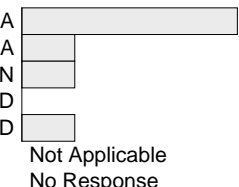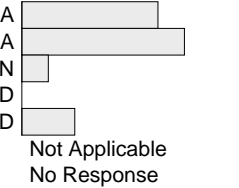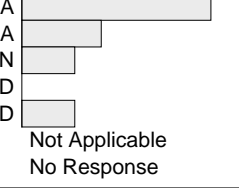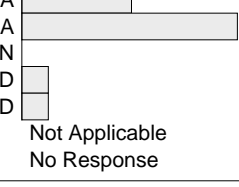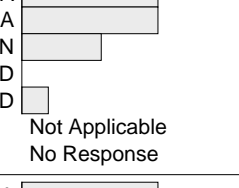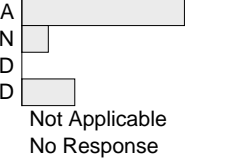|	
Subject: 31102 - Game Design Studio 1	Class: Tue - 15:00
Subject Coordinator: Yusuf Pisan	Enrolled/Responding: 23 / 14 (61%)
Teacher(s): Yusuf Pisan	Online 12.05.2014 - 8.06.2014

Survey No: 98227
31102-AUT-U-S-LEC1-01

		Mean (SD)	Number of Responses			%
1.	The subject was delivered in a way which was consistent with its stated objectives.	4.00 (1.47)	8	SA		57
			2	A		14
			2	N		14
			0	D		0
			2	SD		14
			0	Not Applicable		
			0	No Response		
2.	My learning experiences in this subject were interesting and thought provoking.	3.86 (1.35)	5	SA		36
			6	A		43
			1	N		7
			0	D		0
			2	SD		14
			0	Not Applicable		
			0	No Response		
3.	I found the assessment fair and reasonable.	3.93 (1.44)	7	SA		50
			3	A		21
			2	N		14
			0	D		0
			2	SD		14
			0	Not Applicable		
			0	No Response		
4.	There were appropriate resources available to support the subject.	3.93 (1.14)	4	SA		29
			8	A		57
			0	N		0
			1	D		7
			1	SD		7
			0	Not Applicable		
			0	No Response		
5.	I received constructive feedback when needed.	3.93 (1.14)	5	SA		36
			5	A		36
			3	N		21
			0	D		0
			1	SD		7
			0	Not Applicable		
			0	No Response		
6.	Overall I am satisfied with the quality of this subject.	3.86 (1.35)	5	SA		36
			6	A		43
			1	N		7
			0	D		0
			2	SD		14
			0	Not Applicable		
			0	No Response		

Teacher: Yusuf Pisan (030429)

		Mean (SD)	Number of Responses			%
7.	The teacher appears to be well prepared and presents the material in a well organised manner.	3.71 (1.27)	4	SA		29
			6	A		43
			1	N		7
			2	D		14
			1	SD		7
			0	Not Applicable		
			0	No Response		
8.	The teacher is able to explain concepts clearly.	3.71 (1.33)	5	SA		36
			4	A		29
			2	N		14
			2	D		14
			1	SD		7
			0	Not Applicable		
			0	No Response		

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

Subject: 31102 - Game Design Studio 1	Class: Tue - 15:00
Subject Coordinator: Yusuf Pisan	Enrolled/Responding: 23 / 14 (61%)
Teacher(s): Yusuf Pisan	Online 12.05.2014 - 8.06.2014

Survey No: 98227 31102-AUT-U-S-LEC1-01	Mean (SD)	Number of Responses			%
9. Overall, I am satisfied with the teaching of this staff member.	3.93 (1.27)	6 4 2 1 1 0 0	SA A N D SD Not Applicable No Response		43 29 14 7 7

Open questions:

10.	What did you like particularly in this subject?	7	Open question	50

10.1 Practical work over paper work

10.2 Nothing, this subject is about an interesting topic and yet has been made bland and uninteresting by a lecturer and tutor who aren't involved with the material and don't seem to care.

10.3 everything

10.4 Videos of the engines and linking of resources to further understand the games industry

10.5 Yusuf is an engaging lecturerer, and holds vast knowledge of the gaming industry. His slides are a mixture of visual statistics, facts and theory, along with video and verbal communication, which is good.

10.6 All good. Especially the information about effective teams and identifying problems with strategies.

10.7 The content of the Lectures was very informative and the fact that we implemented that which was taught in the lecture in a clear way was good. Also, we were to the Unity 3D game engine really well to set us up to get into our main projects.

11.	Please suggest any improvements that could be made to this subject.	7	Open question	50

11.1 [Inappropriate words identified and filtered] - Teaching us a method of PM that deliberately gets rid of paper work and MAKING us fill out a journal each week makes us feel like our time is being wasted. I can guarantee you, i did not take the FORCED submissions seriously, being told we have five minutes to ke an upload now and we MUST upload atleast once by next week means im bashing out and hitting submit. I dont have the time to stop and do that later, are you kidding me? You guys are going to be put through [word removed] when we get our marks back. Assesment guidelines list it as a reasonable influence on our marks and yet the woman that came out could not stress enough that there was absolutely ZERO requirement to do this and there would be NO impact on final grade

11.2 This subject (Games Design Studio 1) needs to actually incorporate some Games DESIGN and a lot less project management. We already have a subject for project management but we lack one for designing games. I think having students design a game and perhaps implement it in the GDS2 class might be very interesting.

11.3 Put documents on UTSOnline

11.4 more freedom in the assignments

11.5 Maybe stimulate the class by asking for news within the gaming world, and tracking topics that would be known among the students. Also in regards to the tutorial, I would highly recommend students to atleast go through one Unity tutorial every week, to keep the skills refreshed, and increase knowledge of the bits and pieces need to create a game.

11.6 Longer time to do the practical part for quiz one, but I see that was already fixed for quiz 2.

11.7 Ciriteria for certain projects arent always clearly set out such as assignment content and quiz materials and such. Also, sometimes the details of such things werent always easy to find/track down. A clearer more uniform way of communicating course details would save time and confusion.

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