










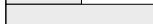
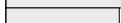


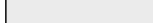





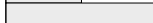




















Subject: 31263 - Introduction to Computer Game Programming	Class: Wed - 18:00
Coordinator: Yusuf Pisan	Enrolled/Responding: 22 / 10 (45%)
Teachers: Yusuf Pisan	Online 18.10.2010 - 15.11.2010

Survey No: 51677 31263-SPR-U-S-LEC1-01	Mean (SD)	Number of Responses			
1. The subject was delivered in a way which was consistent with its stated objectives.	3.60 (1.26)	2 5 1 1 1 0 0	SA		20
			A		
			N		
			D		
			SD		
			Not Applicable		
			No Response		
2. My learning experiences in this subject were interesting and thought provoking.	4.10 (0.99)	4 4 1 1 0 0 0	SA		40
			A		
			N		
			D		
			SD		
			Not Applicable		
			No Response		
3. I found the assessment fair and reasonable.	3.60 (1.17)	2 4 3 0 1 0 0	SA		20
			A		
			N		
			D		
			SD		
			Not Applicable		
			No Response		
4. There were appropriate resources available to support the subject.	3.90 (1.1)	4 2 3 1 0 0 0	SA		40
			A		
			N		
			D		
			SD		
			Not Applicable		
			No Response		
5. I received constructive feedback when needed.	3.70 (0.95)	2 4 3 1 0 0 0	SA		20
			A		
			N		
			D		
			SD		
			Not Applicable		
			No Response		
6. Overall I am satisfied with the quality of this subject.	3.70 (1.25)	2 6 0 1 1 0 0	SA		20
			A		
			N		
			D		
			SD		
			Not Applicable		
			No Response		
<b>Teacher: Yusuf Pisan (030429)</b>					
7. The teacher appears to be well prepared and presents the material in a well organised manner.	3.70 (1.06)	2 5 1 2 0 0 0	SA		20
			A		
			N		
			D		
			SD		
			Not Applicable		
			No Response		
8. The teacher is able to explain concepts clearly.	3.80 (1.03)	2 6 0 2 0 0 0	SA		20
			A		
			N		
			D		
			SD		
			Not Applicable		
			No Response		

Subject: 31263 - Introduction to Computer Game Programming	Class: Wed - 18:00
Coordinator: Yusuf Pisan	Enrolled/Responding: 22 / 10 (45%)
Teachers: Yusuf Pisan	Online 18.10.2010 - 15.11.2010

Survey No: 51677 31263-SPR-U-S-LEC1-01	Mean (SD)	Number of Responses		%
9. Overall, I am satisfied with the teaching of this staff member.	3.70 (1.34)	3	SA	30
		4	A	40
		1	N	10
		1	D	10
		1	SD	10
		0	Not Applicable	
		0	No Response	

**Open questions:**

10. What did you like particularly in this subject?	6	Open question	60
---	---	---------------	----

- 10.1 Excellent feedback from Yusuf on all assesments, and a very enjoyable subject
- 10.2 We get to program games to pass the subject ! It don't get no better than this ^^
- 10.3 The fact that we got to program a game
- 10.4 guestlectures, game examples. dedication.
- 10.5 Learning basic gaming concepts
- 10.6 The subject is a good crash course in XNA programming. If you can immerse yourself in the subject, you have the chance to learn a great deal regarding the programming of games and how this differs from regular programming.

11. Please suggest any improvements that could be made to this subject.	6	Open question	60
---	---	---------------	----

- 11.1 Maybe take a look at the (or multiple) conceptual design of a game engine, because it is part of the first assignment. I'm no expert but I believe most games are programmed in C++. It would be great to use that language instead of C# and use OpenGL as well. It could be agreed upon to use a common make system or one that can create projects for multiple IDEs e.g CMake. This way students could stick to their favorite OSs.
- 11.2 There was a lot of content covered in this subject, and not all of it was covered in depth. Would prefer to learn about less content but in depth. Also would be helpful if lecture slides were put online so we could look back to them
- 11.3 Assignment 3 was way too much work in such a short space of time.
- 11.4 Lecture Slides should be made available online.  
Quiz should be held later in the year; lectures after the quiz seemed a bit pointless, while they do help for the assignments, in my opinion most people didn't show up as they knew they weren't going to be examined on them.
- 11.5 Subject content should be consistent with the subject name. That is, if the subject is called Introduction to Computer Games Programming, it should only cover beginners/introductory gaming concepts. Not advanced physics and the like.
- 11.6 The subject is geared far too much toward those actively interested in joining the games development industry, and requires far too much effort for minimal reward in terms of marks.

I found that the lectures were often tangential in nature; the lecturer struggled to keep on topic and we struggled to follow his line of thought. The lectures are not (to my knowledge) posted anywhere at all, so we couldn't go and review the content at a later stage to better understand it, as we normally would. I actually found it was more beneficial to skip the lecture and just discuss the textbook content with friends.

Lab exercises, when completed, earned students a single mark. This is an insult to the time and effort put into completing them. No actual teaching got done in the labs. There was a lab assistant, but my understanding of the content was so poor that I honestly felt very uncomfortable just being present in the labs.

What I got out of this was a strong feeling that minimal effort was being put into actually teaching, possibly on the understanding that committed students would go and learn the content themselves. This is all well and good, but I did not pay a grand to be told to go and learn the content myself.

<b>Scale</b>	SD - strongly disagree	D - disagree	N - neutral	A - agree	SA - strongly agree
--------------	------------------------	--------------	-------------	-----------	---------------------