

Subject: 31263 - Introduction to Computer Game Programming	Class: Thu - 18:00
Coordinator: Yusuf Pisan	Enrolled/Responding: 18 / 10 (56%)
Teachers: Yusuf Pisan	Online 19.10.2009 - 9.11.2009

Survey No: 35816 31263-SPR-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.	4.40 (0.52)	4 6 0 0 0 0 0	SA A N D SD Not Applicable No Response	40 60 0 0 0
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2. My learning experiences in this subject were interesting and thought provoking.	4.80 (0.42)	8 2 0 0 0 0 0	SA A N D SD Not Applicable No Response	80 20 0 0 0
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3. I found the assessment fair and reasonable.	3.70 (1.06)	3 2 4 1 0 0 0	SA A N D SD Not Applicable No Response	30 20 40 10 0
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4. There were appropriate resources available to support the subject.	4.60 (0.52)	6 4 0 0 0 0 0	SA A N D SD Not Applicable No Response	60 40 0 0 0
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5. I received constructive feedback when needed.	4.00 (1.25)	5 2 1 2 0 0 0	SA A N D SD Not Applicable No Response	50 20 10 20 0
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6. Overall I am satisfied with the quality of this subject.	4.50 (0.53)	5 5 0 0 0 0 0	SA A N D SD Not Applicable No Response	50 50 0 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.	4.70 (0.48)	7 3 0 0 0 0 0	SA A N D SD Not Applicable No Response	70 30 0 0 0
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8. The teacher is able to explain concepts clearly.	4.40 (0.7)	5 4 1 0 0 0 0	SA A N D SD Not Applicable No Response	50 40 10 0 0
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9. Overall, I am satisfied with the teaching of this staff member.	4.50 (0.71)	6	SA	60
		3	A	30
		1	N	10
		0	D	0
		0	SD	0
		0	Not Applicable	
		0	No Response	
		0		

Open questions:

10. What did you like particularly in this subject?	7	Open question	70
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- 10.1 I really enjoyed the creativity allowed and opportunity to create my own games. I also found the lectures very informative and interesting in the subject matter and presentation.
- 10.2 Personally, I found it very interesting and engaging.
- 10.3 enjoyed the assessments, and i think with a little more time the projects we created for these assessments would help a student showcase their work to prospective employers
- 10.4 Assignments were very hard to do, yet interesting and fun to do it
- 10.5 The theory was interesting
- 10.6 Yusuf is a great teacher. The tutorials were very constructive and provided the necessary foundation for me to advance my knowledge of game programming.
- 10.7 The weekly lab exercises were not only a good introduction to learning the c# XNA code, but ensured that students didn't fall behind in their learning experiences. They also helped to keep motivation for the subject, by the exercises being challenging but not to the point of impossibility of completion.
I enjoyed learning some of the more advanced concepts of 3D games, such as quaternion rotations and accurate collision detections. Through these I found a greater appreciation for actual game developers who would need to have an in-depth knowledge of these concepts to create the quality of games that exist.

11. Please suggest any improvements that could be made to this subject.	5	Open question	50
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- 11.1 For a "Game Programming" subject, the third assignment put very little emphasis on actual programming. I'd have preferred that less time be dedicated to the first assignment (since it was only 2D), leaving more time for the more advanced concepts related to 3D development.
- 11.2 longer lab sessions or more time to complete lab exercises
- 11.3 there were too many assignments i think.
It may be better to have one or two major assignment that consist of 5-8 students.
Lecture could be use to explain complex coding sample to help the assignments
- 11.4 I would have liked more time to work on assignment 2 - the 3d game. I think the subject would have been better with 2 assignments (a 2d game and a 3d game) since this would give us more time to develop and produce a game that not only is more polished but also fun to play
- 11.5 I think, from people's responses I've heard, that more time should be spent on octrees. This seemed to be the main topic that most people either didn't understand and therefore didn't deem as an important area or didn't understand and therefore just used whatever code they could find through research without an actual understanding of how the code worked. Maybe walking students through the coding of an octree, line by line to show them specifically how to setup a simple octree would improve the student's understanding of this area of coding. But the explanation in class was well done and it shouldn't be neglected either, a combination of the two, if possible would be best.

Some way of recording what different group members did could possibly use some improvement. Currently it seems based 100% on how much the different group members can program. While this matches with the subject's intended outcomes, some students have had experience with the language before and therefore are able to write large amounts of classes in the time it takes another student to write one class. The student who wrote the most would steal marks from the weaker programming student, which then decreases the weaker student's confidence and they move further into the background in future assignments, feeling that they are doing something wrong. Perhaps the inclusion of a diary of some sort as part of the report to show the thought processes taken by each student, rather than just how much they can program in the time given to them, would improve this area.

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