UNIVERSITY OF TECHNOLOGY SYDNEY

Student Feedback Results: 2009.1

Generated: 14.07.2009, 9:20 am

Subject: 32003 - Computer Game Design
Coordinator: Yusuf Pisan
Teachers: Yusuf Pisan

Class: Thu - 19:30
Enrolled/Responding: 20 / 13 (65%)
Online 18.05.2009 - 6.06.2009

Survey No: 29599
32003-AUT-U-S-CMP1-02

	Mean (SD)	Number of Responses		%
1. The subject was delivered in a way which was consistent with its stated objectives.	4.46 (0.52)	6	SA	46
		7	A	54
		0	N	0
		0	D	0
		0	SD	0
		0	Not Applicable	
		0	No Response	
2. My learning experiences in this subject were interesting and thought provoking.	4.31 (0.85)	6	SA	46
		6	A	46
		0	N	0
		1	D	8
		0	SD	0
		0	Not Applicable	
		0	No Response	
3. I found the assessment fair and reasonable.	4.23 (0.6)	4	SA	31
		8	A	62
		1	N	8
		0	D	0
		0	SD	0
		0	Not Applicable	
		0	No Response	
4. There were appropriate resources available to support the subject.	4.23 (0.6)	4	SA	31
		8	A	62
		1	N	8
		0	D	0
		0	SD	0
		0	Not Applicable	
		0	No Response	
5. I received constructive feedback when needed.	4.31 (0.85)	6	SA	46
		6	A	46
		0	N	0
		1	D	8
		0	SD	0
		0	Not Applicable	
		0	No Response	
6. Overall I am satisfied with the quality of this subject.	4.31 (0.63)	5	SA	38
		7	A	54
		1	N	8
		0	D	0
		0	SD	0
		0	Not Applicable	
		0	No Response	
7. The laboratories assisted my understanding of the subject.	4.08 (1.04)	4	SA	31
		8	A	62
		0	N	0
		0	D	0
		1	SD	8
		0	Not Applicable	
		0	No Response	

Teacher: Yusuf Pisan (030429)

8. The teacher appears to be well prepared and presents the material in a well organised manner.	4.23 (1.17)	7	SA	54
		4	A	31
		1	N	8
		0	D	0
		1	SD	8
		0	Not Applicable	
		0	No Response	

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

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Survey No: 29599 32003-AUT-U-S-CMP1-02	Mean (SD)	Number of Responses		%
9. The teacher is able to explain concepts clearly.	4.42 (0.9)	7 4 0 1 0 1 0	SA A N D SD Not Applicable No Response	58 33 0 8 0
10. Overall, I am satisfied with the teaching of this staff member.	4.33 (0.65)	5 6 1 0 0 1 0	SA A N D SD Not Applicable No Response	42 50 8 0 0

Open questions:

11. What did you like particularly in this subject? — 4 — Open question — 30.77

11.1 Subject was always related to current concepts in Game Design, and lots of beneficial information was bring into the class other than the text book.

I think it was definitely helpful for students who are pursing a career in game or similar areas which is really important.

11.2 Same as the lecture comments

11.3 Playing an example of the game genre with your group before the start of the design project was really useful and not only proved to be an opportunity for the team to bond, but also gave everyone a common focal point to be able to talk around when brainstorming ideas. It was also good to be able to get the chance to try out other people's games, see what ideas they had come up with, as well as write up a playtest analysis, which is, as far as I can tell, a good practical skill to develop if wanting to pursue a career in any design field.

11.4 Seeing the games that everyone else came up with.

12. Please suggest any improvements that could be made to this subject. — 5 — Open question — 38.46

12.1 1.) Random groups worked at the end, and I totally understand the reasons behind it. Kind of helpful because we cannot select our coworkers too, and also it is good because game design is a group work and you understand how hard it is. BUT I think it is different from work environment, even if you don't select your coworkers, they are there because they choose game making as a profession. In class not everybody think it is that important. Some students just take the subject because they think it can be fun. Just to save those who really care about the subject, it is better to go with individual assignments or own selection of groups(although I know it is hard to manage that many assignments).

2.) Because third assignment due is close to end, it collapse with other subject's assignments even more. So normally maybe 3 week is enough in the mid semester, but at the end it is really so hard to manage your time. So maybe first assignment(s) can take 1 week less and last one may start little bit earlier.

12.2 the way of the lecturer's teaching was just reading the text book. Moreover, the lecture has to improve the speaking skill in English as he is stammer. I am so confused about that how come a stammer can be a lecturer in UTS.

12.3 Same as the lecture comments

12.4 Although I think it was a good idea to have the opportunity to write up an analysis of another team's work, and be marked on our efforts in completing that competently, I think having the other team's grade affect our final grade was unfair - I know there were a number of teams that were marked quite harshly by colleagues, and it tarnished an otherwise excellent mark. I also think a couple of practical exercises playing with GameMaker in a tutorial session would be extremely useful. It may have been a good thing to conduct right after we'd handed in the board games. Perhaps running through one or two of the tutorials together that can be found on the GameMaker site would be sufficient - then get us to try to tweak them slightly in a way not in the instructions and see what issues we come up with. It would not only give us a chance to have one on one help when we stumbled or hit walls trying to figure it out, but it would also give the entire class a good solid idea of what GameMaker is capable of - which might have helped a bit in the brainstorming process. Now that I've been playing with it a bit, I wonder how many teams will actually realise the plans they shared in class the other week...

12.5 the card and borad theme are quite weird, a bit hard to made the game link with theme closely

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