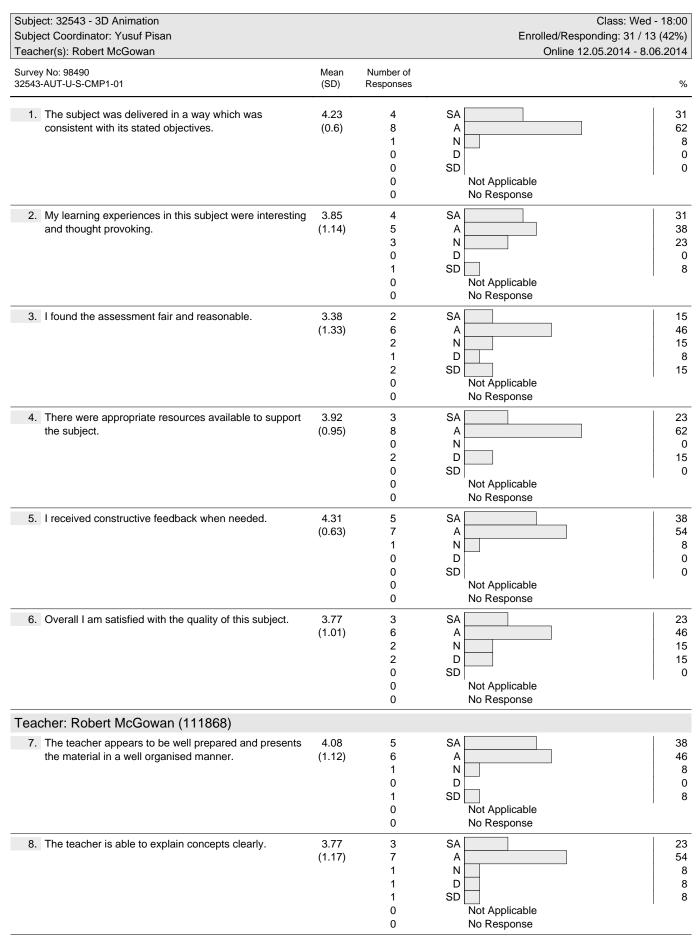


Student Feedback Results: 2014.1



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



Student Feedback Results: 2014.1

Generated: 22.07.2014, 2:06 pm



reacher(s). Nobelt wicdowall	Offille 12.03.2014 - 0.00.2014				
Survey No: 98490 32543-AUT-U-S-CMP1-01	Mean (SD)	Number of Responses	%		
Overall, I am satisfied with the teaching of this staff member.	3.92 (1.04)	4 6 1 2 0 0	SA A N D SD Not Applicable No Response	31 46 8 15 0	
Open questions:					
10. What did you like particularly in this subject?	3	Open question	23.08		

- 10.1 The lessons were well structured, with additional support from Jimmy throughout the lesson being very beneficial. Rob was also clearly very knowledgable in the area and his years of experience as a teacher are evident.
- 10.2 The directional leadership of the staff, showing how to understand and prepare for the introduction into such a field, they provided a great forward thinking and open criticism of progress always willing to help. The Assignments were 'to the point' for understanding of the techniques needed
- 10.3 provides sound knowledge about the animation.
- 11. Please suggest any improvements that could be made to this 4 Open question 30.77 subject.
- 11.1 Instead of trying to do all aspects of 'maya' software in one semester, it would be better to be more specific and develop just one of the possibilities, it would give more professional results
- 11.2 I feel the group-based project is better option. In that way, students discuss and learn more.
- 11.3 The teaching of staff member is well prepared and has great experience of using the software, but the process is going too fast. i dont have enough time to digest what i learn, the fact is that if i stop to think, more goes away, there is no time to think and follow.
- 11.4 I have some important suggestions to take into consideration. I was really engaged in this subject and believe that it can be improved: Informations are provided in form of PDF and UTS online, but difficult to find. A wiki would be a much more effective way for providing information to the student, because it is searchable and easily accessible. Surely, there is an initial investment of time to build it, but the students could help to contribute (maybe in form of bonus points). In my previous work, we introduced a wiki and surely there was an initial investment, but it always paid off at a later stage. Another option instead of a wiki would be a video sequence showing and explaining the whole process. Rob's presentations are great, but it is very difficult to know, how to create blendshapes etc. if you don't have instructions (I also tried to write notes, but they were useless). It seems like most students did not look for information in UTS online because it is quite messy. There seems to be old information, updated information, information are hard to search within PDFs and the discussion board. What also needs to be considered is the level of detail from the PDF that are provided. Often there was a lack of information, that made it really hard for the student to understand. A step by step instruction would be much easier to follow. Especially for the rigging part (rigging eyes) and blendshapes, these information are missing in a step-by-step form. It can be counter argued, that this is university and the students should search the information by himself. If this is the idea, the final project must be somehow reduced in size, because it is very intensive, and was the most intensive from all subjects I took until now. This would be fine if the information are easily accessible and step-by-step, but I used hours of searching, watching videos, etc. Please make it easier for future students to find their ways, I love this subject and the tutors teaching is great. Improving these mentioned thoughts, would bring this subject to the next level. This is not only my point of view, but also what I heard from many other students.

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