

Subject: 31262 - Introduction to Computer Game Design	Class: Fri - 18:00
Coordinator: Yusuf Pisan	Enrolled/Responding: 16 / 9 (56%)
Teachers: Damian Hills	Online 17.05.2010 - 15.06.2010

Survey No: 41871 31262-AUT-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.	4.33	4	SA		44	
	(0.71)	4	A		44	
		1	N		11	
		0	D		0	
		0	SD		0	
				Not Applicable		
				No Response		

2. My learning experiences in this subject were interesting and thought provoking.	4.33	5	SA		56	
	(0.87)	2	A		22	
		2	N		22	
		0	D		0	
		0	SD		0	
				Not Applicable		
				No Response		

3. I found the assessment fair and reasonable.	4.00	3	SA		33	
	(0.87)	3	A		33	
		3	N		33	
		0	D		0	
		0	SD		0	
				Not Applicable		
				No Response		

4. There were appropriate resources available to support the subject.	3.89	1	SA		11	
	(0.6)	6	A		67	
		2	N		22	
		0	D		0	
		0	SD		0	
				Not Applicable		
				No Response		

5. I received constructive feedback when needed.	3.67	2	SA		22	
	(1.12)	4	A		44	
		1	N		11	
		2	D		22	
		0	SD		0	
				Not Applicable		
				No Response		

6. Overall I am satisfied with the quality of this subject.	4.11	2	SA		22	
	(0.6)	6	A		67	
		1	N		11	
		0	D		0	
		0	SD		0	
				Not Applicable		
				No Response		

Teacher: Damian Hills (104976)

7. The teacher appears to be well prepared and presents the material in a well organised manner.	4.00	1	SA		20	
	(0.71)	3	A		60	
		1	N		20	
		0	D		0	
		0	SD		0	
				Not Applicable		
				No Response		
			4			

8. The teacher is able to explain concepts clearly.	3.60	1	SA		20	
	(1.14)	2	A		40	
		1	N		20	
		1	D		20	
		0	SD		0	
				Not Applicable		
				No Response		
			4			

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9. Overall, I am satisfied with the teaching of this staff member.	4.00 (0.71)	1	SA	20
		3	A	60
		1	N	20
		0	D	0
		0	SD	0
		0	Not Applicable	
		4	No Response	

Open questions:

10. What did you like particularly in this subject?	6	Open question	66.67
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- 10.1 It was interesting subject.
- 10.2 we were playing with non-computer game at the first two assignment, and it was amazing experience to me.
- 10.3 Very interesting topic being discussed.
- 10.4 I liked that we got plenty of practice on designing games of our own as reflected through 3 assignments.
- 10.5 the assignments
- 10.6 Assignments were very insightful and beneficial. Having our groups made for us (as opposed to making them ourselves) was very good and worked well also.

11. Please suggest any improvements that could be made to this subject.	5	Open question	55.56
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- 11.1 It was hard to read what Lecturer wrote on white board.
- 11.2 the third assignment required to use GameMaker, but if we can have some class for this, it will be great.
- 11.3 Remove or lower the restrictions on the group work - being forced into a group with members who are much less competent makes it difficult and increases the work-load on the hard-working group members. It was good that the final assignment could be done individually, but the first two assignments were forced to be done in a group (but ended up being completed individually and the rest of the group getting marks for my work).
- 11.4 Improvements could include reducing the assignments down to 2 that way more time is focused on designing and prototyping to improve the overall quality of our games. Reducing assignments could be compensated by perhaps having a mini design project that could be designed throughout the semesters lab sessions, that way active supervision and monitoring of projects can allow for feedback which could help with actual assignments and with peoples active participation in classes.
- 11.5 Announcements should not be made in the discussion board, but to the announcements section of uts online.