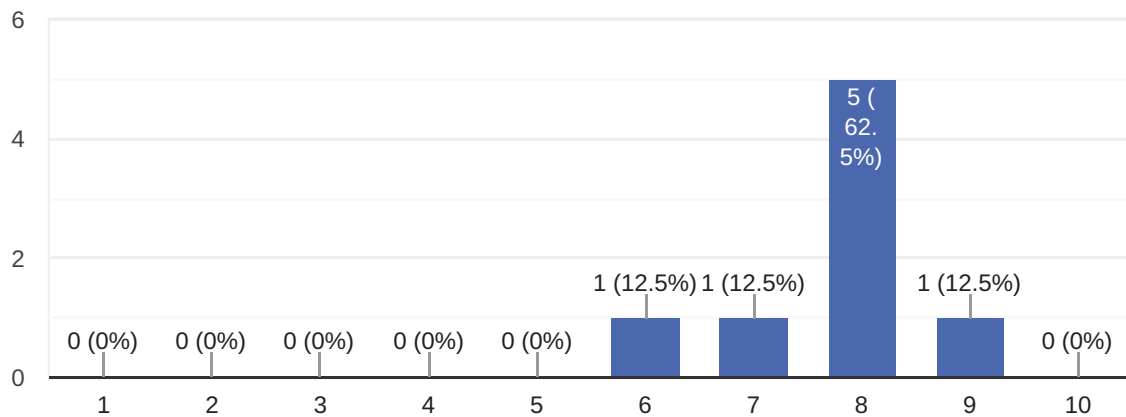very heavy on the teory... very compact!

The teacher has very good knowledge and can answer all questions. But the content lacks practical excercises, which reduces its usefulness.

How useful were the lectures?

Copy

8 responses

Comments and suggestions

4 responses

It would be useful with some more graphical representations of what belongs where in the stack. I had sometimes a hard time following where we were. So more of big picture graphics before diving into details.

It gave me an understanding (a starting point) for things close to my current work.

I think It was a little to much on the introduction, [x,y] coordinate system and polar coordinate system for example, maybe fix that in the quiz by asking if what is known by the group, and then generate slides for the general knowledge in the group, and perhaps add the skipped slides as appendixes, with a note that It wont be presented (if not asked for)
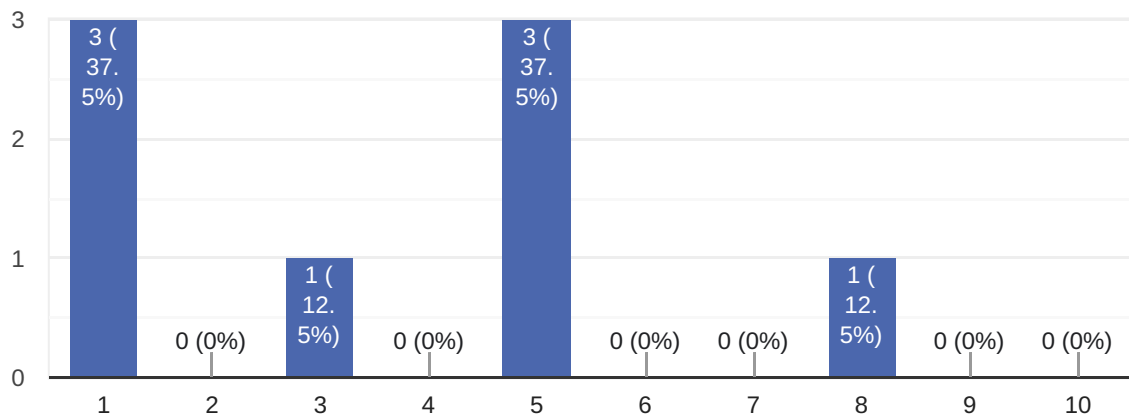
I would prefer a slight shift towards spending more time on the actual software aspects. The current layout contains a bit too much of technical aspects (e.g. from the image-processing domain) and too little dig-into Linux.

How useful were the practical labs?

Copy

8 responses

Comments and suggestions

8 responses

No labs

It would have been useful with simple labs interspersed. It is hard to keep attention hour after hour.

The first practical coding examples were very interesting. When it came to the later ones we had passed my level of understanding (or need).
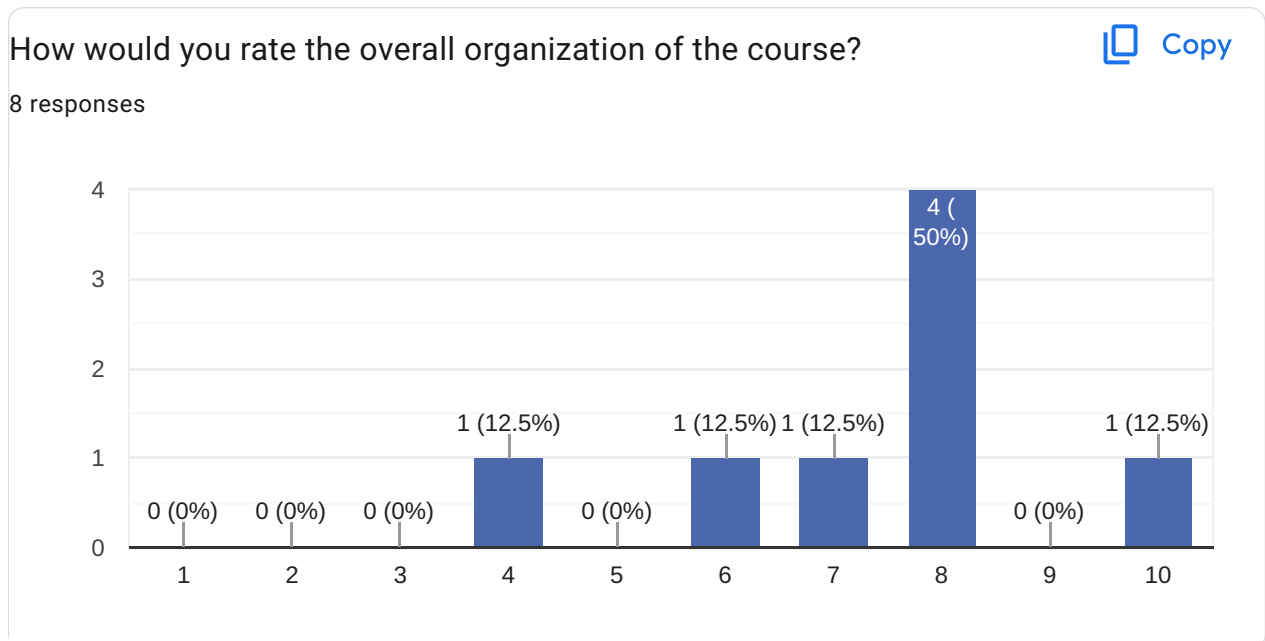
No labs were done

No labs in this 2-day course.

Well... no practical labs, only shown labs...
But the implementation is very good to have for own tinkering!!

There were no labs, only demos. This course would be top notch if theory and labs were interleaved. Perhaps create a 3-day version of the same material, with actual labs included?

The demos were nice, but there were no practical labs.

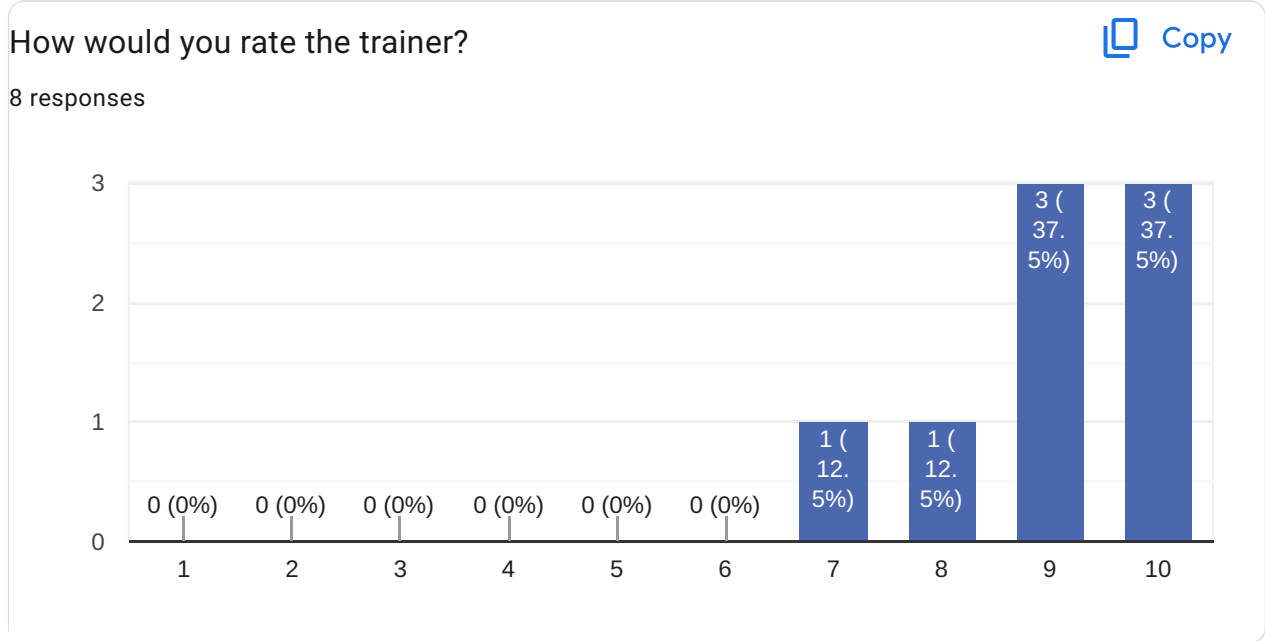## How would you rate the overall organization of the course?

[] Copy

8 responses

Comments and suggestions

2 responses

Very good organization, very clear structure,

Theory sessions were too long.

How would you rate the trainer?

[] Copy

8 responses

Comments and suggestions

4 responses

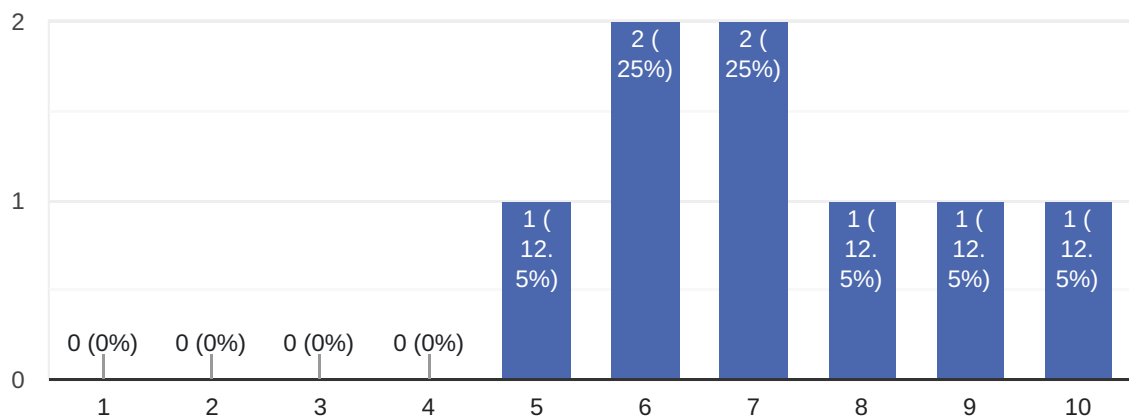He was very knowledgeable and interesting.

Paul was very good!!

Excellent teacher with much in-depth knowledge.

Really well spoken and competent trainer. Paul clearly knew a lot about the subject, was able to answer all of our questions and give guidance.

How did the course meet your learning objectives?   📋 Copy

8 responses

Comments and suggestions

3 responses

I was more curious about the content than expecting solutions to existing issues. It does affect my work but has so far been part of what I do.

Since the course dealt mostly with many topics on a general level, it only serves as an overview and to gain general understanding. I don't think I will have much practical use of it.

It would be nice with a longer course which would include exercises. For example using a dev board or host PCs.

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

5 responses

KMS, DRM and wayland

I liked the theory and the overview of the technical parts.

Wayland/weston parts, framebuffer and DRM

Software aspects, DRM and Wayland topics are particularly interesting to everyday development.

The part about the different components that compose the image flow.

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

6 responses

X

Perhaps less interested in the more detailed levels. (But the other participants were interested.)

X11, early parts with example code how to plot lines

coordinate systems.... no vector display technology shown ;)

Base Theory could be shortened. 3D Aspects could be elaborated, now it was hastily crammed in at the end.
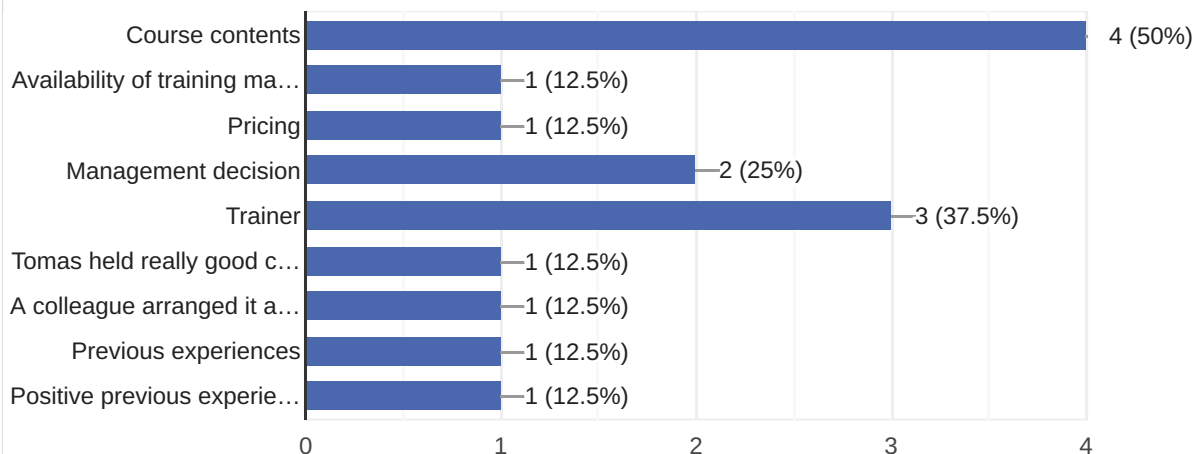
The theoretical parts from day one overlapped quite a bit with what I've learned in university.

What reasons prompted you to choose a Bootlin course?

☐ Copy

8 responses

Reason	Count
Course contents	4 (50%)
Availability of training ma…	1 (12.5%)
Pricing	1 (12.5%)
Management decision	2 (25%)
Trainer	3 (37.5%)
Tomas held really good c…	1 (12.5%)
A colleague arranged it a…	1 (12.5%)
Previous experiences	1 (12.5%)
Positive previous experie…	1 (12.5%)

Comments

1 response

This is in essence a good course idea, but in practice something of a sleeping pill. Developers will take this course, and most developers will want to tinker a little between lectures. Planning labs for an entire course may be a lot of work, but doing so would really take this course to the stars. Useful labs could probably be setup for any decent Linux computer, that participants could bring themselves.

Further training needs?

3 responses

Networking topics

Nothing at the moment.

Cyber security and debugging techniques

Google Forms