UNIVERSITY OF TECHNOLOGY SYDNEY

Student Feedback Results: 2009.1

Generated: 14.07.2009, 9:17 am

Subject: 31262 - Introduction to Computer Game Design
Coordinator: Yusuf Pisan
Teachers: Yusuf Pisan

Class: Thu - 16:30
Enrolled/Responding: 16 / 6 (38%)
Online 18.05.2009 - 6.06.2009

Survey No: 29475 31262-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.	4.67 (0.52)	4 2 0 0 0 0 0	SA A N D SD Not Applicable No Response	67 33 0 0 0
2. My learning experiences in this subject were interesting and thought provoking.	4.83 (0.41)	5 1 0 0 0 0 0	SA A N D SD Not Applicable No Response	83 17 0 0 0
3. I found the assessment fair and reasonable.	4.50 (0.84)	4 1 1 0 0 0 0	SA A N D SD Not Applicable No Response	67 17 17 0 0
4. There were appropriate resources available to support the subject.	4.67 (0.52)	4 2 0 0 0 0 0	SA A N D SD Not Applicable No Response	67 33 0 0 0
5. I received constructive feedback when needed.	4.67 (0.52)	4 2 0 0 0 0 0	SA A N D SD Not Applicable No Response	67 33 0 0 0
6. Overall I am satisfied with the quality of this subject.	4.83 (0.41)	5 1 0 0 0 0 0	SA A N D SD Not Applicable No Response	83 17 0 0 0
7. The laboratories assisted my understanding of the subject.	4.33 (0.82)	3 2 1 0 0 0 0	SA A N D SD Not Applicable No Response	50 33 17 0 0
Teacher: Yusuf Pisan (030429)				
8. The teacher appears to be well prepared and presents the material in a well organised manner.	4.67 (0.52)	4 2 0 0 0 0 0	SA A N D SD Not Applicable No Response	67 33 0 0 0

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

UNIVERSITY OF TECHNOLOGY SYDNEY

Student Feedback Results: 2009.1

Generated: 14.07.2009, 9:17 am

Subject: 31262 - Introduction to Computer Game Design
Coordinator: Yusuf Pisan
Teachers: Yusuf Pisan

Class: Thu - 16:30
Enrolled/Responding: 16 / 6 (38%)
Online 18.05.2009 - 6.06.2009

Survey No: 29475 31262-AUT-U-S-CMP1-01		Mean (SD)	Number of Responses		%
9.	The teacher is able to explain concepts clearly.	4.50	3	SA	50
		(0.55)	3	A	50
			0	N	0
			0	D	0
			0	SD	0
			0	Not Applicable	
			0	No Response	
10.	Overall, I am satisfied with the teaching of this staff member.	4.67	4	SA	67
		(0.52)	2	A	33
			0	N	0
			0	D	0
			0	SD	0
			0	Not Applicable	
			0	No Response	

Open questions:

11.	What did you like particularly in this subject?	3	Open question	50

11.1 Fantastic subject. It would be great if the subject could continue from "Introduction to Game Design" to an even more advanced subject

11.2 The variety of assignment types were interesting and fun to do

11.3 I enjoyed the "hands-on" experience of designing games from scratch. This was a far more enjoyable and thought provoking way of presenting the subject and allowed application of the ideas presented in the text-book (which was a very good choice of text).

Playtesting the games also allowed a full encompass of all events in a game designers environment and was intruiging to see how other people had interpretted the question.

12.	Please suggest any improvements that could be made to this subject.	2	Open question	33.33

12.1 I would have liked more time to work on the computer game assignment. The other 2 games assignments were good fun too but would have preferred to finish them both before the holiday week giving us much more time to produce a higher quality computer game

12.2 I would have liked some tutorials providing the basics of game maker, although I recognise time constraints may have restricted these maybe even outside of class time. I'm sure plenty of people would have attended to particpate in these. The online tutorials were good, but some of the later online tutorials are a bit vague in how to complete some actions and this wasted some time just trying to get the tutorial to work, when I could have been working on my final project.

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