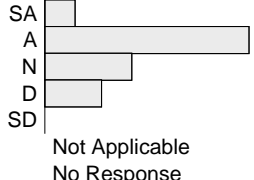
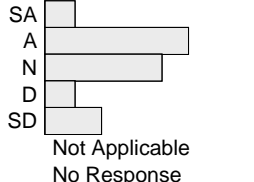
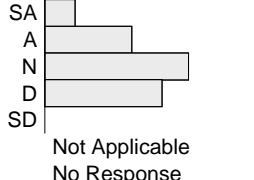
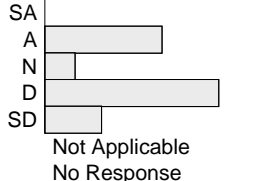
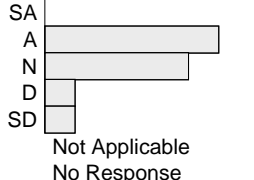
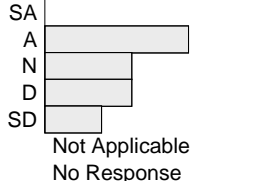

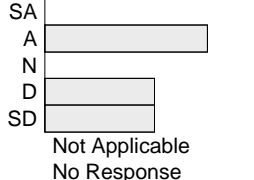


Subject: 31263 - Introduction to Computer Game Programming	Class: Wed - 18:00
Subject Coordinator: Yusuf Pisan	Enrolled/Responding: 29 / 14 (48%)
Teacher(s): Chek Tien Tan	Online 13.10.2014 - 9.11.2014

Survey No: 105049 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.	3.54 (0.88)	1 7 3 2 0 1 0	SA	8		
			A	54		
			N	23		
			D	15		
			SD	0		
			Not Applicable			
			No Response			
2. My learning experiences in this subject were interesting and thought provoking.	3.15 (1.21)	1 5 4 1 2 1 0	SA	8		
			A	38		
			N	31		
			D	8		
			SD	15		
			Not Applicable			
			No Response			
3. I found the assessment fair and reasonable.	3.08 (0.95)	1 3 5 4 0 1 0	SA	8		
			A	23		
			N	38		
			D	31		
			SD	0		
			Not Applicable			
			No Response			
4. There were appropriate resources available to support the subject.	2.54 (1.13)	0 4 1 6 2 1 0	SA	0		
			A	31		
			N	8		
			D	46		
			SD	15		
			Not Applicable			
			No Response			
5. I received constructive feedback when needed.	3.23 (0.93)	0 6 5 1 1 1 0	SA	0		
			A	46		
			N	38		
			D	8		
			SD	8		
			Not Applicable			
			No Response			
6. Overall I am satisfied with the quality of this subject.	2.85 (1.14)	0 5 3 3 2 1 0	SA	0		
			A	38		
			N	23		
			D	23		
			SD	15		
			Not Applicable			
			No Response			
Teacher: Chek Tien Tan (111813)						
7. The teacher appears to be well prepared and presents the material in a well organised manner.	3.43 (0.79)	0 4 2 1 0 0 7	SA	0		
			A	57		
			N	29		
			D	14		
			SD	0		
			Not Applicable			
			No Response			
8. The teacher is able to explain concepts clearly.	2.57 (1.4)	0 3 0 2 2 0 7	SA	0		
			A	43		
			N	0		
			D	29		
			SD	29		
			Not Applicable			
			No Response			

Scale	SD - strongly disagree	D - disagree	N - neither agree or disagree	A - agree	SA - strongly agree
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Survey No: 105049 31263-SPR-U-S-LEC1-01	Mean (SD)	Number of Responses			%
9. Overall, I am satisfied with the teaching of this staff member.	2.86 (1.21)	0 3 1 2 1 0 7	SA	0	
			A	43	
			N	14	
			D	29	
			SD	14	
			Not Applicable		
			No Response		

Open questions:

10. What did you like particularly in this subject?	8	Open question		57.14
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- 10.1 The fact that XNA is taught, and could be extended to cross-platform development
- 10.2 If it wasn't for my tutor there is nothing good about this subject. The material is outdated, tasks and assessment poorly designed.
- 10.3 Working with Visual Studio.
- 10.4
 1. Always received feedback from labs.
 2. Lectures were well-structured for quiz study.
 3. Required textbook was very useful.
 4. Lab exercises helped with assignments.
- 10.5 It introduced a lot of interesting and new concepts that I had never considered to be at the heart of game development, and it was fun overall to be introduced to these concepts.
- 10.6 Some interesting content.
- 10.7 Games programming is interesting, and the techniques mentioned were interesting
- 10.8 The required Reed text book was a great source of information, easy and clear to read.

11. Please suggest any improvements that could be made to this subject.	9	Open question		64.29
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- 11.1 I understand the lecturn pod room was a new addition this semester, but it is difficult to hear SongJia when he is not really close to the microphone (that may be due to the room itself though)
- 11.2 Update the material!!! Create labs and assessments which are actually adept at helping us learn the content. At the moment, we are paying UTS for what? So we can google answers and follow online tutorials?!?!?
- 11.3 While I do not contest Songjia Shen programming and theoretical skills, I am disappointed by his way of teaching this subject. It is hard to understand him due to a blurred and low-pitched voice, and his explanations do not always make sense. He likes to draw diagrams by hand, but they seem to confuse more than they explain. The lecture slides, whoever made them, make little sense in terms of learning how we should program the assignments and lab tasks. They are way to brief in terms on how to explain such a complicated subject as Game Programming. The lecture demos that are shown are not given to the students, and we are simply left in the dark. The class in general seemed bored and demotivated, and I'm disappointed on how little I have learned from the lectures and tutorials. There are too many topics that are not covered or even briefly talked about, even though they are apparently a requirement for the assignments.

I am also sincerely disappointed by the curriculum, seeing as XNA has been discontinued, and impracticable as a distributing platform. While it seems that the subject is being pushed and promoted by Microsoft, I would still like to see that UTS teaches students are taught the most up-to-date and relevant platform we might use in the future. XNA in that sense is most likely dead as a platform. Please change and redo this subject for the sake of future students. Unreal Engine would be a solid contestant in place of XNA and a valuable asset for Games Development students who already have experience with the Unity engine. I believe it would cover the world of game development far better than the current curriculum.
- 11.4 NOTE: The lecturer was not Chek Tien Tan, it was SongJia Shen (student feedback survey had the wrong lecturer listed)
 1. Lectures need to be extended so that that more "code" can be covered which can help students get started with the labs.
 2. All the lectures do is explain the concepts, and this is only helpful for the quiz, not the labs or assignment. This leaves students no choice but to go and search the Internet for tutorials on how to do the labs. In my opinion, a good subject teaches students enough so that they don't have to spend too much time searching for the guides online.
 3. Don't just ask students to visit online tutorials on how to do labs. Teach the students the technical stuff (coding etc...) and don't spend the entire lecture going through concepts.

Scale	SD - strongly disagree	D - disagree	N - neither agree or disagree	A - agree	SA - strongly agree
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4. Don't make the last lab due after the assignment.
- 11.5 The only problem was how the subject was presented.
The subject outline recommended readings rarely ever correlated specifically to the content for the week (except in the early lectures), and was not helpful.
Parts of the subject were simply not taught. I do not recall ever receiving anything but a general explanation of how to implement a quadtree or an octree, and there was no textbook material to assist with this.
Furthermore, the assessments were ridiculous. The quiz was okay, but the major project was flawed in many ways.
Assignment 1, I'll let slide - that was fair enough, and the bonus marks were always decently assigned. Assignment 2, on the other hand? How is it fair to dedicate a third of the marks (Step 2) to implementing content not introduced in the class? We were NOT instructed on how to use XML with XNA in any capacity apart from literally five minutes in class in which a few screenshots were briefly shown and a general explanation given ("make external files and load into the game". That's it.) Now, the main reason why this is a point of complaint is that none of that was covered in the subject; I understand it 'tied in' with our covering of the finite state machine, but our introduction to that did NOT cover how to implement that with XML (an annoyance for those students, including myself, who have not used XML before). If Step 2 had been marked on the presence or general implementation of a finite state machine using a less contrived method (like enums, or booleans in code), then I would not be complaining. But to force the use of external files (for map generation, variable initialization in the main game and NPC scripting) is ridiculous.
And as for bonus marks for Part 2, those were the most ridiculous suggestions I'd heard, especially given that we had not even been privy to an explanation of any of the concepts that would have been marked. Unacceptable.
- The lecturer was incomprehensible; Chek would have done a better job, methinks, but I can't say. He attempted to explain the content as best he could, but with difficulty, and average results. Combine that with a rushed lecture, and you get quite a few students scratching their heads in wonderment.
- This subject has the potential to be excellent.
But, in order to be excellent, you need to:
1. Make the assessments fairer, based on content covered in the subject.
 2. And I don't mean 'mentioned briefly'. I mean 'covered'!
 3. Try and explain the concepts behind the subject in a more in-depth and understandable way.
 4. Nice try, but no cigar for this subject. Try again next year.
- 11.6 Teaching for the subject could be improved. Found it difficult to follow concepts and research them afterwards.
- The quiz also seemed quite difficult, as many people seemed to be scoring around 50% give or take - even those who understood the content very well. Question wording was an issue and could be improved.
- 11.7 Need to actually check documents are correct before releasing them. Assignment specifications mentioned competitions long since passed, talked about themes that weren't actually required, slides and tutorials had incorrect dates etc.
- The lectures and lecturer were quite poor in teaching actual implementation of the theory introduced. The tutorials were never actually doable with the knowledge gained from teaching.
- If you're going to provide textbooks, make sure that the conventions taught by tutors/lecturers are the same as the textbook. In addition, often the recommended readings required other reading of multiple preceding chapters, without mention.
- 11.8 I wish this subject was better, my suggestions are:
- ??? Change the lecturer. Although Songjia is knowledgeable, he is not a good lecturer/speaker. His voice sounds mumbled, quiet, and unenthusiastic. The pictures he draws on the computer during his explanations are confusing and look so bad that I wonder if the mouse/tablet pen are broken.
- ??? Give example code files of what is being taught. I want to download and look though examples to help myself understand the content. Plus more in depth content on the lecture slides or more further information supplied on UTS online on the topics.
- ??? The lab solutions to be released!!! I found the lab activities very difficult and would have liked the previous solutions to be released so that I can fix any bad or missing code up before submitting the file with the same mistakes and further additions over the next few weeks too.
- 11.9 More information on how to implement the areas covered in the lecture.