7<sup>th</sup> February 2006

To: All Faculty

From: David Wilson

Associate Dean (Education)

Subject: Teaching and Leaning Update, Spring 2005

### **Teaching Feedback Spring 2005**

This report contains a summary of the Spring 2005 Student Feedback Survey (SFS). The ratings shown are either the average of a 5 point Likert scale or percentages of responses against points on a 5 point Likert scale.

In Spring 2005 the Faculty recorded its best ever results:

- eleven subjects recorded outstanding results and met the criteria on number of responses and percentage of responses (compared with six in Autumn 2005 and the previous best, seven, in Spring 2004);
- nineteen subjects recorded outstanding results but did not meet all the criteria (compared with fifteen in Autumn 2005, the previous best);
- overall, 30 subjects have been noted in Spring 2005 compared to 21 subjects in Autumn 2005, 15 in Spring 2004 and 6 in Autumn 2004;
- the Faculty average scores on the 5 point Likert scale were the best or equal best ever recorded on all six subject questions (recorded since Spring 2001) and the three teaching questions (only the second survey taken);
- the percentage of responses *strongly agree* or *agree* on the 5 point Likert scale were the highest ever recorded on all six subject questions;
- the percentage of responses *strongly agree* or *agree* on the 5 point Likert scale were the highest ever recorded on the three teaching questions (the UTS average dropped on all three items);
- the percentage of responses *strongly disagree* or *disagree* on the 5 point Likert scale were the lowest ever recorded on all six subject questions;
- the percentage of responses *strongly disagree* or *disagree* on the 5 point Likert scale were the lowest ever recorded on the three teaching questions.

Individuals associated with subjects that have recorded outstanding results are recognised on the following pages. However, the overall Faculty performance is the outcome of the efforts of the entire Faculty. These are excellent results and, given the bad news on other fronts over the past few months, may provide some cheer and raise our collective flagging spirits.

Thank you for your efforts in Spring 2005. The positive results are as a direct result of your efforts. The Faculty Quality Committee will review these results to identify the key improvement actions for the coming semesters.

If you have any questions regarding these results, please do not hesitate to contact me.

### Teaching Feedback Spring 2005 Comment by Subject

In the Sping 2005 SFS, the following subjects have been identified as producing outstanding results (overall satisfaction 4.0 or greater; no rating below 3.5; responses 20 or greater; percentage response greater than 50%):

Sub	Subject Name	Question							
Code		1	2	3	4	5	6	10	11
31100	Enterprise Dev with .NET Framework	4.19	4.09	3.69	3.75	3.71	4.09	3.73	3.84
31487	Database Management Systems	4.41	4.32	4.32	4.55	4.41	4.55	4.32	4.64
32010	Wide Area Network Implementation	4.04	3.96	3.92	3.77	4.04	4.12	-	4.08
32144	IT Research Preparation	4.21	4.00	3.90	4.13	4.26	3.97	4.09	3.74
32520	UNIX Systems Administration	4.58	4.68	4.32	4.53	4.58	4.47	-	4.67
32521	WANs and VLANs	3.90	4.02	3.50	3.76	3.84	3.97	-	4.04
32524	LANs and Routing	4.26	4.21	4.08	4.02	3.94	4.16	-	4.02
32534	Knowledge Management Systems	4.04	4.07	3.88	3.78	3.78	3.96	3.43	3.47
32535	Databases in Distributed Environments	4.04	4.09	3.87	3.50	4.04	3.96	3.42	3.68
32549	Advanced Internet Programming	4.42	4.33	4.00	4.04	4.08	4.04	4.13	4.33
32931	IT Research Methods	4.07	3.71	4.04	3.96	3.80	3.93	3.79	3.96

Congratulations to the relevant Subject Coordinators (and other lecturing and tutoring staff): Andrew Johnston (31100), Helen Lu (31487), Chris W. Johnson (32010), Teresa Dovey / Deborah Nixon (ELSSA) (32144), Wayne Brookes (32520), John Colville / Brian McCarty / Max Mendrix / Laurent Pernetta (32521), Tarek El-Kiki / Elaine Lawrence (32524), Daniel Chandran (32534), Laurie Benkovich (32535), Robert Steele / Chris Wong (32549), and Jenny Edwards (32931).

### The relevant survey questions are:

- 1 The subject was delivered in a way which was consistent with its stated objectives
- 2 My learning experiences in this subject were interesting and thought provoking
- 3 I found the assessment fair and reasonable
- 4 There were appropriate resources available to support the subject
- 5 I received constructive feedback when needed
- 6 Overall I am satisfied with the quality of this subject
- 10 The tutorials assisted my understanding of this subject
- 11 The laboratories assisted my understanding of this subject

There are also three questions related to teaching, but these are only to be published at the aggregate level of Faculty and UTS, not for an individual subject.

The following subjects have similar outstanding results in ratings, but do not meet the qualifying criteria specified above (i.e. number of responses, response rate and/or results on the two Faculty questions):

Sub	Subject Name	Question							
Code		1	2	3	4	5	6	10	11
31004	Introduction to Game Programming	4.00	4.13	3.75	4.43	3.75	4.25	3.71	3.25
31034	Advanced Communication for IT	4.00	4.00	4.00	4.00	4.14	4.00	4.14	4.00
31335	Extreme Programming	4.08	3.83	3.64	3.75	4.08	4.08	3.45	3.78
31454	Project Mgt and the Professional	4.28	3.94	4.17	4.06	4.17	3.94	4.22	3.93
31750	Intelligent Agents in Java	4.17	4.46	4.20	4.08	4.25	4.31	3.60	3.67
32005	Strategic Leadership in the Digital Era	4.17	4.83	4.50	4.50	4.50	4.50	5.00	5.00
32030	Intelligent Mobile & Internet Enterprise Systems	4.22	4.22	4.11	4.22	4.78	4.00	3.67	3.67
32034	Decision Support Tech in e-Services	4.38	4.25	4.31	4.38	4.31	4.44	4.25	4.20
32106	Object-Oriented Process	4.24	3.94	3.87	3.65	3.82	4.12	3.29	3.00
32108	Applications of Artificial Intelligence	4.10	4.20	3.50	3.80	3.56	4.00	3.00	3.00
32109	Network Analysis and Troubleshooting	4.15	4.15	3.86	4.00	4.21	4.14	-	4.43
32145	Commercial Environment of IT	4.33	4.33	4.17	3.83	4.50	4.17	-	-
32146	Data and Information Visualisation	4.50	4.67	4.33	4.67	4.67	4.67	4.17	4.33
32151	Introduction to Software Engineering	4.67	4.67	4.33	4.17	4.67	4.50	4.67	4.00
32532	Conducting Business Electronically	4.20	4.29	4.14	3.93	4.29	4.23	3.93	3.77
32533	Networking Communities	4.33	4.22	4.25	4.44	4.33	4.11	4.22	4.22
32541	Project Management	4.19	4.00	4.19	4.33	4.31	4.06	4.31	4.00
32601	Advanced Project Management	4.07	4.00	3.67	3.80	3.93	4.00	3.40	3.17
32930	ITM Research Methods	4.33	4.13	3.93	3.67	4.07	4.00	-	-

Congratulations to the relevant Subject Coordinators (and other lecturing and tutoring staff): Yusuf Pisan (31004), Ross Foreman / Ian Merriman (ELSSA) (31034), Andrew Johnston (31335), Alan Sixsmith (31454 and 32541), John Debenham (31750), Ken Dovey (32005 and 32930), Robert Steele (32030), Jie Lu (32034), Brian Henderson-Sellers (32106), Mathew Beauregard / Paul Kennedy / Gerould Khourg (32108), Ury Szewcow (32109), Gordana Culjak (32145), Mao Lin Huang (32146), Tom McBride (32151), Bruce Campbell (32532), Massimo Piccardi (32533), Grant Mooney / Alan Sixsmith (32601).

### **Comment on Overall Faculty Results**

The tables below show the Spring 2005 results and historical trends for the six teaching items and the results for the three new teaching questions (only one previous survey of trend data). One minor change for Spring 2005 is that the average scores are reported to two decimal places rather than just one.

With respect to the average scores, the Spring 2005 SFS results show that the university results continue to level off (all items consistent with Autumn 2005), while the Faculty results have all improved. The continued improvement in Items 3 *I found the assessment fair and reasonable* and 5 *I received constructive feedback when needed* are pleasing given that these remain Faculty priority areas.

The Faculty's improved performance relative to the university results is underlined when the results are compared to the results of the other eight Faculties and the Institute of International Studies. Since the SFS was introduced in Spring 2001, the Faculty has consistently rated 9<sup>th</sup> and 10<sup>th</sup> on all items of the SFS – in Spring 2005 this has changed with the Faculty ranked 7<sup>th</sup> for Item 1 and 8<sup>th</sup> for Items 2, 3 and 4.

With respect to the percentages of students agreeing / disagreeing, the Spring 2005 SFS results show an identical pattern of improvement – consistent improvement of Faculty performance compared to Autumn 2005 and relative to the university (which exhibits a levelling off).

Overall, both on average scores and the percentages of students agreeing / disagreeing, the Faculty has recorded the best results ever and has maintained consistent improvement against the university averages.

The average scores on the 5 point Likert scale compared with previous surveys are as follows ("U" indicates that a previous Faculty study was primarily undergraduate; "P" indicates that a previous Faculty study was primarily postgraduate):

		S 2003	A 2004	S 2004	A 2005	S 2005
		<b>(P)</b>	( <b>U</b> )	(U+P)	(U+P)	(U+P)
1	The subject was delivered in a way	3.7	3.5	3.6	3.7	3.78
	which was consistent with its stated objectives	(3.9)	(3.8)	(3.9)	(3.9)	(3.89)
2	My learning experiences in this	3.6	3.4	3.6	3.5	3.64
	subject were interesting and thought provoking	(3.8)	(3.8)	(3.8)	(3.8)	(3.77)
3	I found the assessment fair and	3.6	3.3	3.5	3.5	3.56
	reasonable	(3.8)	(3.7)	(3.8)	(3.7)	(3.69)
4	There were appropriate resources	3.5	3.3	3.4	3.4	3.57
	available to support the subject	(3.6)	(3.6)	(3.7)	(3.7)	(3.67)
5	I received constructive feedback when	3.6	3.3	3.5	3.5	3.56
	needed	(3.7)	(3.7)	(3.8)	(3.7)	(3.72)
6	Overall I am satisfied with the quality	3.5	3.4	3.5	3.5	3.58
	of this subject	(3.8)	(3.8)	(3.8)	(3.8)	(3.75)
7	The teacher appears to be well				3.8	3.85
	prepared and presents the material in a				(4.1)	(4.01)
	well organised manner				, ,	` ′
8	The teacher is able to explain concepts				3.7	3.79
	clearly				(4.0)	(3.95)
9	Overall, I am satisfied with the				3.6	3.76
	teaching of this staff member				(4.0)	(3.93)

[UTS averages shown in parenthesis]

The percentages of responses against points on the 5 point Likert scale compared with previous surveys are as follows ("U" indicates that a previous Faculty study was primarily undergraduate; "P" indicates that a previous Faculty study was primarily postgraduate):

		003 P)		<b>004</b> U)		004 + <b>P</b> )		005 +P)		005 +P)
	%	%	%	%	%	%	%	%	%	%
	SA/A	SD/D	SA/A	SD/D	SA/A	SD/D	SA/A	SD/D	SA/A	SD/D
1	65	13	58	14	64	11	67	9	71	7
	(72)	(8)	(70)	(9)	(73)	(7)	(78)	(4)	(77)	(5)
2	57	18	49	25	57	15	59	17	62	12
	(67)	(11)	(64)	(13)	(67)	(12)	(71)	(10)	(68)	(10)
3	57	15	47	24	55	16	57	18	60	13
	(64)	(11)	(63)	(12)	(66)	(12)	(67)	(10)	(66)	(10)
4	54	21	48	24	54	22	54	19	61	14
	(59)	(14)	(60)	(15)	(62)	(14)	(65)	(11)	(64)	(11)
5	57	15	52	22	53	16	54	17	58	13
	(60)	(13)	(59)	(14)	(62)	(12)	(64)	(11)	(65)	(10)
6	57	18	52	22	59	15	58	17	62	13
	(68)	(11)	(66)	(12)	(69)	(11)	(70)	(10)	(69)	(10)
7							69	13	71	9
							(79)	(7)	(78)	(7)
8			-	-	· · · · · · · · · · · · · · · · · · ·		64	15	69	10
							(77)	(9)	(75)	(8)
9							64	15	69	10
							(77)	(8)	(76)	(8)

[UTS averages shown in parenthesis]

Subject Coordinator's Name: Yusuf Pisan Subject Code: 31004 Subject Name: Introduction to Game Programming			18:00 - 01/01/20 No. Enrolled: No. of Responses	19
Order No: 447	Mean (SD)	Number of Responses		%
The subject was delivered in a way which was consistent with its stated objectives.	4.00 (0.53)	1 6 1 0 0 0	SA A N D SD Not Applicable No Response	10 75 10 (
<ol> <li>My learning experiences in this subject were interesting and thought provoking.</li> </ol>	4.13 (0.35)	1 7 0 0 0 0	SA A N D SD Not Applicable No Response	10 88 (
3. I found the assessment fair and reasonable.	3.75 (0.71)	1 4 3 0 0 0	SA A N D SD Not Applicable No Response	13 50 38 0
There were appropriate resources available to support the subject.	3.43 (0.79)	1 1 5 0 0 1	SA A N D SD Not Applicable No Response	14 14 71 0
5. I received constructive feedback when needed.	3.75 (0.71)	1 4 3 0 0 0	SA A N D SD Not Applicable No Response	13 50 38 0
6. The teacher appears to be well prepared and presents the material in a well organised manner.	3.88 (1.25)	2 5 0 0 1 0	SA A N D SD Not Applicable No Response	25 63 0 0
7. The teacher is able to explain concepts clearly.	3.50 (0.93)	1 3 3 1 0 0	SA A N D SD Not Applicable No Response	13 38 38 13 0
3. Overall, I am satisfied with the teaching of this staff member.	4.00 (1.07)	3 3 1 1 0 0	SA A N D SD Not Applicable No Response	38 38 13 13 0
9. Overall I am satisfied with the quality of this subject.	4.25 (0.71)	3 4 1 0 0 0	SA A N D SD Not Applicable No Response	38 50 13 0

Subject Coordinator's Name: Yusuf Pisan Subject Code: 31004 Subject Name: Introduction to Game Programming				18:00 - 01/01/2005 No. Enrolled: 19 No. of Responses: 8
Order No: 447	Mean (SD)	Number of Responses		%
The tutorials assisted my understanding of the subject.	3.71 (0.76)	1 3 3 0 0 1	SA A N D SD Not Applicable No Response	14 43 43 0
The laboratories assisted my understanding of the subject.	3.25 (1.16)	1 3 1 3 0 0	SA A N N N N N N N N N N N N N N N N N N	13 38 13 38 0

### Course Code

## **UTS Student Feedback Survey**

C 1 0 1 5 2	Please provide the code for your current course by marking the corresponding numbered circles are listed on the back of this form to assist you. Please then answer the following questions about the teaching of this class (If teacher's name is blank please provide details). For each question experiences. Your responses will be completely anonymous and will be used to improve the qua	ut your ex mark the	perienc box whi	es in th	is subje	ect and	
00000000000000000000000000000000000000	Subject name: Introduction to Game Programming  Teacher's name: (If teacher's name is blank please provide details) Subject code: 31004 Class code: Lec	Not Applicable	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
1. The subject was de	livered in a way which was consistent with its stated objectives.	0	0	0	0	0	0
2. My learning experie	nces in this subject were interesting and thought provoking.	0	0	0	0	0	0
3. I found the assessn	nent fair and reasonable.	0	0	0	0	•	0
4. There were appropr	riate resources available to support the subject.	0	0	0	•	0	0
	tive feedback when needed.	0	0	0	0		0
6. The teacher appear manner.	rs to be well prepared and presents the material in a well organised	0	0	0	0	0	0
7. The teacher is able	to explain concepts clearly.	0	0	0	0	•	0
8. Overall, I am satisfi	ed with the teaching of this staff member.	0	0	0	0	0	0
9. Overall I am satisfie	ed with the quality of this subject.	0	0	0	0	×	0
10. The tutorials assist	ed my understanding of the subject.	0	0	0	0		0
11. The laboratories as	ssisted my understanding of the subject.	0	0	0	0	•	0
		0	0	0	0	0	0
		0	0	0	0	0	0
		0	0	0	0	0	0
		0	0	0	0	0	0
		0	0	0	0	0	0

## Comments

1. What did you particularly like about this subject?  Or Pisan is a great teacher who knows his staff. The subject is well-organised, and the assessments a clear, fair and detailed, which is more than I can say for
and the assessments a clear, fair and detailed, which is more than I can say for
some of the C10152 core subjects. Cheers!
2. Please suggest any improvements that could be made to this subject.
The class times and lighting of the room created a very lethargic atmosphere
Sorry for falling as leep sometimes, tresdays were sometimes & am > Spm for me (and it takes about 2 hours to travel to un and back). PTO Please feel free to use the back of this form to make any other comments, particularly in relation to your above ratings.



Shade Circles	Like	This> ●	
Not	Like	This> 💥	

Course Code	UTS Student Feedback Survey	No	t Like	This	>>	× &	J
c 10144	Please provide the code for your current course by marking the corresponding numbered cirr are listed on the back of this form to assist you. Please then answer the following questions the teaching of this class (If teacher's name is blank please provide details). For each quest experiences. Your responses will be completely anonymous and will be used to improve the	about your ex ion mark the	perienc box whi	es in th ch best	is subje	ct and	
)000 000 000 000 000 000 000 000	Subject name: Introduction to Game Programming  Teacher's name:  (If teacher's name is blank please provide details)  Subject code: 31004  Class code: Lec	Not Applicable	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
1. The subject was de	livered in a way which was consistent with its stated objectives.	0	0	0	0	0	0
2. My learning experie	nces in this subject were interesting and thought provoking.	0	0	0	0	0	0
3. I found the assessn	nent fair and reasonable.	0	0	0	0	0	0
4. There were appropr	riate resources available to support the subject.	0	0	0	0	0	0
	tive feedback when needed.	0	0	0	0	0	0
6. The teacher appear manner.	rs to be well prepared and presents the material in a well organised	0	0	0	0	0	0
7. The teacher is able	to explain concepts clearly.	0	0	0	0	0	0
8. Overall, I am satisfi	ed with the teaching of this staff member.	0	0	0	0	0	0
9. Overall I am satisfic	ed with the quality of this subject.	0	0	0	0	0	0
10. The tutorials assist	ed my understanding of the subject.	0	0	0	0	0	0
11. The laboratories as	ssisted my understanding of the subject.	0	0	0	0	0	0
		0	0	0	0	0	0
		0	0	0	0	0	0
		0	0	0	0	0	0
		0	0	0	0	0	0
		О	0	0	0	0	0
Comments			···	la anti-	4		***************************************

1. What did you particularly like about this subject?  Assessment is well-structured and door in its requirements.
2. Please suggest any improvements that could be made to this subject.  Provide Man de tails about implementation rather than overviews of all possible methods. These sure everyone understands what you are falking deared in - class questions, etc. I did not find labs weful - we can get a laboration to your above ratings.  Please feel free to use the back of this form to make any other comments, particularly in relation to your above ratings.

**Course Code** 



Shade Circles Like This --> • 

TECHNOLOGY SYDNEY	

UTS Student Feedback Surve	L	JTS	Student	Feedback	Survey
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C 10148	Please provide the code for your current course by marking the corresponding numbered circles in the box to the left. Course code are listed on the back of this form to assist you. Please then answer the following questions about your experiences in this subject the teaching of this class (If teacher's name is blank please provide details). For each question mark the box which best reflects the experiences. Your responses will be completely anonymous and will be used to improve the quality of your program.								
)0000000 0000000 000000000000000000000	Subject name: Introduction to Game Programming  Teacher's name: Yusuf (If teacher's name is blank please provide details)  Subject code: 31004 Class code: Lec	Not Applicable	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree		
1. The subject was de	livered in a way which was consistent with its stated objectives.	0	0	0	0	•	0		
2. My learning experie	nces in this subject were interesting and thought provoking.	0	0	0	0	0	0		
3. I found the assessment fair and reasonable.			0	0	0	0	0		
4. There were appropriate resources available to support the subject.		0	0	0	0	0	0		
5. I received constructive feedback when needed.			0	0	0	0	•		
6. The teacher appear manner.	rs to be well prepared and presents the material in a well organised	0	0	0	0	0	0		
7. The teacher is able to explain concepts clearly.			0	0	0	0	0		
8. Overall, I am satisfied with the teaching of this staff member.			0	0	0	0	0		
9. Overall I am satisfie	ed with the quality of this subject.	0	0	0	0	0	0		
10. The tutorials assist	ed my understanding of the subject.	0	0	0	0	0	0		
11. The laboratories as	sisted my understanding of the subject.	0	0	0	0	0	0		
		0	0	0	0	0	0		
		0	0	0	0	0	0		
		0	0	0	0	0	0		
				$\sim$			$\cap$		

## Comments

1.	What did	you	particularly	like	about	this	subject?
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Intergrate the game into your Learning experience, wonderful isn't it?

2. Please suggest any improvements that could be made to this subject.

could be explain more about the codes style and those they related to and affected the game world, and some interesting stiff to can grab onr attention to? Not only matternatics?

Please feel free to use the back of this form to make any other comments, particularly in relation to your above ratings.

Shade Circles Like This--> ● Not Like This--> ⊗

### **UTS Student Feedback Survey Course Code** 0/ 4 Please provide the code for your current course by marking the corresponding numbered circles in the box to the left. Course codes are listed on the back of this form to assist you. Please then answer the following questions about your experiences in this subject and the teaching of this class (If teacher's name is blank please provide details). For each question mark the box which best reflects those experiences. Your responses will be completely anonymous and will be used to improve the quality of your program. Subject name: Introduction to Game Programming Agree Strongly Agree Not Applicable Strongly Disagree Disagree Neutral Teacher's name: Yusuf. (If teacher's name is blank please provide details) Subject code: 31004 Class code: Lec 1. The subject was delivered in a way which was consistent with its stated objectives. 0 0 О 0 0 My learning experiences in this subject were interesting and thought provoking. 0 0 O 0 0 3. I found the assessment fair and reasonable. 0 0 0 О O 4. There were appropriate resources available to support the subject. О О O 0 О 5. I received constructive feedback when needed. 0 0 0 0 0 6. The teacher appears to be well prepared and presents the material in a well organised 0 0 0 0 Ο manner. 7. The teacher is able to explain concepts clearly. О 0 0 0 О 8. Overall, I am satisfied with the teaching of this staff member. 0 0 0 0 0 9. Overall I am satisfied with the quality of this subject. 0 0 О Ο О The tutorials assisted my understanding of the subject. O 0 0 0 О The laboratories assisted my understanding of the subject. O 0 O 0 0 O 0 O 0 0 0 O 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 O 0 0 О 0

## Comments

1. What did you particularly like about this subject?

the game environment
_actually implement the 3D game
- writing a large pelce of CH code.
2. Please suggest any improvements that could be made to this subject.
- more helpful in lecture - more implemented info.
- the more resource and mini-tutorial in the lab.
A to year

- the textbook could be compulsory. Please feel free to use the back of this form to make any other comments, particularly in relation to your above ratings.

Shade Circles Like This--> ● 

UNIVERSITY OF TECHNOLOGY SYDNEY

Course Code	UTS Student Feedback Survey						ر
	Please provide the code for your current course by marking the corresponding numbered circle are listed on the back of this form to assist you. Please then answer the following questions ab the teaching of this class (If teacher's name is blank please provide details). For each question experiences. Your responses will be completely anonymous and will be used to improve the questions.	out your ex	perienc	es in th ch best	is subje	ct and	
	Subject name: Introduction to Game Programming  Teacher's name: (If teacher's name is blank please provide details) Subject code: 31004 Class code: Lec	Not Applicable	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
1. The subject was de	livered in a way which was consistent with its stated objectives.	0	Ο	0	0	0	0
2. My learning experie	ences in this subject were interesting and thought provoking.	0	0	0	0	0	0
3. I found the assessr	ment fair and reasonable.	Ο	0	0	<b>(a)</b>	0	0
4. There were approp	riate resources available to support the subject.	0	0	0	0	0	0
	tive feedback when needed.	0	0	0	•	0	0
6. The teacher appea manner.	rs to be well prepared and presents the material in a well organised	0	0	0	0	0	0
7. The teacher is able	to explain concepts clearly.	0	0	0	0	0	0
8. Overall, I am satisf	ied with the teaching of this staff member.	Ο	0	0	0	0	0
9. Overall I am satisfic	ed with the quality of this subject.	0	0	0	0	0	0
10. The tutorials assist	ed my understanding of the subject.	0	0	0	0	0	0
11. The laboratories as	ssisted my understanding of the subject.	0	0	0	0	0	0
		0	0	0	0	0	0
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THE PROPERTY OF THE PROPERTY O		0	0	0	0	0	0
		0	0	0	0	0	0
Comments							
, ,	cularly like about this subject?				4710		
All the	sea ft						

2. Please sug	gest any improve	ements that could b	e made to this	subject.	1	
Should	, explain n	nove on the	coole	how to	realize, instead	of some
general	idea.	Using son	ne real	games	to demonstrate	the hand
the t	ceoh no Logy	achieve.		V	to demons trate	7,000
Please feel fr	ree to use the bac	ck of this form to ma	ake any other o	comments, pa	articularly in relation to your a	above ratings.



Shade Circles Like This--> ● 

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	Course Code	UTS Student Feedback Survey	140	LIKE	11115		₹ 🛇	J
С		Please provide the code for your current course by marking the corresponding numbered circles in are listed on the back of this form to assist you. Please then answer the following questions about the teaching of this class (If teacher's name is blank please provide details). For each question mexperiences. Your responses will be completely anonymous and will be used to improve the quality	your ex ark the	perienc box whi	es in th ch best	is subje	ct and	
	00000000000000000000000000000000000000	Subject name: Introduction to Game Programming  Teacher's name: (If teacher's name is blank please provide details) Subject code: 31004 Class code: Lec	Not Applicable	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
1.	The subject was de	livered in a way which was consistent with its stated objectives.	0	0	0	0	•	0
2.	My learning experie	nces in this subject were interesting and thought provoking.	0	0	0	0	•	0
3.	I found the assessn	nent fair and reasonable.	0	0	0	0	•	0
4.	. There were approp	riate resources available to support the subject.	0	0	0	0	0	0
1		tive feedback when needed.	0	0	0	<b>6</b>	0	0
6	The teacher appea manner.	rs to be well prepared and presents the material in a well organised	0	0	0	0	•	0
7	. The teacher is able	to explain concepts clearly.	0	0	0	<b>Ø</b>	0	0
8	. Overall, I am satisfi	ed with the teaching of this staff member.	0	0	0	0	<b>©</b>	0
		ed with the quality of this subject.	0	0	0	0	<b>(</b>	0
10	. The tutorials assist	ed my understanding of the subject.	0	0	0	•	0	0
11	. The laboratories as	ssisted my understanding of the subject.	0	0	0	0	0	0
			0	0	0	0	0	0
			0	0	0	0	0	0
			0	0	0	0	0	0
			0	0	0	0	0	0
			0	0	0	0	0	0
	Comments				*******************************			

Comments
1. What did you particularly like about this subject? The wn tent of this subject
2. Please suggest any improvements that could be made to this subject.  I think it should supplied more code examples and explain it by delails, not just theory or proceeds code.
Please feel free to use the back of this form to make any other comments, particularly in relation to your above ratings.



Strongly A

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ı.n	HISE	COOR

## **UTS Student Feedback Survey**

00000	Please provide the code for your current course by marking the corresponding numbered circles in are listed on the back of this form to assist you. Please then answer the following questions about the teaching of this class (If teacher's name is blank please provide details). For each question mexperiences. Your responses will be completely anonymous and will be used to improve the quality	your ex ark the l	perienc box whi	es in th ch best	is subje	ct and
90000000 90000000000000000000000000000	Subject name: Introduction to Game Programming  Teacher's name: Yoso & Pisaw  (If teacher's name is blank please provide details)  Subject code: 31004 Class code: Lec	Not Applicable	Strongly Disagree	Disagree	Neutral	Agree
1. The subject was de	livered in a way which was consistent with its stated objectives.	0	0	0	0	<b>@</b>

Subject code: 31004 Class code: Lec	able	isagree		1	Villana i Allana i Allana	gree
1. The subject was delivered in a way which was consistent with its stated objectives.	0	0	0	0	0	0
2. My learning experiences in this subject were interesting and thought provoking.	0	0	0	0	0	0
3. I found the assessment fair and reasonable.	0	0	0	0	<b>②</b>	0
4. There were appropriate resources available to support the subject.	0	0	0	0	<b>@</b>	0
5. I received constructive feedback when needed.	0	0	0	0	<b>6</b>	0
6. The teacher appears to be well prepared and presents the material in a well organised manner.	0	0	0	0	0	0
7. The teacher is able to explain concepts clearly.	0	0	0	0	<b>@</b>	0
8. Overall, I am satisfied with the teaching of this staff member.	0	0	0	0	<b>@</b>	0
9. Overall I am satisfied with the quality of this subject.	0	0	0	0	0	0
10. The tutorials assisted my understanding of the subject.	0	0	0	0	<b>②</b>	0
11. The laboratories assisted my understanding of the subject.	0	0	0	0	•	0
	0	0	0	0	0	0
	0	0	0	0	0	0
	0	0	0	0	0	0
	0	0	0	0	0	0

## Comments

1. What did you particularly like about this subject?  If definitely increased my C/C++ skills and my problem solving / research skills. Although I found the subject quite hand it was interesting to harn about the basis and what happens
behind the scenes in games.
2. Please suggest any improvements that could be made to this subject.
- There is a lot of naterial to cover. Too much I think.
- There should definitely be more code examples during be tures and
- There should definitely be more code examples during becomes, and for the lecturer to go through that code once the theory has been learnt.
Please feel free to use the back of this form to make any other comments, particularly in relation to your above ratings



Shade Circles Like This --> • Not Like This--> ⊗

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### **UTS Student Feedback Survey Course Code** Ø Please provide the code for your current course by marking the corresponding numbered circles in the box to the left. Course codes are listed on the back of this form to assist you. Please then answer the following questions about your experiences in this subject and the teaching of this class (If teacher's name is blank please provide details). For each question mark the box which best reflects those experiences. Your responses will be completely anonymous and will be used to improve the quality of your program. Subject name: Introduction to Game Programming Agree Not Applicable Strongly Disagree Strongly Agree Disagree Neutral Teacher's name: (If teacher's name is blank please provide details) Subject code: 31004 Class code: Lec 1. The subject was delivered in a way which was consistent with its stated objectives. 2. My learning experiences in this subject were interesting and thought provoking. O О 3. I found the assessment fair and reasonable. 4. There were appropriate resources available to support the subject. 5. I received constructive feedback when needed. 6. The teacher appears to be well prepared and presents the material in a well organised manner. 7. The teacher is able to explain concepts clearly. 8. Overall, I am satisfied with the teaching of this staff member. О 9. Overall I am satisfied with the quality of this subject. О The tutorials assisted my understanding of the subject. 11. The laboratories assisted my understanding of the subject. О О O O О О О

			0	0	0	
Comments						
1. What did you particularly like about this subject?					/	
1. What did you particularly like about this subject?  Very interesting material. Lectures were the common of the	2 hel	Ku	owle	edç	106	1es
I lot of exposure to programming.						
2. Please suggest any improvements that could be made to this subject.	0 - 1	\		. ،		0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
labs of easier digestable potitions with	NO	WH	ow	+ 4	C	
allow student self-assessment of progress	s. l	eca	fein	28	WIL	th
more code examples. Labs relevant to antique	nent	4.				
Please feel free to use the back of this form to make any other comments, particularly in relation	า to you	r abov	e ratii	ngs.		
						······································

Lecturer's Name: Yusuf Pisan Subject Code: 31004 Subject Name: Game Programming				18:00 - 08/11/20 No. Enrolled: No. of Responses:	30
Order No: 106	Mean (SD)	Number of Responses			%
It was always easy to know the standard of work expected.	3.90 (0.57)	1 7 2 0 0 0	SA A N D SD Not Applicable No Response		10 70 20 0
2. The subject developed my problem solving skills.	4.20 (0.63)	3 6 1 0 0 0	SA A N D SD Not Applicable No Response		30 60 10
The teaching staff on this subject motivated me to do my best work.	4.33 (0.50)	3 6 0 0 0 0 2	SA A N D SD Not Applicable No Response		33
4. The workload was too heavy.	3.56 (0.73)	1 3 5 0 0 0	SA A N D SD Not Applicable No Response		1 3; 5(
5. The subject sharpened my analytic skills.	3.82 (0.75)	1 8 1 1 0 0	SA A N D SD Not Applicable No Response		7
I usually had a clear idea of where I was going and what was expected of me in this subject.	3.73 (0.65)	1 6 4 0 0 0	SA A N D SD Not Applicable No Response		5
7. Staff put a lot of time into commenting on my work.	3.20 (0.63)	0 3 6 1 0 0	SA A N D SD Not Applicable No Response		3 6 1
To do well on this subject all you really needed was a good memory.	2.20 (1.14)	0 2 1 4 3 0	SA A N D SD Not Applicable No Response		2 1 4 3
The subject helped me to develop my ability to work as a team member.	2.57 (1.51)	0 3 1 0 3 3	SA A N D SD Not Applicable No Response		4 1 4
Scale: SD D Strongly Disagree (1) Disagree (	2)	N Neutral (3)	A Agree (4)	SA Strongly Agree (5)	

Lecturer's Name: Yusuf Pisan	18:00 - 08/11/2005
Subject Code: 31004	No. Enrolled: 30
Subject Name: Game Programming	No. of Responses: 11

Subject Name: Game Progra	amming				No. of Responses:	11
Order No: 106		Mean (SD)	Number of Responses			%
10. As a result of my subject, I tackling unfamiliar problem		3.64 (0.50)	0 7 4 0 0 0	SA A N D SD Not Applicable No Response		0 64 36 0
11. The subject improved my s communication.	skills in written	2.70 (0.95)	0 2 4 3 1 0	SA A N N N N N N N N N N N N N N N N N N		0 20 40 30 10
12. Staff seemed more interes had memorised than what		2.27 (1.49)	1 2 1 2 5 0	SA A N N N N N N N N N N N N N N N N N N	]	9 18 9 18 45
13. It was often hard to discove of me in this subject.	er what was expected	2.50 (0.97)	0 2 2 5 1 0	SA A N N N N N N N N N N N N N N N N N N		0 20 20 50 10
14. I was generally given enou the things I had to learn.	igh time to understand	3.30 (0.82)	1 2 6 1 0 0	SA A N N D SD Not Applicable No Response		10 20 60 10 0
15. The staff made a real effor difficulties I might be havin		3.90 (0.32)	0 9 1 0 0 0	SA A N D SD Not Applicable No Response		0 90 10 0
16. The assessment methods subject required an in-dept		4.00 (0.94)	3 5 1 1 0 0	SA A N D SD Not Applicable No Response		30 50 10 10
17. Teaching staff normally ga on how I was going.	ve me helpful feedback	3.90 (0.32)	0 9 1 0 0	SA A N D SD Not Applicable No Response		0 90 10 0
18. My lecturer(s) were extrem things.	nely good at explaining	3.50 (0.97)	1 5 2 2 0 0	SA A N D SD Not Applicable No Response		10 50 20 20 0
Scale: SD	D		N	A	SA	

Scale:	SD	D	N	Α	SA	
	Strongly Disagree (1)	Disagree (2)	Neutral (3)	Agree (4)	Strongly Agree (5)	
_						_

Lecturer's Name: Yusuf Pisan	18:00 - 08/11/2005
Subject Code: 31004	No. Enrolled: 30
Subject Name: Game Programming	No. of Responses: 11

Subject Name: Game Programming				110. of hesponses.
Order No: 106	Mean (SD)	Number of Responses		9/
19. Too many questions asked were just about facts.	2.56 (1.13)	0 2 3 2 2 1 1	SA A N D SD Not Applicable No Response	2: 3: 2: 2:
20. Teaching staff worked hard to make this subject interesting.	3.91 (0.83)	2 7 1 1 0 0	SA A N D SD Not Applicable No Response	6
21. There was a lot of pressure on me as a student in this subject.	3.64 (1.12)	3 3 3 2 0 0	SA A N D SD Not Applicable No Response	2° 2° 2° 11°
22. This subject helped me to develop my ability to plan my own work.	3.80 (0.42)	0 8 2 0 0 0	SA A N D SD Not Applicable No Response	86 20
23. The sheer volume of work to be got through in this subject meant that it couldn't all be thoroughly comprehended.	3.50 (0.97)	2 2 5 1 0 0	SA A N D SD Not Applicable No Response	20 20 5 10
24. The staff made it clear from the start what was expected of students.	3.90 (0.57)	1 7 2 0 0 0	SA A N D SD Not Applicable No Response	11 77 20
25. Overall I am satisfied with the quality of this subject.	4.00 (0.77)	3 5 3 0 0 0	SA A N D SD Not Applicable No Response	2' 4 2

Scale:	SD	D	N	А	SA	
	Strongly Disagree (1)	Disagree (2)	Neutral (3)	Agree (4)	Strongly Agree (5)	

Lecturer's Name: Yusuf Pisan	18:00 - 08/11/2005
Subject Code: 31004	No. Enrolled: 30
Subject Name: Game Programming	No. of Responses: 11

Order No: 106	Mean (SD)	Number of Responses	%
26. All things considered, how would you rate the teaching of this lecturer in this subject?	5.75 (0.71)	1 E	13 50 38 0 0 0
27. All things considered, how would you rate this subject?	6.13 (0.99)	4 E	50 13 38 0 0 0

Scale	VP VP	Р	NQS	S	G	VG	Е
	Very Poor (1)	Poor (2)	Not Quite Satisfactory (3)	Satisfactory (4)	Good (5)	Very Good (6)	Excellent (7)