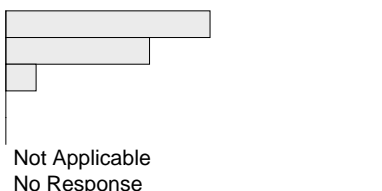
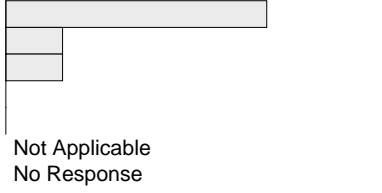
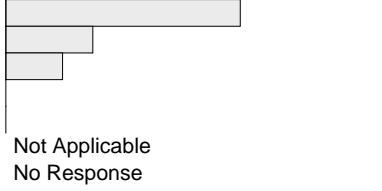
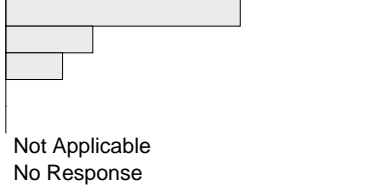
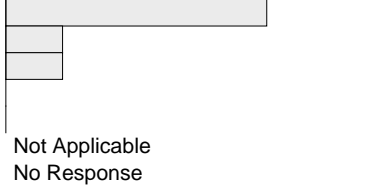
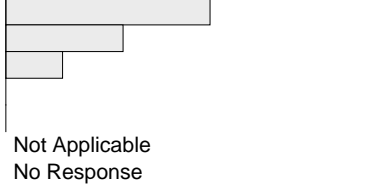


Subject: 32543 - Advanced 3D Computer Animation	Class: Fri - 18:00
Coordinator: Yusuf Pisan	Enrolled/Responding: 20 / 13 (65%)
Teachers: Steven Gilandas	Online 18.05.2009 - 6.06.2009

Survey No: 29674 32543-AUT-U-S-LEC1-01	Mean (SD)	Number of Responses			
1. The subject was delivered in a way which was consistent with its stated objectives.	4.46 (0.66)	7	SA	54	
			A	38	
			N	8	
			D	0	
			SD	0	
			Not Applicable	0	
			No Response	0	
2. My learning experiences in this subject were interesting and thought provoking.	4.54 (0.78)	9	SA	69	
			A	15	
			N	15	
			D	0	
			SD	0	
			Not Applicable	0	
			No Response	0	
3. I found the assessment fair and reasonable.	4.46 (0.78)	8	SA	62	
			A	23	
			N	15	
			D	0	
			SD	0	
			Not Applicable	0	
			No Response	0	
4. There were appropriate resources available to support the subject.	4.46 (0.78)	8	SA	62	
			A	23	
			N	15	
			D	0	
			SD	0	
			Not Applicable	0	
			No Response	0	
5. I received constructive feedback when needed.	4.54 (0.78)	9	SA	69	
			A	15	
			N	15	
			D	0	
			SD	0	
			Not Applicable	0	
			No Response	0	
6. Overall I am satisfied with the quality of this subject.	4.38 (0.77)	7	SA	54	
			A	31	
			N	15	
			D	0	
			SD	0	
			Not Applicable	0	
			No Response	0	

Teacher: Steven Gilandas (106456)

Open questions:

7.	What did you like particularly in this subject?	3	Open question	23.08
7.1	interested in learning 3D animation			
7.2	The teacher! Steven was incredibly engaged, interested in the students development, supportive and capable. This is my last semester and I can say for sure that he was the best lecture I had in this University.			
7.3	Excellent software. Intelligent, skilled and friendly lecturer.			
8.	Please suggest any improvements that could be made to this subject.	4	Open question	30.77
8.1	3d animation is interesting, however the teaching speed was far too fast some time and not all lessons are accompanied with a printed/soft copy note copy. It was very hard to learn the thousand steps and at the same time drop down the note by myself within the class.			

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The tutorial exercise should perhaps worth a bit more, and the final animation is weighing too much that although this is the final outcome of the subject, it can balance out with other assessment.

the two/three weeks of black out of the maya license was really bad that students didn't have a lab to revise the work and it causes delay to their own assignment. Although eventually we are able to hand in it on time, it was not fair that we had less time to spend on refining own work due to those week.

there are appropriate resources however it just far too much - the list was very long so it's impossible to go through all of them to learn (time doesn't allow)

And also there is only one tutor available out of that many students, so i think the resource is not enough that way.

I have found this subject on introductory of Maya still too hard and complicated for a new beginner/learner.

- 8.2 Either cover less content or add more hours.
- 8.3 There was no separate lecture or tutorial
- 8.4 The pace is far too fast for many. Perhaps there is too much content to cover. Students doing well were able to go to two 3-hour sessions, which seems a little unfair for those of us who could only manage the assigned 3-hour lecture. Either cut down content so the pace of teaching can slow or extend to 5-hour lectures. The problem with the pace was that it was too difficult to take notes, try the examples and watch the screen simultaneously, meaning that things were missed, causing frustration amongst some.