

Subject: 31241 - 3D Computer Animation	Class: Wed - 18:00
Coordinator: Yusuf Pisan	Enrolled/Responding: 17 / 7 (41%)
Teachers: Steven Gilandas	Online 18.05.2009 - 6.06.2009

Survey No: 29420 31241-AUT-U-S-CMP1-01	Mean (SD)	Number of Responses		%
1. The subject was delivered in a way which was consistent with its stated objectives.	4.29 (0.49)	2 5 0 0 0 0 0	SA	29
			A	71
			N	0
			D	0
			SD	0
			Not Applicable	0
			No Response	0
2. My learning experiences in this subject were interesting and thought provoking.	4.57 (0.53)	4 3 0 0 0 0 0	SA	57
			A	43
			N	0
			D	0
			SD	0
			Not Applicable	0
			No Response	0
3. I found the assessment fair and reasonable.	4.00 (1.15)	3 2 1 1 0 0 0	SA	43
			A	29
			N	14
			D	14
			SD	0
			Not Applicable	0
			No Response	0
4. There were appropriate resources available to support the subject.	3.71 (1.11)	2 2 2 1 0 0 0	SA	29
			A	29
			N	29
			D	14
			SD	0
			Not Applicable	0
			No Response	0
5. I received constructive feedback when needed.	4.14 (0.69)	2 4 1 0 0 0 0	SA	29
			A	57
			N	14
			D	0
			SD	0
			Not Applicable	0
			No Response	0
6. Overall I am satisfied with the quality of this subject.	4.14 (0.69)	2 4 1 0 0 0 0	SA	29
			A	57
			N	14
			D	0
			SD	0
			Not Applicable	0
			No Response	0
7. The laboratories assisted my understanding of the subject.	4.29 (1.5)	5 1 0 0 1 0 0	SA	71
			A	14
			N	0
			D	0
			SD	14
			Not Applicable	0
			No Response	0

Teacher: Steven Gilandas (106456)

Open questions:

8. What did you like particularly in this subject?	2	Open question	28.57
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- 8.1 Very hands on.
- 8.2 3D animation is interesting

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9.	Please suggest any improvements that could be made to this subject.	4	Open question	57.14
9.1	A better timeslot. Finishing such an intense subject at 10pm at night is ridiculous			
9.2	There was not enough time each week to go through the vast amount of material needed. Classes would often run overtime (sometimes 30 mins) and there were times that there were not enough computers to go around. Also, the licence of the software ran out leaving us to miss a week of exercises			
9.3	The work for this subject is totally over 6 credit points work. The schedule for the subject is very tight. As a beginner, we need to learn everything from the beginning. From modelling, texturing, lighting, animating.. too many things to learn in limited of time. Steven is very willing to help students but there are far to many students having questions or problems for him to solve which made his work tough and make the class always runs late. Modelling should be another subject to learn before learning the animation. It should separate into two subjects and make the modelling as a pre-request subject to the animation. Also for the final assignment, we have to do the render and put sound together in the movie which requires the technique of using film production software such as Final Cut. We still haven't got covered in this topic and if we do not have any experience on using such software, like me, we will be in a huge disadvantage on finalizing the animation. It is kind of unfair to those students who are fresh to maya and film production software in the final animation assessment.			
9.4	I feel that the final assessment is weighted too heavily. It would be better if it was at most worth 50% of the mark, and the in class demonstrations were worth more (possibly 5% each)			

Scale	SD - strongly disagree	D - disagree	N - neutral	A - agree	SA - strongly agree
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