
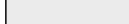




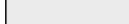




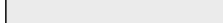





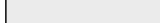
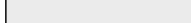



Subject: 32003 - Computer Game Design	Class: Thu - 18:00
Coordinator: Yusuf Pisan	Enrolled/Responding: 20 / 12 (60%)
Teachers: Yusuf Pisan	Online 18.05.2009 - 6.06.2009

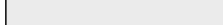




Survey No: 29600 32003-AUT-U-S-LEC1-01	Mean (SD)	Number of Responses		%
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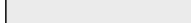
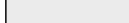



1. The subject was delivered in a way which was consistent with its stated objectives.	4.33 (1.15)	7	SA  A  N  D  SD  Not Applicable No Response	58 33 0 0 8
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2. My learning experiences in this subject were interesting and thought provoking.	4.25 (1.14)	6	SA  A  N  D  SD  Not Applicable No Response	50 42 0 0 8
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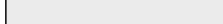

3. I found the assessment fair and reasonable.	4.25 (0.62)	4	SA  A  N  D  SD  Not Applicable No Response	33 58 8 0 0
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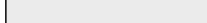
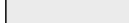



4. There were appropriate resources available to support the subject.	4.33 (0.65)	5	SA  A  N  D  SD  Not Applicable No Response	42 50 8 0 0
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5. I received constructive feedback when needed.	4.33 (0.98)	7	SA  A  N  D  SD  Not Applicable No Response	58 25 8 8 0
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6. Overall I am satisfied with the quality of this subject.	4.42 (0.67)	6	SA  A  N  D  SD  Not Applicable No Response	50 42 8 0 0
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Teacher: Yusuf Pisan (030429)

7. The teacher appears to be well prepared and presents the material in a well organised manner.	4.25 (1.22)	7	SA  A  N  D  SD  Not Applicable No Response	58 25 8 0 8
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8. The teacher is able to explain concepts clearly.	4.36 (0.92)	6	SA  A  N  D  SD  Not Applicable No Response	55 36 0 9 0
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Subject: 32003 - Computer Game Design	Class: Thu - 18:00
Coordinator: Yusuf Pisan	Enrolled/Responding: 20 / 12 (60%)
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Survey No: 29600 32003-AUT-U-S-LEC1-01	Mean (SD)	Number of Responses			%	
9. Overall, I am satisfied with the teaching of this staff member.	4.36 (0.67)	5	SA	<div style="width: 45%; height: 10px; background-color: #cccccc;"></div>	45	
		5	A	<div style="width: 45%; height: 10px; background-color: #cccccc;"></div>	45	
		1	N	<div style="width: 9%; height: 10px; background-color: #cccccc;"></div>	9	
		0	D	<div style="width: 0%; height: 10px; background-color: #cccccc;"></div>	0	
		0	SD	<div style="width: 0%; height: 10px; background-color: #cccccc;"></div>	0	
		1	Not Applicable			
		0	No Response			

Open questions:

10.	What did you like particularly in this subject?	3	Open question	25
10.1	The play centric approach, the focus on play over technology was really good. The assignments also allowed us to be highly creative, which was very cool.			
10.2	It was fun and I learned a great deal about game design. It also opened by eyes to potential career paths I hadn't previously considered. The text book was actually easy to read and full of useful, practical information and exercises. The lecturer was very approachable and clearly knows a lot about games (and about a lot of games!)			
10.3	Lectures were extremely interesting.			
11.	Please suggest any improvements that could be made to this subject.	3	Open question	25
11.1	1. cancel the quizzes section, because assignment will take much time especially last assignment, we do not have enough time to design the last game. or you can chage it to open book quiz or make quiz early (before the third assignment assigned)			
11.2	Overall I think the subject was really really good. However I would have liked more time to spend on each project so I can actually build a good one (mainly the final project), so possibly reduce the number of projects to 2 but create stage gates along the way. Also would have liked to use any tools for the final if I could (I was thinking of doing a enterprise focused web based game) although I can understand the need to level the playing field.			
11.3	I found the assessments all required quite a lot of work for their small final score weighting, but they were each extremely useful in building up to the final project, so I wouldn't necessarily change their content. The quizzes, in particular, I found taxing. 4-5 chapters were a lot to memorise in one go. I think if there were 4 quizzes throughout term instead of 2, at 7.5% each, that would be less daunting and it would also ensure that the class stayed up to date with the text the whole way, instead of in two large focus points, which would also flow on to benefit the group design assessments. The final quiz was particularly distracting. I don't think I'm the only class member that put off starting on the final design project in order to brush up my reading and studying, which I'm sorely regretting as the end of term deadline looms!			

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